

SELF EVALUATION

OPSC7311



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# Reflection

Android at the beginning was, in all honesty, extremely scary and horrifying. It was clear from the very beginning that android development has its own uniqueness compared to other languages and development tools. Despite me having worked with Java in first year, android java had its own challenges but pushed me to a new level in my programming career.

In order to properly understand Android, I first needed to breakdown its many components and sections that an android app is composed of. In this I learnt that with the normal java class, android makes use of xml files which support both the layout and to hold data such as strings. In addition to this I learnt about the android architecture which is roughly divided into five sections and four main layers. This consists of: applications, applications framework, libraries, android runtime and the Linux kernel. Another important part of android is the android lifecycle which shows the different stages of how an application runs from it being created to it being destroyed. These concepts were key in understanding the very basics of android. Gaining insight into this helped improve my understanding of android as a whole.

The first assignment topic required students to develop a game. I had a wide range ideas however implementing these ideas in android was going to be challenging. One feature that my game needed was to animate buttons by translating them up and down the screen. In order to implement this, I needed to use instantiate the animate class. This is just one of the few classes that I have learnt about in android. An Additional class that I needed to use include was Async task which ran a segment of my in another thread. I was also exposed to working with API’s which was another challenge. This game also exposed me to the many layouts in android. I made use of relative, linear and frame layout. This allowed me to arrange each activity in certain ways and gave me more flexibility in my designs. Another key component to android is the many ways in which data can be represented to the user. I made use of a list view which is container that can hold a list of data. This list can continually be added to. This made good use of this when displaying the player’s high scores and the menu options.

Assignment 2 brought some interesting concepts and newer challenges. The first was reading and writing to a text file which wasn’t difficult. However, reading, writing, updating and deleting from a SQLite database was tricky. I first needed to gain an understating of the SQL helper class which needed to be an inner class. This class was key in creating the database and its tables. Inserting data into the table required me to use instantiate the content values class. Retrieving a record from the database got me exposed to a cursor. This same concept is explored in oracle. In order to display each record, I need to move through cursor. A cursor is similar to that of a virtual table that holds records in the form of rows and columns.

# External Learning

With both assignments, I have incorporated additional functions or features that enhanced my application and brought a new learning experience. One of them was working with an API or an application programming interface. I used this to validate if a word exists in the English dictionary and to retrieve the words definition. This information was being gather through the API. Having heard much about API’s, actually using it amazed me in terms of how powerful an API actually is.

# Conclusion

This semester has been an interesting and challenging one but as a whole it has been a great learning experience. Learning new concepts always makes this journey of software development fun an exciting and I hope to explore the wider areas of android.

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| **Criteria** | **1**  **You’ve learned something – but you’re not proving it!** | **2**  **You’re on the right track but you can do better!** | **3**  **Bravo! You’ve done exceptionally well!** | **Score** |
| Reflection | * Reflection shows no thoughtfulness; * Reflection has no details; * Reflection is incomplete. | * Reflection shows little thoughtfulness; * Reflection has few details or examples; * Most parts of the reflection are incomplete. | * Reflection shows thorough thoughtfulness * Reflection has several supporting details and examples; * All parts of the reflection are complete and done well. | 3 |
| Demonstration of learning | * Reflection does not move beyond description of the event/ experience. | * The reflection demonstrates student’s attempt to analyze the event/ experience but fails to demonstrate depth of analysis. | * Clearly explains what was learned.      * Reflection is beyond simple description of event/ experience to an analysis of how it contributed to learning and understanding | 3 |
| Organization of report  Clarity of report | * Ideas are disorganized   Language is unclear and confusing throughout. | * Ideas are organized but paragraphs are not well constructed. * Frequent lapses in clarity. | * Ideas are very well organized with well-constructed paragraphs. * The language is clear and expressive. * The reader can create a mental picture of the situation being described. * Explanation of concepts makes sense to an uninformed reader. | 2 |
| Inclusion of lecturer’s feedback on Assignments 1 -3 (1 mark) | | | | 1 |
| **TOTAL 9 /10** | | | | |