Junhao Du

**BookStore Project location:/Junhao Du/Assignment2-Code/ BookStore/ BookStoreBasic**

**Chat-App Project location:/Junhao Du/Assignment2-Code/Chat-App Basics**

**BookStore Record location:/Junhao Du /Record\_BookStore.mp4**

**Chat-App Record location: /Junhao Du /Record\_Chat-App.mp4**

Some important points:

1. For the BookStore project, we need to add the ViewBookActivity into the manifest.xml.
2. For the BookStore project, we need to implement 2 different optionMenu for the CheckOutActivity and AddBookActivity.
3. To make the Book entity parcelable, we have 2 ways to do it. And I have tried 2 more ways which are wrong.

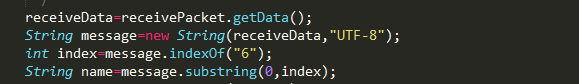
//authors=(Author[])in.readParcelableArray(Author.class.getClassLoader()); wrong too  
/\*for(int i=0;i<in.readArray(Author.class.getClassLoader()).length;i++)  
{  
 authors[i]=(Author)in.readParcelableArray(Author.class.getClassLoader())[i];//Unmarshalling unknown type code 43 at offset 144  
}\*/  
The first correct way is this: right:author=in.creatTypedArray(Author.CREATOR);  
Parcelable[]

The second correct way is this:

parcelableArray=in.readParcelableArray(Author.class.getClassLoader());  
if(parcelableArray!=null)  
{  
 authors= Arrays.copyOf(parcelableArray,parcelableArray.length,Author[].class);  
}

1. For the Chat-App project, we need to add a declaration in the manifest.xml to get the permission to access the net port:

<uses-permission android:name="android.permission.INTERNET" />

1. For the Chat-App project, we need to open the Telnet client for the windows or we cannot use the command telnet to connect the net in CMD console.
2. 

C:\Users\Commander\AppData\Roaming\Tencent\Users\695973631\QQ\WinTemp\RichOle\$UUYU2RS)EJ3H49D})U`[0C.png

How I do to pretend the name in the message to send it from client and extract it from server are in the pictures above.

I set a flag=6 to separate the name and message.

1. For the Chat-App project，To use the telnet to access the AVD of localhost:5554, we need to authorize it in windows.

We need to type the authorization in C:/Users/ .emulator\_console\_auth\_token.

The command is the following:

auth Yf/H30aTFnA6XS/m

8. Maybe there’s still something important, I cannot remember it.