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PDF: https://github.com/JoseFonseca23/WebMobile-2022Spring/tree/main/2022Spring-ICP-

Presentation/ICP Presentation2

Video: <a href="https://youtu.be/8vDr2maU6">https://youtu.be/8vDr2maU6</a> s

ICP8: https://github.com/JoseFonseca23/WebMobile-2022Spring/blob/main/2022Spring-

Mobile/Mobile ICP8

ICP9: https://github.com/JoseFonseca23/WebMobile-2022Spring/blob/main/2022Spring-

Mobile/Mobile ICP9

CS 490 - Web and Mobile Programming

## ICP Presentation 2 Documentation

In this presentation I decided to talk about both ICP8 and 9. They are both the first two ICPs for the mobile development portion of the course. Each one offered insight into how to program and get comfortable with mobile development. In ICP8 we mainly focused on creating our first mobile application and using Android Studio IDE to create a program for android OS. This program was specifically a login and logout screen that was more designed on getting us comfortable using the IDE than anything else. I took an extra step and made the UI in this ICP more appealing and attractive.

As for ICP9 I believe that this is where I started to understand more about programing for android. This ICP was slightly more challenging than the prior ICP, but that challenge helped improve my skills developing for android. In this ICP I mainly focused on

working with layouts, views, and intents. Layouts and views helped me organize the application better and allowed me to create a more user-friendly UI. This pizza ordering application also contained other features such as spinner to allow different email providers to be selected for simplicity. Also, it used checkboxes to allow toppings to be added onto the pizza, and Radio View was used for the choice of cheese amount the user can use. Finally, Intents were used to not only transition to different activities but also to send out emails with the pizza order.

Overall, these ICPS were a bit difficult compared to the previous ICPs, but I enjoyed them more. I was allowed to became more accustomed to the IDE, and with Android development.