ICP Presentation 2

Keenan Flynn – kpfxn8@umsystem.edu – https://github.com/kfly2fly/Web-Mobile-Spring-2022 Jasmine Naraine-inytc@umstyem.edu -https://github.com/JNaraine/490-Mobile

Video Link: https://youtu.be/w6K3gdjOPu0

Android is a popular mobile operating system that is shipped by Google. It can be used to create diverse and dynamic mobile applications. It uses an XML front end which connects to a Java or Kotlin based backend. The code should define 4 main services: Activity, Service, Content Provider, and Broadcast Receiver. Together these define the project structure.

In ICP 8, we created 2 activity screens which acted as a mock login service. The first screen/activity allowed the user to enter a username and password. The correct login credentials were hardcoded into Java so that if a user had the right input, they would be taken to the second screen. This second screen was a landing page that had a button that allowed the user to log out. We used Toast to send the user notifications depending on whether the login was successful or not.

In ICP 10, we used a RESTful API to display live information from the internet to the user. This simple app pulled data from the GitHub API and displayed it on the front end. The RESTful API included HTTP GET requests to pull data from GitHub's databases. We had to connect our app to the internet and create methods to handle JSON objects. These JSON objects contained the information coming from GitHub and was our primary data structure. We convert the JSON data into a list of User objects, which is a custom class that we created. Finally we appended these User objects to the view so that the user could see the information. Again we used Toast to send notifications to the user.