Reflection on the creation of my mobile application:

1. Mobile application development refers to a software application that is designed to run on a mobile device like a smartphones or tablets. Mobile devices have some nice capabilities such as access to location, camera, texting, and a touch screen. They also have their limitations such as CPU, screen size, storage, and battery life. Mobile applications must also be made for specific types of mobile devices such as Android, iOS, or Windows phones. All these things must be considered when you architect your mobile application. My application is made for Android devices SDK 14+ with a target SDK of 30 in the programming language of Java in Android Studio IDE.

2. I had a hard time getting my emulator configured and I also had an issue where I have a "notifications.class" which is extremely similar to a native "notification.class" and in a section of code I accidently reference the wrong class and it took me several days to find that error. I also feel the Webinar blast Recording were very confusing. There is so many recordings of the same things it is hard to know which ones are useful. Particularly the "My Bicycle Shop" recording if found to be extremely hard to follow and felt like I was not learning anything.

3. For the emulator I had to do some configuration in the bios and install some update to allow it. I also used a physical device to test on as well. The error on the notifications.class I found by stepping through the code and eventually making another working example where I noticed the difference between the two. For the videos I found the "Implementing your Android App. With Room Framework approach" where extremely helpful and educational and it was best to not waste any time on the
"My Bicycle Shop" videos. I also used developer.android.com as a resource.

4. Well, my emulator would be working so that would not be a problem. I would not spend any time on the "My Bicycle Shop" videos. Jump right into the "Implementing your Android App. With Room Framework approach". I also would possibly design it differently such as navigation buttons to each section in the toolbar.

5. Emulators are nice because you can test multiple types of devices which you might not own personally. This useful because you can ensure the mobile application is working as expected for your supported devices. I do feel a con is with a real device you have some experiences like touch screen and swipe, vs the point and click on emulator. Also, if your computer does not have the resources to run the emulator effectively you might have error that are caused due to the lack of resources on your computer vs the actual device or mobile application.