Lab 1

1. Exercise 1.1
   1. Application both interesting and tractable: Companion app for a computer game.
      1. App that can interface with your game account and pull information about the user.
   2. Wacky application that might not be feasible: App to overclock the hardware in your smartphone.
      1. Overclock the CPU, RAM, GPU, etc.
2. Exercise 1.2
   1. Demographics
      1. Sophomore in terms of the B.C.S. program; Senior in terms of earned credits
      2. Major: B.C.S. and Mathematics
      3. CS 112: A, CS 212: Currently in-progress
   2. Technical
      1. Worked with Android Studio during the Thailand Interim 2018
      2. Java applications from course-work in CS 214. Also, some Java experience from the equivalent of CS 108 that I took at GVSU.
      3. Slack account and some minor experience with GitHub/Git also from the Thailand Interim 2018.
         1. Used GitHub for the Android development team at SIL at Paypap University. Otherwise, used Android Studio’s built-in GitHub features to do commits, etc. Also, used GitHub’s project management features to create pull requests.
      4. I have a Samsung Galaxy J3 V Smartphone running Android version 8.0.0
      5. I would like to work on a companion app for a computer game.
   3. Personality
      1. My Big-five personality type is “Empathic Idealist” followed in order of decreasing magnitude by “Analytical Thinker”, “Practical Caretaker”, and last “Logical Mechanic”.
      2. People I’d like to work with:
         1. Caleb Boraby
         2. Ian Park
         3. Mark Wessink
         4. Andrew Thomas
         5. Ian Christensen
         6. Myself
         7. Professor VanderLinden
         8. Other human beings
   4. I like free coffee ^\_^
      1. I barely know my way around the Linux kernel
      2. I dislike Apple products including i-phones.
      3. I would prefer to be on a team working on a game-related app.
3. Exercise 1.3
   1. Task 3
      1. The strings.xml file stores strings that are assigned to variables.
      2. It is valuable to store such things in this file because of localization issues.
   2. Task 9
      1. Running your app on a physical Android device via USB is significantly faster than using the emulator.