Peer Assessments (https://class.coursera.org/androidapps101-001/human_grading/)
/ Assignment 2 Submission
(https://class.coursera.org/androidapps101-001/help/peergrading?url=https%3A%2F
class.coursera.org%2Fandroidapps101-001%2Fhuman_grading%2Fview%2Fcourses%2F1%2Fassessments%2F8%2Fsubmissions)

Submission Phase

1. Do assignment ☑ (/androidapps101-001/human_grading/view/courses/1/assessments/8/submissions)

due in 13hr 3m

Evaluation Phase

2. Evaluate peers ☑ (/androidapps101-001/human_grading/view/courses/1/assessments/8/peerGradingSets)

3. Self-evaluate ☑ (/androidapps101-001/human_grading/view/courses/1/assessments/8/selfGradingSets)

Results Phase

4. See results 🔒 (/androidapps101-001/human_grading/view/courses/1/assessments/8/results/mine)

Congratulations on finishing this assignment. To see your results, come back afer the evaluation deadline has passed.

In the meantime, you can go back and evaluate more of your classmates' work: ← Return to peer-evaluation (/androidapps101-001/human_grading/view/courses/1/assessments/8/peerGradingSets)

Re-submit

Submission from: you

Be sure you have read the instructions on the **Assignment 2 (https://class.coursera.org/androidapps101-001/wiki/Assignment2)** page thoroughly and have completed all the materials in the checklists below before submitting your apps.

App #1 Submission Checklist

- The signed apk file
- The Android Manifest file
- The layout xml you used for the Jabberwocky activity
- The activity Java file for the Jabberwocky activity
- The activity Java file for the Roundball activity
- The 4 screenshot png files

- A few notes about your development experience. For example, what was the hardest part of this assignment or the part that required the most time?

App #2 Submission Checklist

- The signed apk file.
- A screenshot of your app.
- Include some Java code that demonstrates the interactivity of your app. Unlike the first assignment this is a required part of the submission. No need to post an entire file.
- Briefly answer the following 4 questions:
  - What does your app do?
  - Why did you decided to build the app?
  - What do you remember most about your development experience? For example, what was the hardest part of this assignment or the part that required the most time?
  - What would you like to do next to your app?

When reviewing the work submitted by a fellow peer, install and play with the apps they provide. Give the app developer some constructive advice and some helpful feedback on their efforts.

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App #1

Upload the signed apk file here. Note apk files *can* be uploaded even if not listed below.

wrwrld_jbwky_uinasa_rbl (https://s3.amazonaws.com/coursera-uploads/user-519c50709447eca98fc650d0/402/asst-8/c1ca75c0869f11e3815a9df972b8069e.apk)

Upload the Android Manifest file here.

AndroidManifest (https://s3.amazonaws.com/coursera-uploads/user-519c50709447eca98fc650d0/402/asst-8/f9fc4b30869f11e3815a9df972b8069e.xml)

Upload the layout xml you used for the Jabberwocky activity here.

activity_jabber_wocky (https://s3.amazonaws.com/coursera-uploads/user-519c50709447eca98fc650d0/402/asst-8/0a398d0086a011e3a7c56f69d855062b.xml)

Upload the activity Java file for the Jabberwocky activity here.

JabberWockyActivity (https://s3.amazonaws.com/coursera-uploads/user-519c50709447eca98fc650d0/402/asst-8/1b534c2086a011e3b08b6f8923cff007.java)

Upload the activity Java file for the Roundball activity here.

RoundBallActivity (https://s3.amazonaws.com/coursera-uploads/user-519c50709447eca98fc650d0/402/asst-8/271f512086a011e3a36ccd7596303339.java)

Upload a screen shot of the **War of the Worlds** activity running in portrait mode on a [1024 x 600 mdpi] screen here.

Go to Main for New Activity Icon!

