Chad Carmickle Module 10 Assignment 3/30/19

The app was a little tricky at first, I had to figure out a way to pull the url tag and parse through it then equal it to the image. My first thought was it would be a simple make a URL variable and equal it that but after some trial and error and advice I found that it would become much trickery as I would have to convert it into a string and back and that did make it a tad harder. After watching a bunch of information and videos that….sort of helped? I decided the best way was to take apart the code and rebuild it with new variable names and new purpose kind. I decided on a grade book like with various pictures of the students, information about them such as age, birthday etc. I also added short notes from what a teacher would say about them. After I recreated the entire program I ran into a few bumps but nothing that the rubber ducky method couldn’t help. When I first ran my code, I was amazed that it worked for the first run. The text views and the widgets all worked except for the images which puzzled me a bit. Rebuilding the code from scratch gave me a lot of insight of where certain should go and what I was doing, it helped me build upon what I was doing and reinforce the knowledge I had done before. With some more tutorials, one I found most interesting I ended up making a mock version on a smaller project and was super close to finishing it. I spent a few hours trying to figure out how to code in certain elements until I faced a few questions that I needed help with. With your help I was able to finish out and iron out the details, squish all the bugs and litter my code with comments for other people.

Nexus 4 API 26 768 x 1280 API 26