Peer Assessments (https://class.coursera.org/androidapps101-001/human_grading/)
/ Assignment 1 Submission
://class.coursera.org/androidapps101-001/help/peergrading?url=https%3A%2F
oursera.org%2Fandroidapps101-001%2Fhuman_grading%2Fview%2Fcourses%2F402%2Fassessments%2F6%2Fresults%2Fmine)

Submission Phase

1. Do assignment ☑ (/androidapps101-001/human_grading/view/courses/402/assessments/6/submissions)

Evaluation Phase

2. Evaluate peers ☑ (/androidapps101-001/human_grading/view/courses/402/assessments/6/peerGradingSets)
3. Self-evaluate ☑ (/androidapps101-001/human_grading/view/courses/402/assessments/6/selfGradingSets)

Results Phase

4. See results ☑ (/androidapps101-001/human_grading/view/courses/402/assessments/6/results/mine)

Your effective grade is 20

Your unadjusted grade is 20, which was calculated based on a combination of the grade you received from your peers and the grade you gave yourself.

See below for details.

Be sure you have read the instructions on the **Assignment 1 (https://class.coursera.org/androidapps101-001/wiki/Assignment1)** page thoroughly and have completed all the materials in the checklists below before submitting your apps.

App #1 Submission Checklist

- The portrait xml layout file and your landscape xml layout file.
- The 4 screenshot png files (see specifications of each, above).
- The signed apk file.
- Write at least 1 sentence about why you chose each person.
- 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.
- A brief explanation of what the app does.
- An explanation of why you decided to build the app.
- 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?
- What you'd like to do next to your app.
- Optionally, you may post some code to receive feedback from your peers on your code. No need to post an entire file. If you're particularly pleased with some code you have written, include it! The code snippet does not need to be large, just share the experience of what you managed to create.

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. If they also included some code, please congratulate them and give them some feedback or comments about it

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App #1

Upload your portrait xml layout file here.

portrait_activity_main (https://s3.amazonaws.com/coursera-uploads/user-519c50709447eca98fc650d0/1/asst-6/9a17d030798511e390aa3f0da41e8be8.xml)

Upload your landscape xml layout file here.

landscape_activity_main (https://s3.amazonaws.com/coursera-uploads/user-519c50709447eca98fc650d0/1/asst-6/ab7dda90798511e3af4edb5a856f1856.xml)

Upload the a screenshot of your app running in portrait mode on a [2560 x 1600 xhdpi] screen here. The file should be named port-2560x1600-xhdpi.png