The War of the Worlds

by H. G. Wells

Book One

About this edition and attributions

This edition is based on the public domain web edition by John Walker, which in turn was based on the Project Gutenberg electronic text (etext) edition, warw11.txt

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The Coming of the Martians

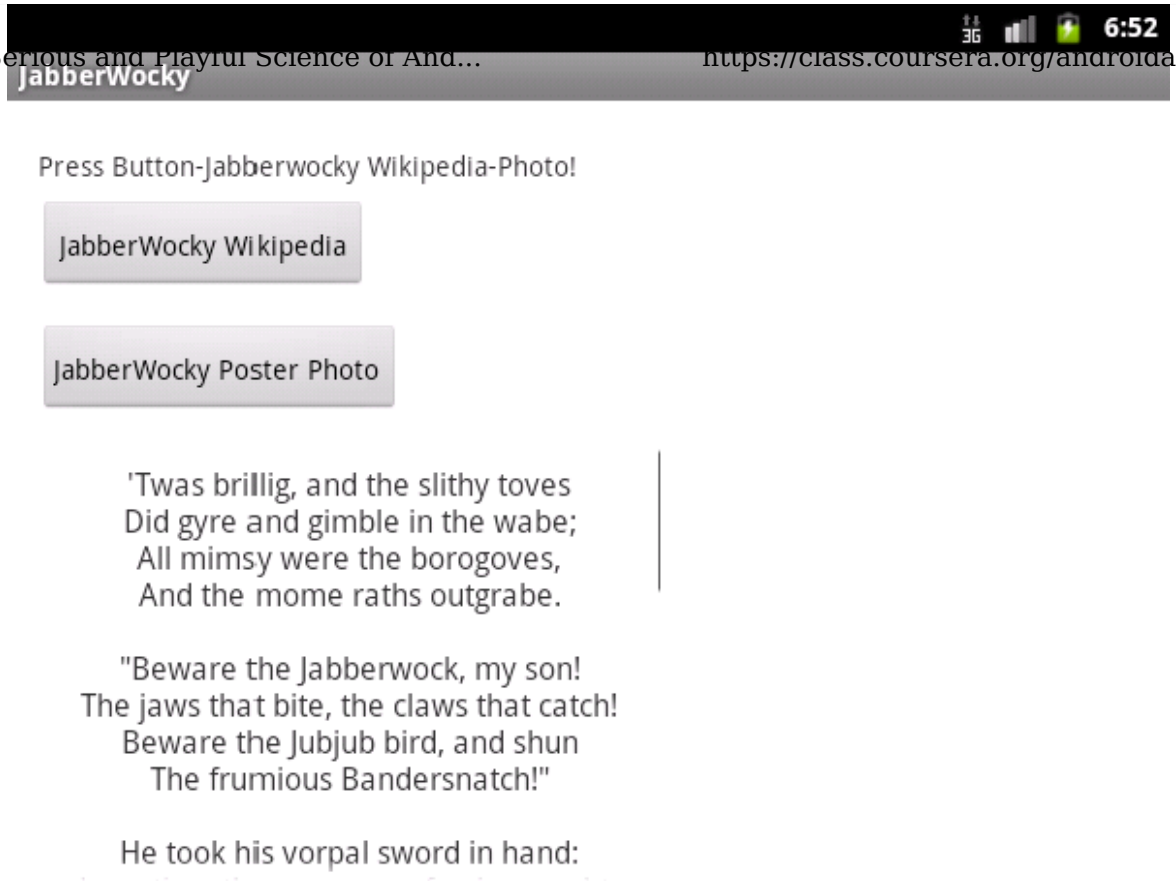
Chapter One

The Eve of the War

But who shall dwell in these worlds if they be inhabited? . . .
Are we or they Lords of the World? . . .
And how are all things made for man?--
Kepler (quoted in *The Anatomy of Melancholy*)

No one would have believed in the last years of the nineteenth century that this world was being watched keenly and closely by intelligences greater than man's and yet as mortal as his own; that as men busied themselves about their various concerns they were scrutinised and studied, perhaps almost as narrowly as a man with a microscope might scrutinise the transient creatures that swarm and multiply in a drop of water. With infinite complacency men went to and fro over this globe about their little affairs,

Upload a screen shot of the **Jabberwocky** activity running in portrait mode on a [1024 x 600 mdpi] screen here. Note: The screenshot should show the poem, not the image.


6:52
JabberWocky
Press Button-Jabberwocky Wikipedia-Photo!
JabberWocky Wikipedia
JabberWocky Poster Photo
'Twas brillig, and the slithy toves
Did gyre and gimble in the wabe;
All mimsy were the borogoves,
And the mome raths outgrabe.
"Beware the Jabberwock, my son!
The jaws that bite, the claws that catch!
Beware the Jubjub bird, and shun
The frumious Bandersnatch!"
He took his vorpal sword in hand:

Upload a screen shot of the **U of I at NASA** activity running in portrait mode on a [1024x600 mdpi] screen here.

