Karen West, Assignment 1, Application #2, January 9th, 2014, Creative, Serious and Playful Science of Android Apps, From the Coursera University of Illinois at Urbana-Champagne online course by Professor Lawrence Angrave, originally from the UK:

**What does the application do?** It is similar to the first application, in that there is a portrait photo with caption, and you use CTRL-F11 to switch to the landscape version of another photo with caption, but the theme is very different. **Why did I decide to build this application?** I chose the West Family Adventures as the theme for application #2 for assignment #1, because these were 2 of the 3 pictures on our holiday cards sent to many people during the holiday week 2013, when this assignment was started, and the videos watched, and also because application #2 was stated to be “anything that is interesting to you but is not the same application as application #1.” The reason this was interesting to me, was because it was about 2 adventures my family had in 2013 that we shared on our holiday card in 2013. The portrait adventure was our family bike riding in Borderland State Park in the town in which we live, in Easton,MA,USA, in October 2013. The landscape adventure was our family having just climbed to the top of Warwick Castle in England, all hot and sweaty, in July 2013. Borderland State Park in Easton is a very beautiful state park donated to Easton by an old rich family from Easton, the Ames Family, who used it as their summer home at the start of 1900 or so. It has a great park, an old mansion to tour, trails to walk, ride, walk dogs or ride horses, and ponds. Warwick Castle was an interesting place to tour this summer, not far from where Rich grew up in Derby, England, and was originally built in 1068, in wood. It was transformed into stone in 1215. There were no elevators or air conditioners of course in that era, so we were very hot when we reached the top of the Warwick Castle tower!

**My Development Experience** with Assignment #1 Application #2 was straight forward, based on the Week 3 video exercises that we did, and also because I did something similar but not exactly the same as application #1. I had no troubles at all with application #2, since I had worked out all the issues in application #1 (please see this not for application #1 for those). The only time involved was deciding on the theme, and reducing the images, and coming up with the captions. There is no need to reference any Wikipedia or other web site to to comply with license and copyright material of the photos and captions in application #2, since they were my own.

**What would I like to do in my next application?** Before I answer—some background--I am new to mobile computing, and do not even own a mobile device yet, but my 8 year old daughter has an Android Nexus 7 I might be able to borrow, my 10 year old son has an Android Kindle Fire I might be able to borrow, and my husband a Android based smart phone that I've seen him create an application on once. For this class, I rely 100% on the emulators, since I don't know when I can borrow the rest of my family's mobile devices! Most of my experience in former jobs was in the embedded C market, and in recent years while unemployed, I've been taking advantage of the free online courses to expand on that skill set. So Android applications is one of the skill expansion explorations I decided to do as I continue my job search.

**I have** **nothing specific in mind that I would like to do for my next Android application**. I saw my husband write a quick Android application one weekend, to control a robotic car on which he had downloaded the operating system he had designed to control it, and at that time, he recommended if I want to learn how to do that, to do either the tutorials or an online class. I also once started another applications type class last year, Ruby on Rails/Saas (which interfaced to the web and databases), but only completed part 1, not part 2. Other things I've done with this same idea in mind, skill expansion, and some of these things may also overlap with the Android application development, were: databases (where we learned XML), networks, python, and artificial intelligence with python. The AI class did apply the algorithms to a version of the pacman game, which we had to tweak. The introductory python class applied the concepts to different things each week, small games, robots, web triggers and searches, simulations of drugs and good verses bad cells, mortgage and debt calculations, and tree searching for any application that might use those, and the AI class went further into depth on that last topic. I've also been investigating a few humanities in the economics and law area, during this period, but I'm not sure if Android applications might overlap in those! So my interest in Android applications came from investigating a new skill during my recent job search, and is a follow on to other things I did in that fashion. My 18 years of work experience in embedded C was quite different, and I was more of an Electrical Engineering major than Computer Science, so don't have the complete background there for my BS and MS. The only thing I can think of that I did once was a puzzle, first in C, then in Python, but never completely finished it, and I also tried to apply AI to it, that was given to me once by a potential company a few years ago. It simply asked me to input a field of strawberries, and given a green house budget, try to cover the strawberries with the best cost strategy. However, I'm not sure how relevant that would be to anyone for release on an application web site! So I plan to follow the class, learn what I can from it, and see what makes sense, as I continue my job search (the highest priority!)