Emulator report

Group team:

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Introduction:

The work has been divided into two big parts: the emulator design and application design.

All members were assigned for each design (Emulator / application). Each one supposed to write something about the part that the is assigned for.

We had weekly meetings to validate the design and the progress and new ideas.

The development of Emulator.

The emulator is a canvas represented inside of a watch as a smart watch. The screen, which is a size: 300 \* 300 that was divided into a row and columns of apps.

We centralised our app to the centre of the smart watch. We deactivated the clicks for the other squares that can represent in the future of other apps.

The squares are drawn with a width and height and an action associated with them especially our app only in this case to be able to press and open our app.

For this emulator we used html as a main page which is index.html and we have two javascript documents one represent the emulator java script and one for the app functions. Which are accessed by the app only

We used a bit of css to make the design better and more user friendly.

We used different tools to validate our code :

HTML W3 HTML validation (https://validator.w3.org/#validate\_by\_input)

CSS Validation with W3 CSS validator (<https://jigsaw.w3.org/css-validator/>)

Java script with JSLint (<http://www.jslint.com/>)

Netbeans software was used to develop code and project and be able to use other libraries : JQuery and JSon

We used github between team members to be able to use versioning and sharing between us.

The remaining work is mostly the app work that will be done by : ?

Our experience so far is we get used to javascript more and we use mostly the web console/inspector in developer tools in the browser mostly to debug our code and see the different error generated and why sometimes the code was not working.