Go to Main for New Activity Icon!

Weightless U of I students debug code and test novel docking system in NASA Microgravity program *Lawrence Angrave, 2013*

June 2013. At 30,000 feet over the gulf of New Mexico, the plane, a heavily customized Boeing 727, changes quickly from a body crunching 2-g climb, where everything is twice as heavy, to free-fall. Your stomach lurches as you float away from the floor. 0 g. For a few seconds the plane will still be gaining altitude, but it's now accelerating towards Earth with you inside. Inside the plane, you instinctively yelp with excitement--you're weightless and floating in the air. An unbelievable, out-of-this world sensation.

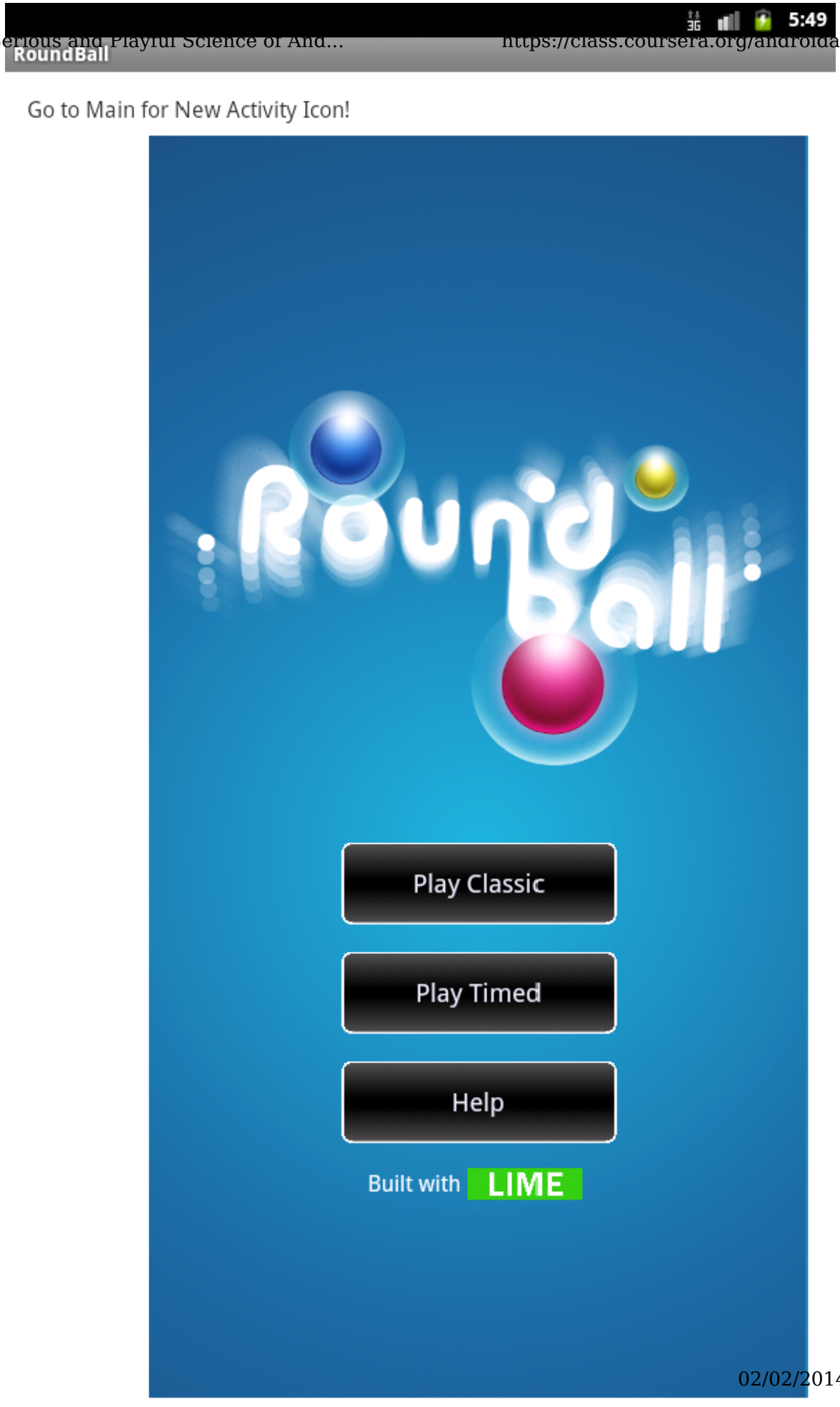
Youtube: MoonGoon interviews and NASA robotics tour
Nasa Microgravity program
Computer Science at the University of Illinois

