

GAURAV AMARNANI

D12A 02.

MOBILE COMPUTING REPORT - ASSIGNMENT 02.

NOTES ANDROID APPLICATION.

Problem Statement:

Note-taking is the process of capturing information from a source or event. This usually takes the form of recording, writing, jotting, paraphrasing, sketching, labelling, outlining, and annotating. Note-taking applications enable users to type, write, and draw on their devices just as they would on paper. Many applications have their own unique features, storage, organisation, and sharing capabilities, and it's up to the user to identify which note-taking application will work best for their needs.

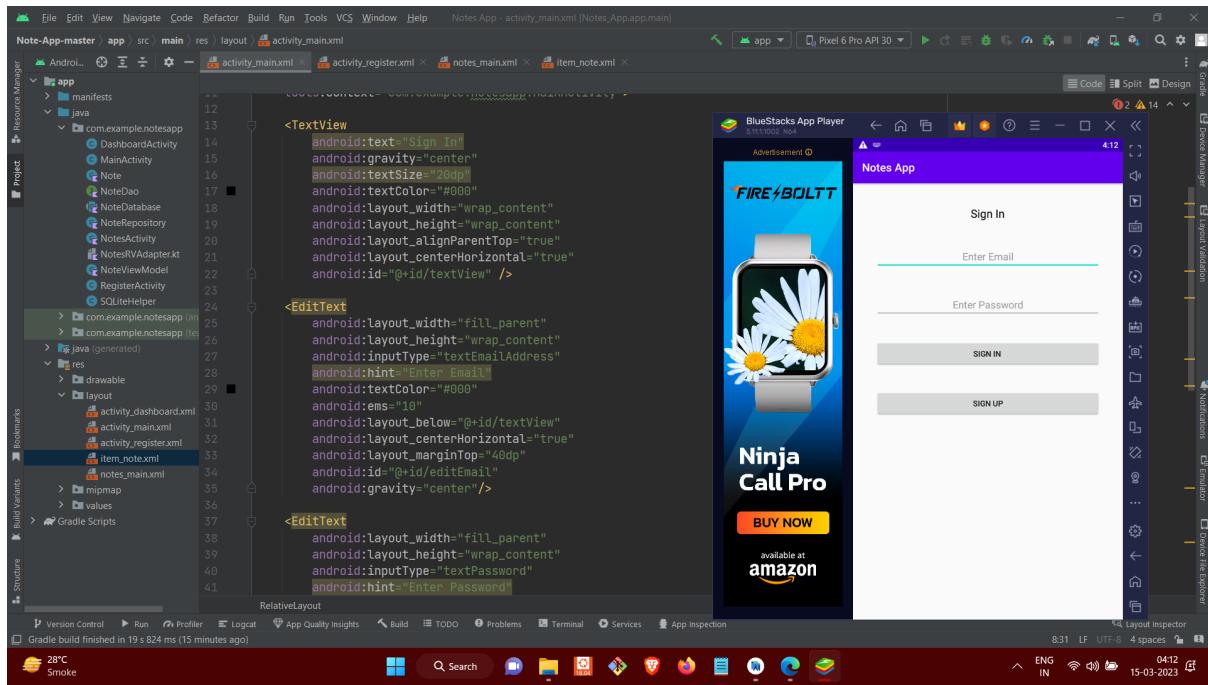
Note-taking applications (also called Notes App) allow students to:

Store all notes and important information digitally, usually in a cloud-based storage system.

