**OPSC Part 2 – ReadMe File**

**Time Tracking App**

The Time Tracking App is a mobile application developed using Android Studio. It allows users to track and manage their time effectively, helping them stay organized and improve productivity. This README file provides an overview of the app, its features, and instructions for building and running it.

**Features**

Track Time: Users can start and stop timers to track their activities and measure the time spent on each task.

Task Management: Users can create, edit, and delete tasks, providing a way to organize their time tracking activities.

Reports and Statistics: The app provides reports and statistics on the user's time usage, helping them analyze their productivity and identify areas for improvement.

Notifications: Users can set reminders and receive notifications to stay on track with their tasks and time management goals.

Data Export: The app allows users to export their time tracking data in various formats, such as CSV or Excel, making it easy to share or analyze the data outside the app.

**Prerequisites**

Android Studio: Make sure you have Android Studio installed on your development machine. If not, you can download it from the official Android Studio website.

**Getting Started**

To get started with the Time Tracking App, follow these steps:

Clone the repository or download the source code files.

Launch Android Studio and open the project by selecting the root directory of the cloned/downloaded project.

Let Android Studio sync the project and resolve any dependencies.

**Configuration**

Before building and running the app, make sure to set up the necessary configurations:

Check the minSdkVersion in the build.gradle file and ensure it matches your Android device's API level.

If you encounter any issues with dependencies, make sure they are up to date by syncing the project with Gradle.

**Building and Running**

Once the configurations are set up, you can build and run the app using the following steps:

Connect your Android device to your development machine using a USB cable, and make sure USB debugging is enabled on the device.

In Android Studio, select your device from the deployment target menu.

Click on the "Run" button or press Shift + F10 to build and run the app on the selected device.

Android Studio will install the app on your device and launch it automatically.