Computer Science Capstone Project Logbook

Jacob Collins

February 5th, 2018:

* Installed Android Studio on my Linux laptop and got it up and running. (1 Hour)
* Created my GitHub repo for the capstone and edited the README file with the basics of the project. (~5 Minutes)

February 8th, 2018

* Re-Downloaded Android Studio on my main laptop (Windows) due to the prior version of Android Studio on the laptop being very out of date and causing errors. (~30 Minutes)
* Set up Google Maps API key and other settings (Phone Emulator, SDK Versions, etc.) (~30 Minutes)
* Update Java JDK Version (~5 Minutes)
* Made sure the emulator was working with the base google maps application that Android Studio created and then pushed its java file and xml file to Git (~10 Minutes)
* Created another Git Repo for just the Android Studio application itself and pushed the current code to it through Android Studio, although I did have to figure out how to do that which took longer than expected. The other repo will be for word docs (this logbook, weekly updates, etc.) (20 Minutes)

February 12th, 2018

* Watched/Read Android Studio tutorials, some on just the basics of android programming for a refresher and the rest on how to implement a google maps activity in which the program asks the user if it can access their location and then, if the user allows it, it marks it on the map (2 Hours)
* Began to create my UI model for the app (30 Minutes)
* Began to implement getting the user’s location and marking it on google maps (30 Minutes)

February 13th, 2018

* Downloaded Balsamiq for designing the UI Mockeup (5 Minutes)
* Used a Google Android Studio demo to get the app to find the current position of the user (3 Hours)

February 14th, 2018

* Had a Gradle issue and I believe a fixed it (1 Hour)
* Deleted some extra code from the demo app that I found online that was unnecessary for my app (10 Minutes)
* Created Base Template repo on GitHub and a base template project in Android Studio in case I need to reset a UI element or something else back to what it was when I started (20 Minutes)

February 19th, 2018

* Created a UI Mockup using Balsamiq (1 Hour)

February 25th, 2018

* Implemented the UI in the mockup (3.5 hours)

February 26th, 2018

* Added UI elements to the new activities added earlier (2 Hours)

March 12th, 2018

* Timer now starts and stops on command (30 Minutes)
* The app now stores the current run data (just time currently) on local storage and this will only delete itself if the app is uninstalled (2 Hours)
* Created a Run object which will be the object that all run data (time, distance, etc.) will be stored (1 Hour)

March 18th, 2018

* Created three fragments for the three goals in the GoalActivity that pop up and disappear as needed, basic info in them still needs to be filled out (3 Hours)
* Beginning to fill out the first goal (first fragment) by letting the user choose the distance goal (in miles). There are now checkboxes that work (although not fully) and a progress bar (2 Hours)
* Re-did the fragment part to just put them all in one activity which makes things a lot easier, although it did waste some time (2 Hours)

March 24th, 2018

* The app now tracks the user’s distance moved during the exercise and grabs data (like mile time) and stores it. (2 Hours)

March 25th, 2018

* The home activity and GoalsActivity can now share information/data; in that, after every run, the user’s stats are checked against their set goals and it will tell them if they completed any (3 Hours)
* Fixed some formatting issues, although I kept adding bugs and then had to fix those so it took longer than it should have (2 Hours)
* Began to try to use a different Timer object as the one I am currently using has a few bugs but realized that switching now would take more time than I may have (1 Hour)

March 26th, 2018

* Began to add UI and back-end to the HealthInsuranceActivity to allow the user to create a profile in order to send their running data to a database (2 Hours)

April 2nd, 2018

* SharedPreferences (way to share data between activites) now doesn’t delete other activities’ data when it shouldn’t (this causing problems that took forever to debug) (3 Hours)
* Running Data is ready to be sent to the database in a neat and easy fashion (3 Hours)