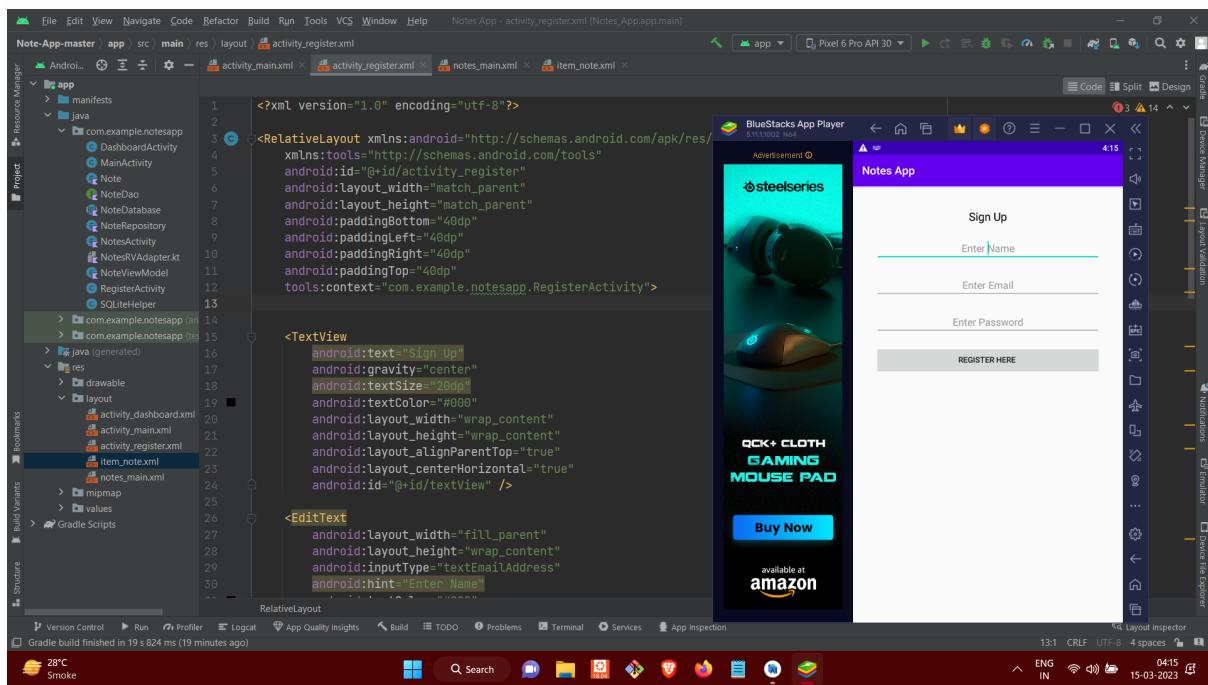
Type, write, and draw notes on the device of choice just as one would using pen and paper.

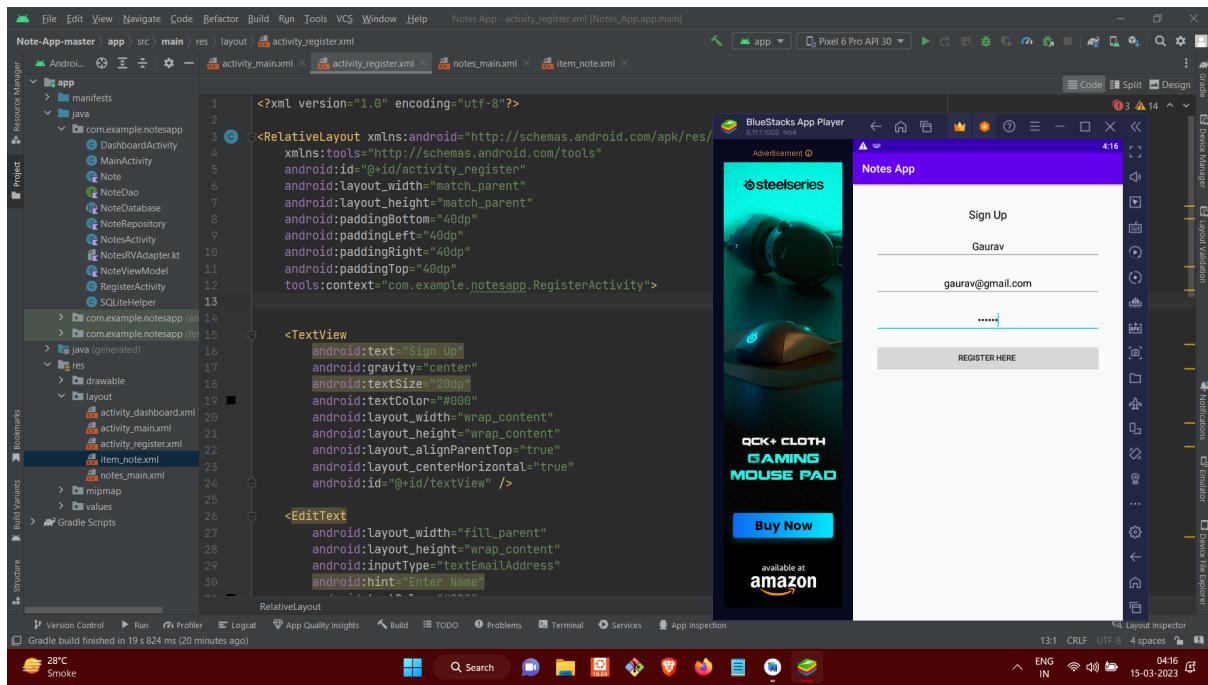
GRAPHICAL USER INTERFACE:

SIGN IN PAGE:

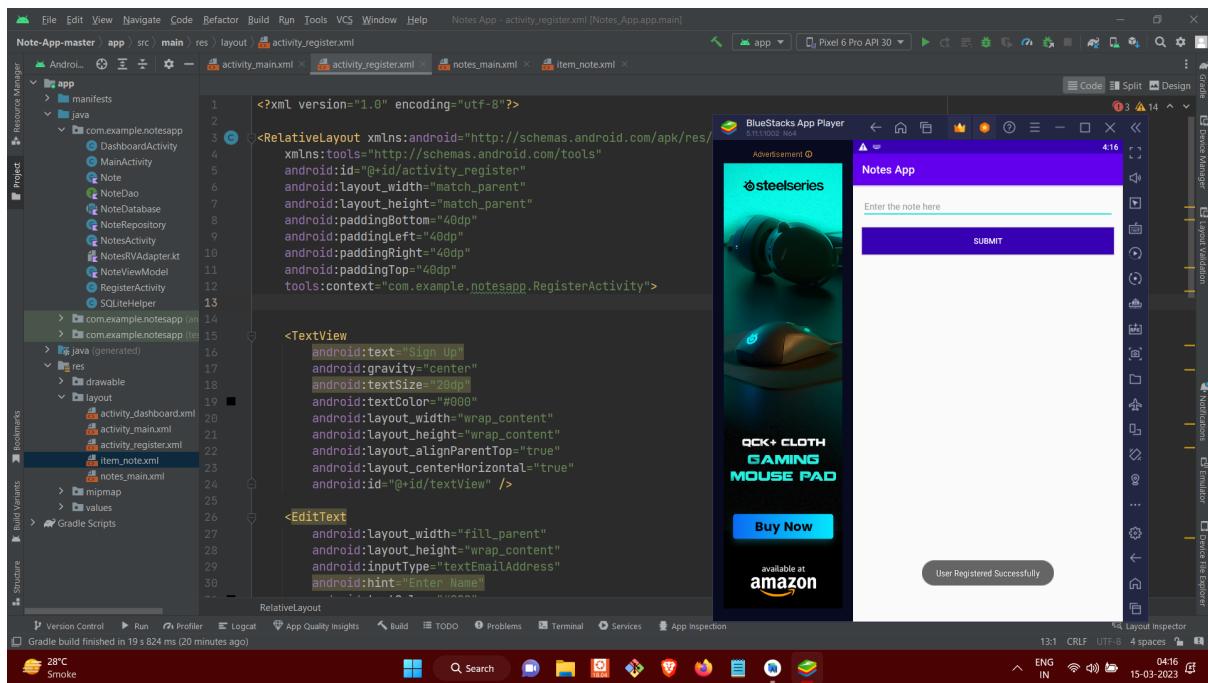


SIGN UP PAGE:

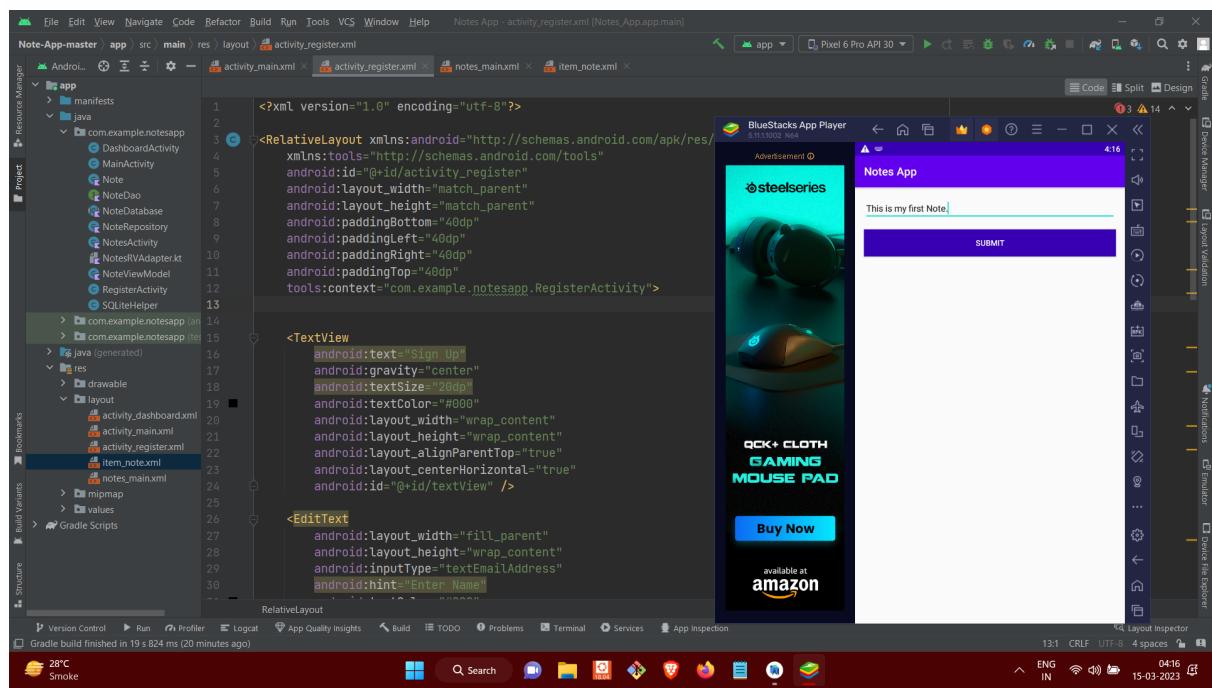




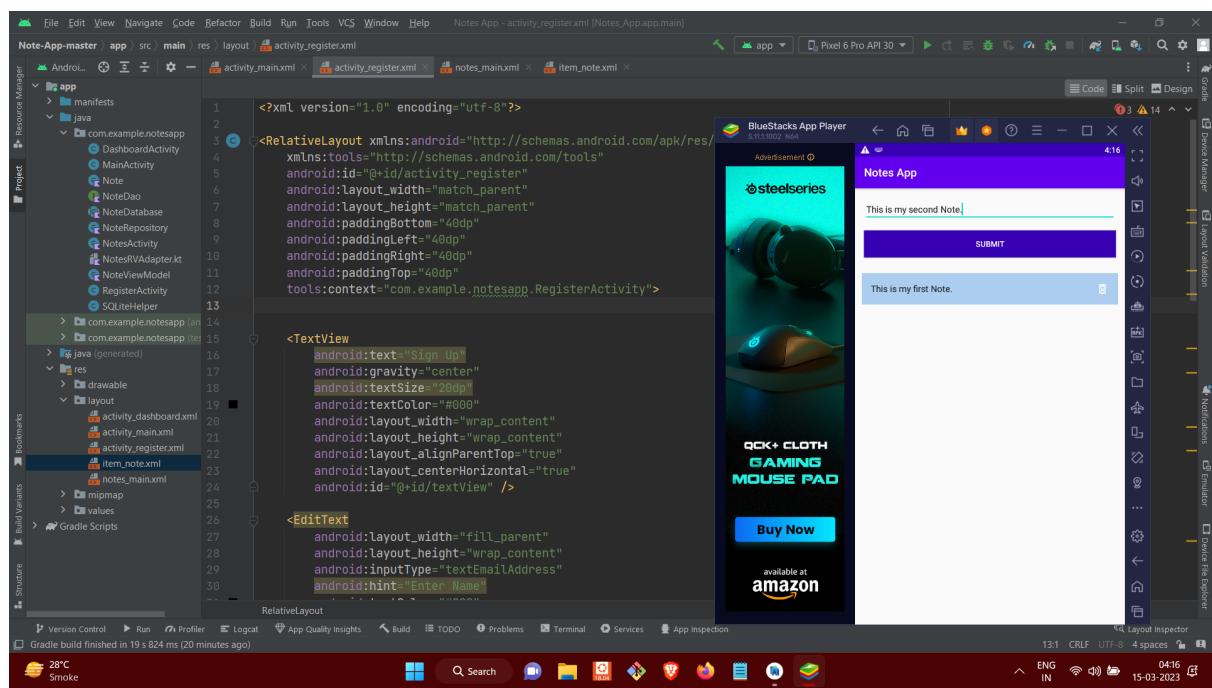
HOME PAGE:

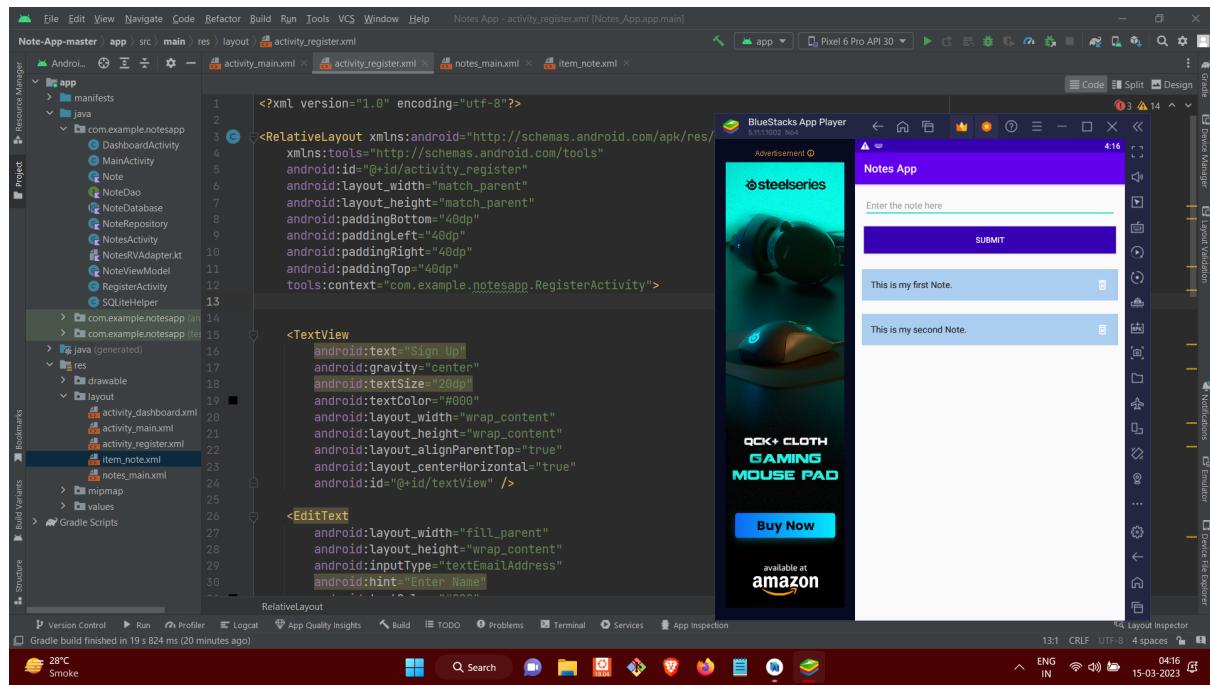


ADDING A NOTE EXAMPLE:

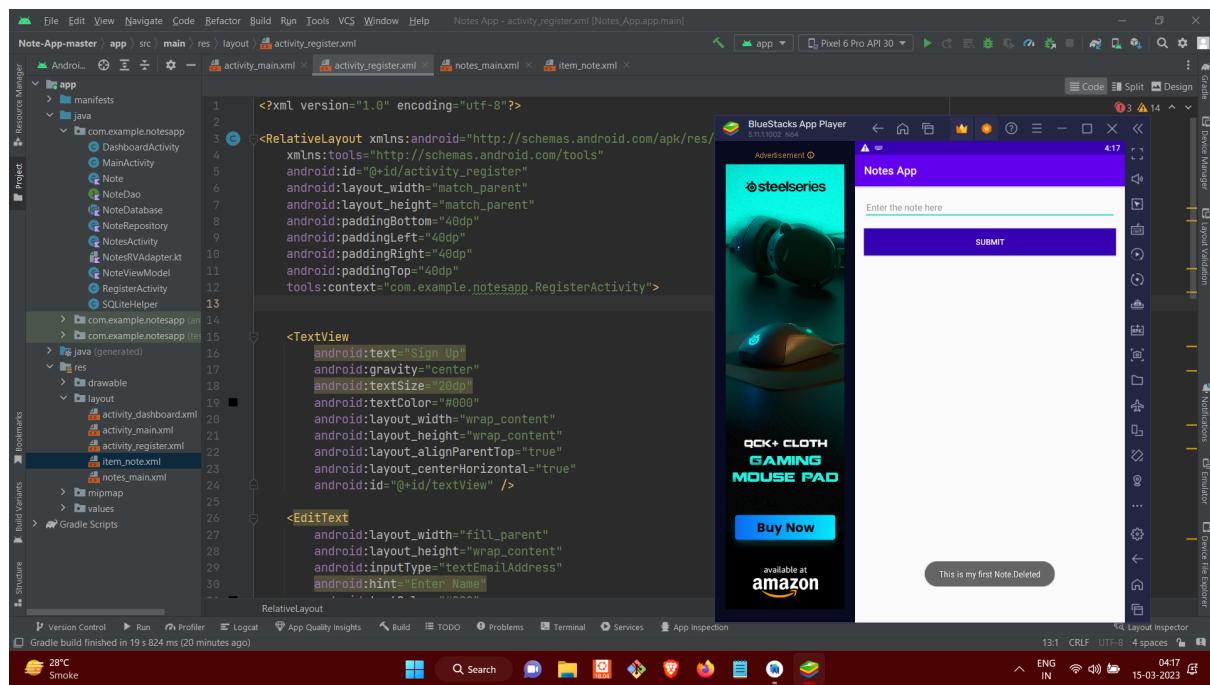


SUCCESSFULLY SAVED THE NOTE:

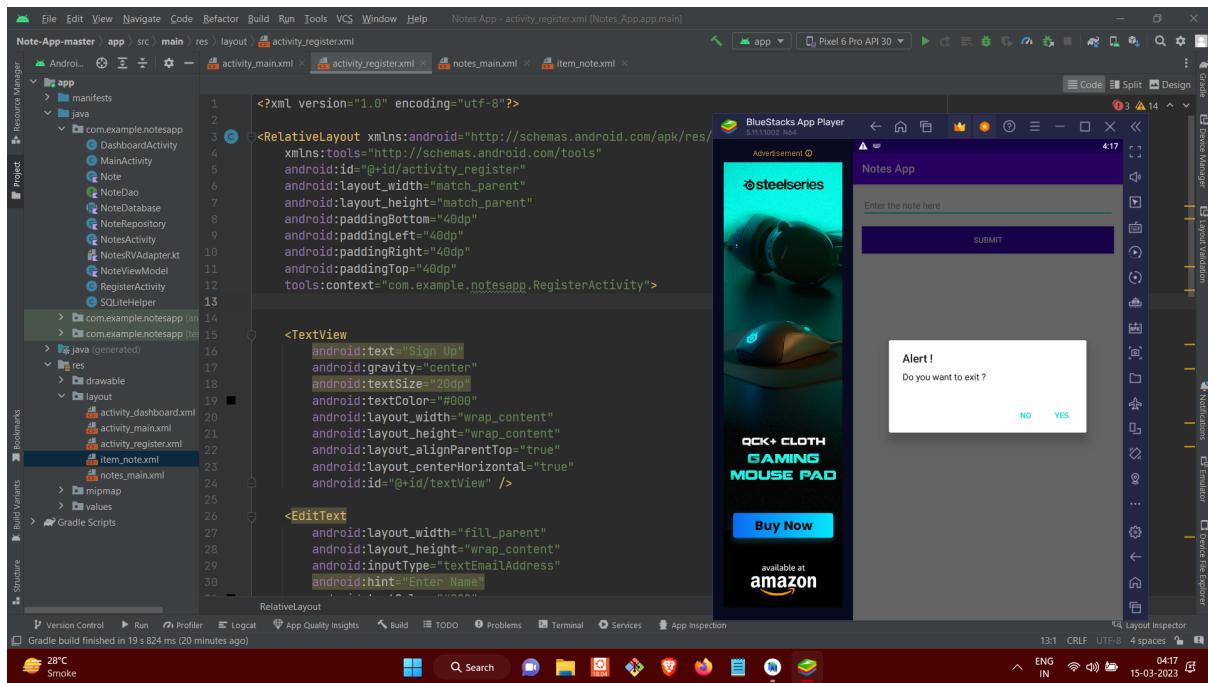




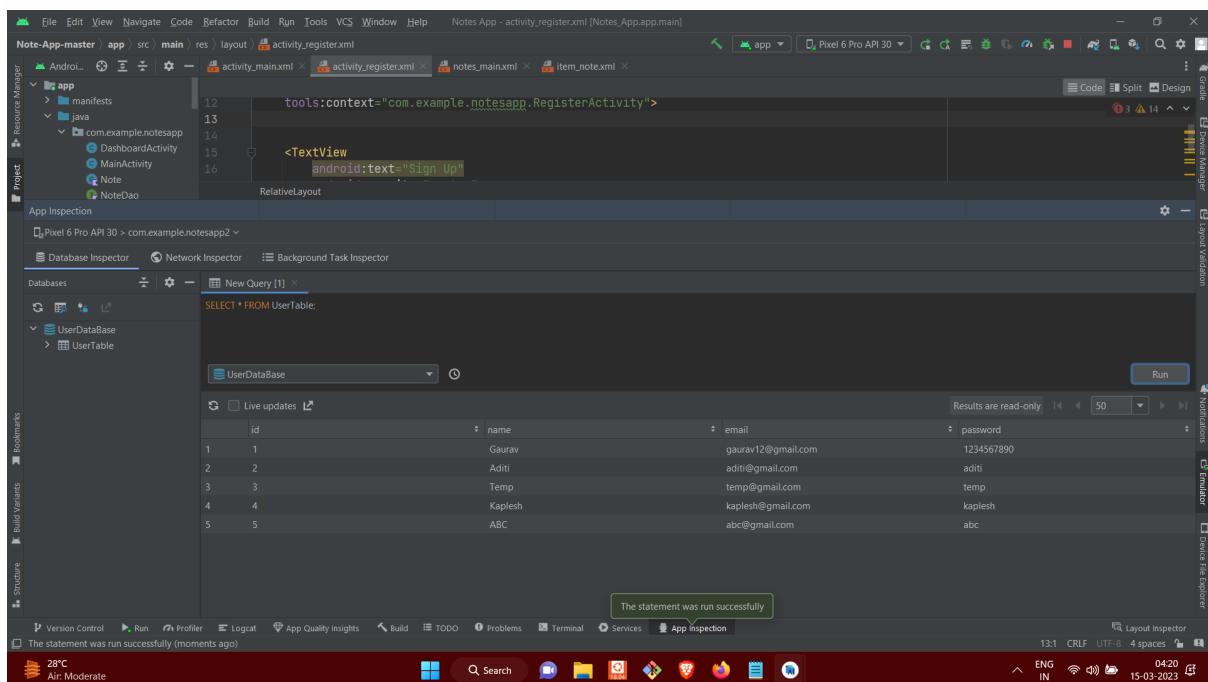
TOAST MESSAGE ON DELETING THE NOTE:



ALERT MESSAGE WHEN USER WANTS TO LEAVE:



DATABASE FOR USER DETAILS:



Conclusion: Notes App was successfully implemented using Android Studio, a graphical user interface created with backend calculations was created, SQLite database was used to store user information and results obtained by the user. Alerts were also used to inform the user if they logged in successfully/ their data was successfully stored etc.