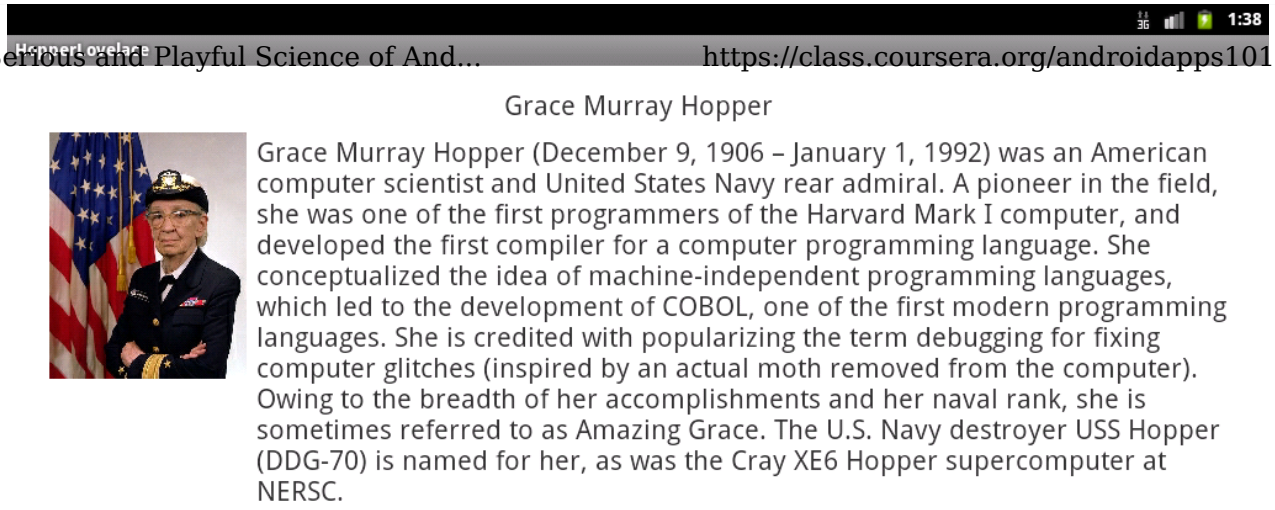
HopperLovelace

Ada Lovelace

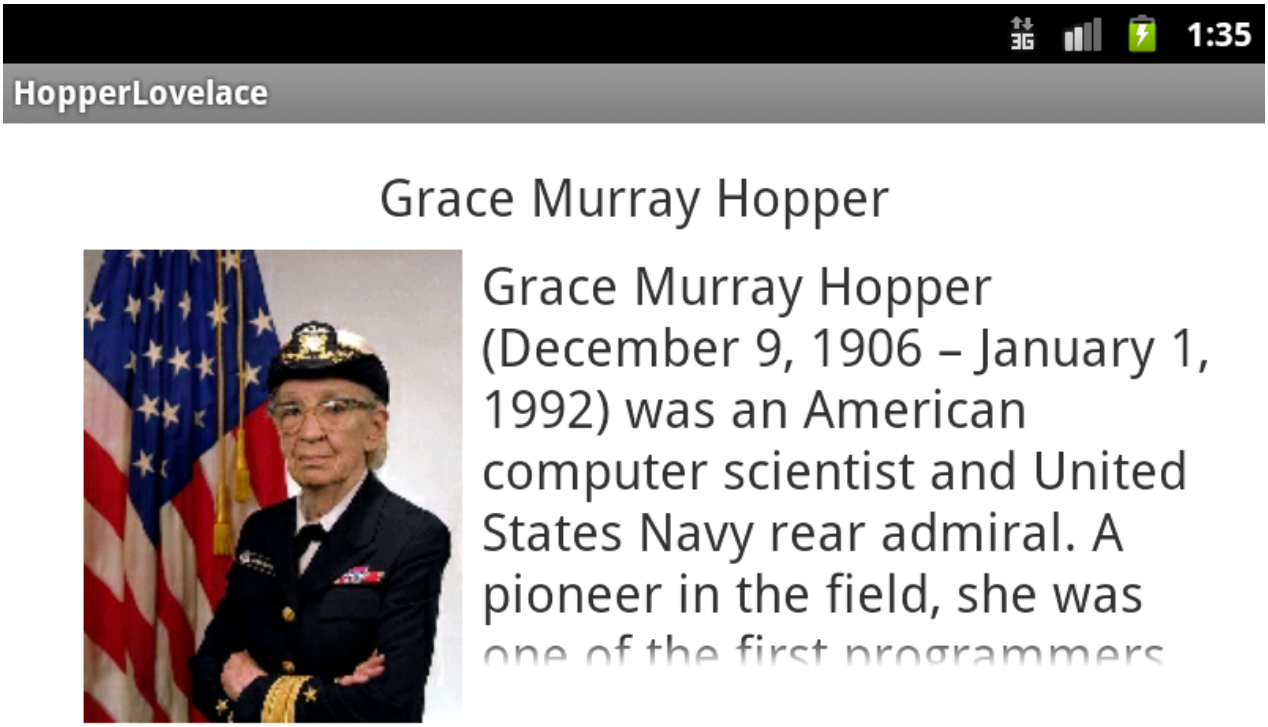
Augusta Ada King, Countess of Lovelace born 10 December 1815, died 27 November 1852, born Augusta Ada Byron and now commonly known as Ada Lovelace, was an English mathematician and writer chiefly known for her work on Charles Babbages early mechanical general-purpose computer, the Analytical Engine. Her notes on the engine include what is recognised as the first algorithm intended to be carried out by a machine. Because of this, she is often described as the worlds first computer programmer. Lovelace was the only legitimate child of the poet Lord Byron and his wife Anne Isabella Byron. The mother of Ada Lovelace promoted her interest in mathematics and logic. Ada described her approach as poetical science and herself as an Analyst (and Metaphysician). As a young adult, her mathematical talents led her to an ongoing working relationship and friendship with fellow British mathematician Charles Babbage, and in particular Babbages work on the Analytical Engine. Between 1842 and 1843, she translated an article by Italian military engineer Luigi Menabrea on the engine, which she supplemented with an elaborate set of notes of her own, simply called Notes. These notes contain what many consider to be the first computer program—that is, an algorithm designed to be carried out by a machine. The Lovelace notes are important in the early history of computers. She also developed a vision on the capability of computers to go beyond mere calculating or number-crunching while others, including Babbage himself, focused only on those capabilities. Ada Lovelace had a mind-set of poetical science that led her to ask basic questions about the Analytical Engine (as shown in her notes) examining how individuals and society relate to technology as a collaborative tool.