"You don't get tired of microgravity-it's just really cool every time," says Dan, engineering physics major, team leader of the Moon Goons. The journey to this point has been an intense experience for the University of Illinois students, Alejandro, Danylo, Ehsan, Linas, Sam, and Sunny. Each year NASA receives over 70 proposals for the Reduced Gravity program and invites around 15 of the best proposals to Houston's Johnson Space Center and to fly at Ellington field. In the previous year, the Moon Goons team did not make the shortlist, but with perseverance they rewrote the proposal, strengthened their school outreach plans, and created a winning entry. Their hard work also brought them a prize - one of the winners of best undergraduate research at UIUC's Engineering Open House - and a week at NASA's base at Houston to learn about space, safe "0g" flying, and to prepare and then fly their quadrocopter experiment.

The first of two 0-g flight days, Thursday, includes team members Dan, Alejandro, Sunny and myself. The team is nervous and excited. It's the maiden 0-g voyage of the quadrocopter or "drone" experiment, and we're not sure how it will perform. But we're in great hands. NASA has been very careful to ensure our safety: 0-g flight requires all tools, bolts, and loose items be accounted for, and the experiment be strongly secured. Before the flight we've also taken anti-motion sickness medication and are reminded that avoiding neck movements and staying still during the 2-g pull-up phases will help avoid motion sickness.

"Feet down," warns the NASA flyer before Alejandro even

Upload a screen shot of the **Roundball** activity running in portrait mode on a [1024 x 600 mdpi] screen here.


5:49
RoundBall
Go to Main for New Activity Icon!
RoundBall
Play Classic
Play Timed
Help
Built with LIME

Add a few notes about your development experience here.

The most difficult part of this assignment was trying to figure out what was wanted, whether to use 4 activities, or 5, and I decided to use 5, using the first one just to direct the person running it to go back to the main menu, to see the icons to run the activities for JabberWocky, RoundBall, War of the Worlds and Univ. of Illinois at NASA. I also misunderstood about the poem being below the buttons for Jabberwocky, so added that at the end, since I also embedded the jabberwocky image as an IMG element within the poem html page given by the professor, and as hinted at doing in the assignment description, so I just left it there after I saw that he really meant it to be beneath the buttons only. It was also challenging at first for me to get the buttons for Jabberwocky to work correctly within the separate XML layout using the web view defined in the main XML file. I had trouble making the buttons respond at first to the onClick property in the XML file, and in my web search, found another way of doing that, by making a listener for the button within the onCreate activity code. I also searched and searched but could not find a short enough mp3 clip for the jabberwocky poem, and finally found one as a phone ring, but it was not that great, so instead, used a 30 second music clip I had laying around that has nothing to do with that poem, called "Nutrocker", from Emerson, Lake and Palmer in the 1970's, since I had no other 30 second clip, and no time left to find one that would match better with the Jabberwocky poem! I had no issues with the other activities, the RoundBall, Univ. of Illinois at NASA, and War of the Worlds activities worked first try, based on what was presented in lecture videos.

I am thankful for the use of the emulators in this class, since I do not yet own my own mobile device, and would have to borrow one in order to test otherwise. The world of mobile programming is brand new to me, although I have programmed before losing my job 4.5 years ago, for 18 years in the embedded C product market, although that type of thing is a bit different. The past few years of the free online course markets has introduced me a bit to other worlds of programming, and this particular mobile programming class the uses the Android emulators as mobile devices, allows me to try this without the need to borrow someone's to test!

Evaluation/feedback on the above work

App #1 Evaluation

Grading Questions:

- Does the app require anything other than INTERNET permission to install? If yes: Do not continue. The review stops immediately and the project is awarded 0 points.
- Does the app include 4 activities that can be launched from the HOME screen?
- Do each of the 4 content items work correctly? You may test this app directly or review the Java code.
- Does the manifest constrain the activity to be in a vertical orientation?
- Did the user upload signed apk and add notes about their development experience?
- Does the app play music during Jabberwocky? Does the music stop when the user

stops reading these items (alternatively, it may stop the music when the picture is displayed)? You may test this app directly or review the Java code.

