ICS4U Development Journal

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Week 1

October 17

* Resources obtained (Git shell, and Android Studio)

*It took us a reasonable amount of time to familiarize ourselves with the functionalities of both softwares.*

* UML diagrams mostly implemented

*Our UML diagrams illustrated all of our non-dynamic classes (and the majority of dynamic ones) As today was the first day of coding, we spent time translating our UML skeletons into executable code.*

October 18

* Non-dynamic Classes finished

*UML Implementation has been completed. We will hold off on implementing too many stores until the base UI and functionalities have been tested thoroughly.*

* Time spent learning XML

*The XML format of Android Studio made it imperative for Sam and I to learn what exactly they were. This meant spending the rest of our work period trying to hammer through all of the knowledge required to create in XML.*

\*We later found out that there was a way to remove the XML aspect entirely from the program.

October 19

* Graphic Design

*This class was dedicated to UI design. We ended up agreeing on one of Sam’s designs and beginning to input the UI into Android Studio.*

*During this work period we found out that it’s very difficult to just “make creative juices flow” and we found ourselves facing creative blanks quite frequently. It’s taught us that we need to separate ‘crunch time’ and ‘creative time’ to maximize the quality of our final product. So we’ll be tweaking the schedule a bit to allow ourselves for as much creative breathing room as possible.*

October 20

* Java Code translated into Android Studio (and tested)

*Android Studio can now successfully read our Java code for the base classes and execute tasks efficiently and properly. (I spent quite some time making the used algorithms as efficient as possible because of the sluggish nature of the Android OS)*

* Planning for store implementation begun

October 21

* Store implementation planning continues

*A list of all stores and store chains that we can implement into the app based off of proximity and accessibility have been compiled and we have started mapping out the algorithms of Staples and BestBuy. We expect to finish planning for 2 more stores on Monday and then begin implementing these 4 ‘base stores’ for testing purposes.*

Overall Thoughts

So far so good, but that being said, we haven’t reached the frustrating “why won’t this work” part in the software development life cycle yet. So we will continue to try and keep our progress as clean as possible to prevent avoidable stress later on.