

In my project I used intents, email intents, recyclerviews, shared preferences, clipboard, saving/loading, and some other small miscellaneous structures. I was fairly sure that most of these concepts would be easy enough to implement because of my experience with the in-class work and the homework. The real roadblocks that stopped my progress were the concepts I hadn't learned in-class like burner email accounts and auto filling websites. These features had to be cut because I couldn't find the API's to make them, or figure out how to implement them, or even make them fit into the scope of my project. It just made more sense to drop these and give extra time to what I knew I could accomplish because really, the work I knew I could see through to the end still demanded more time than I thought even when I thought I would need more time than I predicted. There are still features that could use more polish, I am certain you could crash the app by giving a editText a string it's wildly unprepared for. However I think everything that's there is working as intended. If I were to do this project again I focus so much more of my attention on working on a good auto filling system and then get everything else in order. My project proposal would've looked more like here's my basic functionality that generates and saves data that the user can interact with, here's my setting, and here's the meat of my project good auto filling.