- Do the 2 buttons for the Jabberwocky app function correctly? You may test this app directly or review the Java code.

Assign a score to the app based on the following scale:

- **10 points—Excellent**: The assignment is fully completed and correct. No more than 1 error or omission was found.
- **8 points—Sufficient**: The assignment is almost complete. At least 2 errors were found, but these were simple oversights and could be fixed fairly quickly.
- **5 points—Partial**: The assignment was partially completed but had significant errors and would still require significant time to finish.
- **0 points—Poor**: The assignment fell far short of being complete.

Note: For grading purposes you need to review only three screenshots. Submissions may omit one screenshot without penalty. If two of the four screenshots are missing the project you may still award 5 points, at your discretion.

8: Sufficient

Optionally, include any feedback you have about the first app.

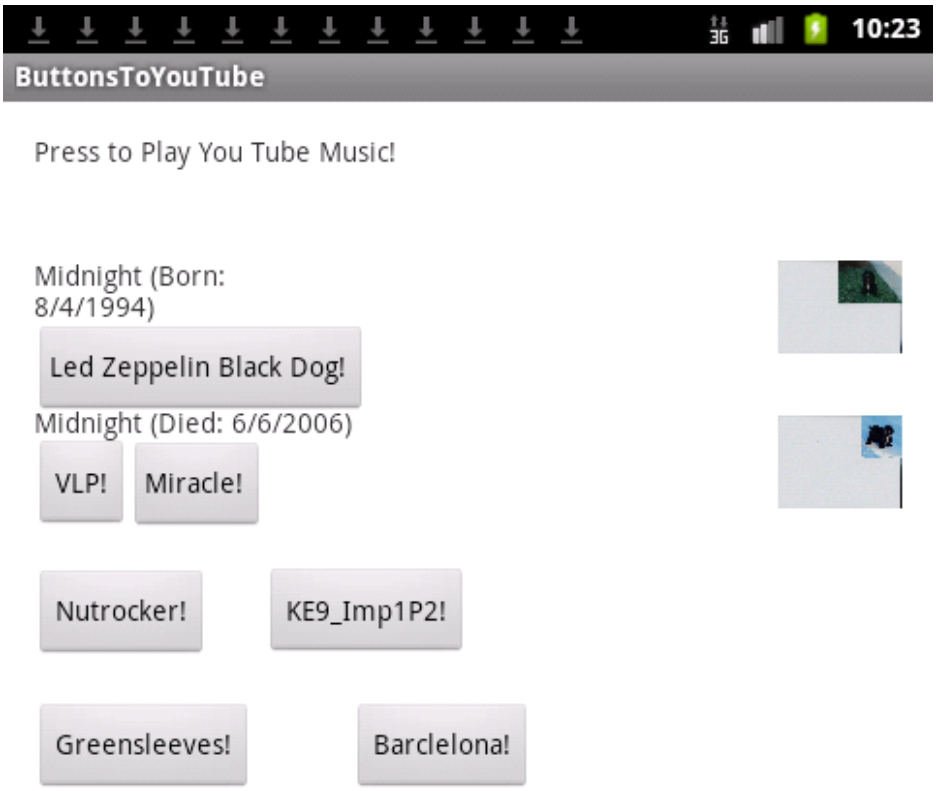
From evaluating what others did for their app1, I think there are 1 or 2 things that I did not do, but these things could be fixed fairly quickly.

