Assignment 2, App #2

What does your app do?

This application simply "plays with music" and was based on what was presented in the video lectures weeks 4 and 5 of this class.  
Week 4 we learned about "Emily's Song", so that is where the "play with music" part came from.  Week 5 taught us about web views  
and separate activities, which I incorporated into the music app from week 4.  There are 2 activities outside main, one that has buttons  
that take you to the You Tube video page for those musical songs.  The other activity uses a raw mp3, but also has buttons that start  
and stop the raw mp3 song.  The interactivity is the button presses that the user must press, that are responded to in the Java code.  
Unlike the first app in this assignment, I used the "onClick" properties in the XML code to specify the Java routine to respond to the button  
press, since I used "listeners" in the onCreate code to respond to those in the first app.  The music I chose was really randomly chosen  
while playing around Week 4 during the lecture videos, trying to find music that crossed the boundaries of both classical, rock and roll  
and opera, to appeal to all sorts of people's tastes, the thought was anyway.  The reason I chose Black Dog though, was because I once  
had a black dog (rest in peace!)  That one is not a mix of classical with rock, or opera with rock, but perhaps Led Zeppelin is a mix of  
blues (?) with rock, not sure!  For the raw musical section, I chose "Happy New Year", since we just started a new year, and also, because  
this version is a mix of opera and rock.  So all this app does, is "play with music", demonstrating the concepts presented in weeks 4 and 5  
of this class, using buttons at the interactivity part.  Also, I did not have time to completely remove "intermittent" things that occur--such as  
occasionally, when you hit the back button, the app gives you an error when it takes you back to the main menu, and given I did it similarly  
to the first app that does not do this, I do not know why.  It does however demonstrate the interactivity requested, and the concepts taught  
during weeks 4 and 5, but would not be "ready for production" since I did notice when testing that a few times I had an error when going  
back to the main menu by hitting the back button.

Why did you decide to build this app?

I decided to build the app based on what was taught in weeks 4 and 5 in this class, and also, because the professor inspired us to do  
something musical with it in week 4.

What do remember most about your development experience?

The second app was very straight forward, based on what I learned from weeks 4 and 5 in this class, and also my debug experience with the first app for this assignment.  
However, I ran out of time, and did not have time to figure out why there is an intermittent type error, in that occasionally there is an error when you hit the back button  
to go back to the main menu, which did not happen for the first app.  The only major design difference, was that I used the "onClick" properties in the XML code for the Java  
code to respond to, rather than use "listeners" for button presses in the onCreate code, as I did in the first app.  I did a web search, and it said they should work the same.

What would you like to try next with your app?

I will most likely, if I stick with part 2 of this class, since I am new to Java, XML, and mobile development, and I was not 100% sure if I could keep up in part 2, but so far I am signed up for part 2 that starts next week, is to incorporate what ever we learn in next week's lecture into an app.  I am not yet advanced enough in this area, and have young kids and I'm job searching, to do a great deal of web searching and learning on my own outside of what is presented in the video lectures, to go beyond what is presented in lecture videos, although when I peer reviewed some people's code, I see that others are far more advanced, and can do that, and I enjoyed during the peer reviews, seeing what you can do once you get there.  As I mentioned above, I do not have a mobile device yet, and I'm thankful we have emulators to try this type of programming in this class, since otherwise I would have to borrow one.  I am not a brand new programmer though, since I have 18 years experience in the embedded C product market, but currently home job searching with young kids around, and trying to learn something new.  My background is also not in CS, but rather, in EE, for the educational bit, way back when!  So if I can stick with the class, most likely, I will somehow incorporate what is taught next week into what ever I try next. I've done a few other new languages from these free onlines recently, so this is another exercise in that skill expansion, while job searching.