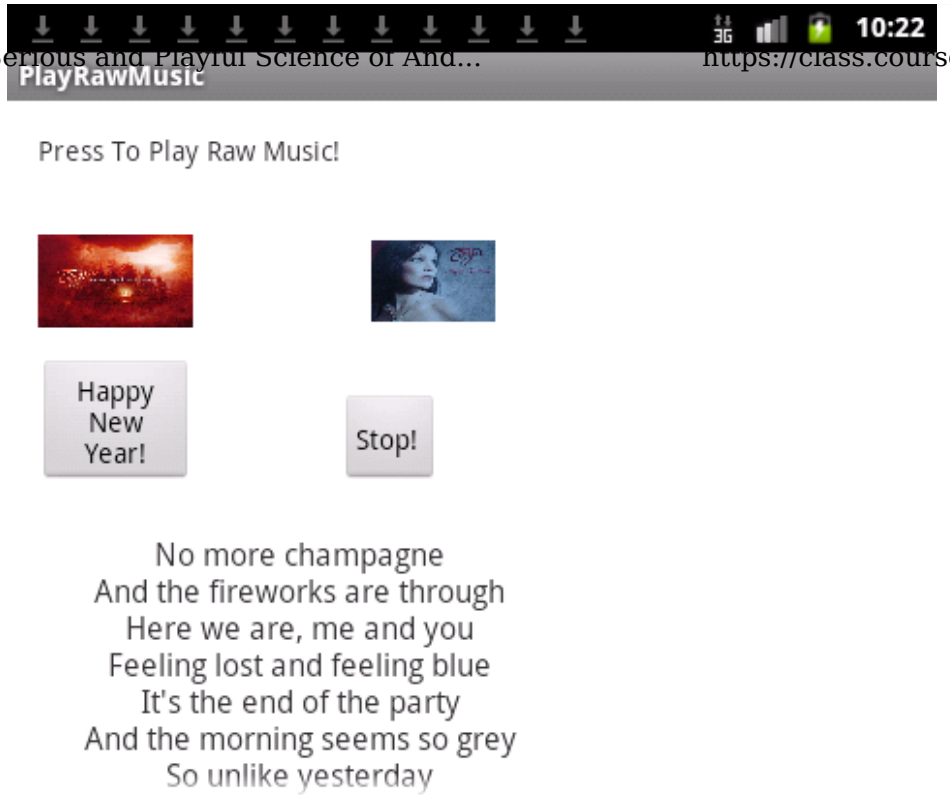
App #2

Upload the signed apk file here. Note apk files *can* be uploaded even if not listed below.

playwithmusic_hw2app2 (https://s3.amazonaws.com/coursera-uploads/user-519c50709447eca98fc650d0/402/asst-8/a78a00b086a211e3a36ccd7596303339.apk)

Upload a screenshot of your app here.


10:23
ButtonsToYouTube
Press to Play You Tube Music!
Midnight (Born: 8/4/1994)
Led Zeppelin Black Dog!
Midnight (Died: 6/6/2006)
VLP!
Miracle!
Nutrocker!
KE9_Imp1P2!
Greensleeves!
Barclelona!



Include some Java code that demonstrates the interactivity of your app. Unlike the first assignment this is a required part of the submission. No need to post an entire file.

ButtonsToYouTubeActivity (https://s3.amazonaws.com/coursera-uploads/user-519c50709447eca98fc650d0/402/asst-8/db0aaa2086a211e3a36ccd7596303339.java)
PlayRawMusicActivity (https://s3.amazonaws.com/coursera-uploads/user-519c50709447eca98fc650d0

1. 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.

2. Why did you decide to build the 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.

3. What do you 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.

4. What would you like to do next to 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.

Evaluation/feedback on the above work

App #2 Evaluation

Grading Questions:

- Does the app require any permissions other than INTERNET to install? If yes: Do not continue. The review stops immediately and the project is awarded 0 points.
- Did the user upload a screenshot?
- Does the app Java code demonstrate some interactivity of the app?
- Was an apk file included?
- Did the participant answer the 4 questions?

Assign a score to the app based on the following scale:

- **10 points—Excellent**: The assignment is fully completed and correct. No more than 1 error or omission was found.
- **8 points—Sufficient**: The assignment is almost complete. At least 2 errors were found, but these were simple oversights and could be fixed fairly quickly.
- **5 points—Partial**: The assignment was partially completed but had significant errors and would still require significant time to finish.
- **0 points—Poor**: The assignment fell far short of being complete.

8: Sufficient

Optionally, include any feedback you have about the second app and code.

From evaluating other people's app2's, I see that I am a beginner in comparison to all people whose apps I have evaluated in assignment 1 and assignment 2 in this

Congratulations on finishing this assignment. To see your results, come back afer the evaluation deadline has passed.

In the meantime, you can go back and evaluate more of your classmates' work: Return to peer-evaluation (/androidapps101-001/human_grading/view/courses/1/assessments/8/peerGradingSets)

Re-submit