Upload the a screenshot of your app running in portrait mode on a [320 x 480 mdpi] screen here. The file should be named port-320x480-mdpi.png

Upload the a screenshot of your app running in landscape mode on a [1024 x 600 mdpi] screen here. The file should be named land-1024x600-mdpi.png



Upload the a screenshot of your app running in landscape mode on a [480 x 800 hdpi] screen here. The file should be named land-480x800-hdpi.png



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

HopperLovelace (https://s3.amazonaws.com/coursera-uploads/user-519c50709447eca98fc650d0/1/asst-6/4f5b7820798611e3a532e1c682983ffb.apk)

Write a sentence about why you chose each computer scientist.

I chose Ada Lovelace and Grace Murray Hopper as my 2 historically famous computer scientists since from the suggested list, these 2 were the only women, and women continue to be a minority in this field. Ada was alive from 1815-1852, born in England, and not only was it uncommon for women to choose the computer science field for work in those days, but it was unusual for women to work or be encouraged to study this subject area. Ada's mathematical talents led her to an ongoing working relationship and friendship with British mathematician Charles Babbage, and in particular Babbage's work on the Analytical Engine. Between 1842 and 1843, she translated an article by Italian military engineer Luigi Menabrea on the engine, which she supplemented with an elaborate set of notes of her own, simply called Notes. These notes contain what many consider to be the first computer program—that is, an algorithm designed to be carried out by a machine. Lovelace's notes are important in the early history of computers. She also developed a vision on the capability of computers to go beyond mere calculating or number-crunching while others, including Babbage himself, focused only on those capabilities. Ada's mind-set of "poetical science" led her to ask basic questions about the Analytical Engine (as shown in her notes) examining how individuals and society relate to technology as a collaborative tool.

Grace Murray Hopper came many years after the death of Ada Lovelace, born in 1906 and died in 1992, but even in the early 1900's, it was very unusual for women to choose to work, or if they studied, study the field of computer science. Grace was an American computer scientist and United States Navy rear admiral. A pioneer in the field, she was one of the first programmers of the Harvard Mark I computer, and developed the first compiler for a computer programming language. She conceptualized the idea of machine-independent programming languages, which led to the development of COBOL, one of the first modern programming languages. She is credited with popularizing the term debugging for fixing computer glitches (inspired by an actual moth removed from the computer). Owing to the breadth of her accomplishments and her naval rank, she is sometimes referred to as “Amazing Grace”. The U.S. Navy destroyer USS Hopper (DDG-70) is named for her, as was the Cray XE6 Hopper supercomputer at NERSC.

NOTE: Both Ada Lovelace and Grace Hopper Murray's photos and text captions were taken from Wikipedia, but that was only mentioned here, and not within the caption within the application itself. It could easily be added to comply with license and copyright material of the photos and captions taken from Wikepedia.

Add a few notes about your development experience.

My Development Experience with Assignment #1 Application #1 was straight forward, based on the Week 3 video exercises that we did. The only part I had trouble doing were things like centering the name between both the picture and text in landscape mode, since at first I centered it within the image, as in portrait mode. I also noticed that my SUSE Linux Eclipse with the Android Development Tool Kit correctly runs my application for 3 of the 4 emulators (320x480 mdpi, 1024x600 mdpi, and 480x800hdpi) but the other emulator does not start at all on my system (2560x1600 xhdpi). The emulator rectangle starts up, but it never correctly initializes, so I had to take that one screen snap shot from the graphical layout, rather than the emulator.

Evaluation/feedback on the above work

Note: this section can only be filled out during the evaluation phase.

App #1 Evaluation

Grading Questions:

- Does the app require any permissions to install? **If yes: Do not continue.** The review stops immediately and the project is awarded 0 points.
- Is the app about famous computer scientists?
- Is the app name correct? (does not include user's real name and uses the format abc.def (lowercase words, separated with periods))
- Do the layout xml files use a relative layout?
- If the text is too long for the small screen, does the layout include a scroll view?
- Is the portrait layout correct? (3 items stacked vertically with an 8dp margin)
- Is the landscape layout correct? (Center title at top, image and text under the title, with an 8dp margin)
- Are the screenshot dimensions and orientations correct?
- Did the user upload signed apk and add notes about their development experience?

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.

Score from your peers: **10**

Score from yourself: **10**

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

peer 1 → Everything is correct

peer 2 → *[This area was left blank by the evaluator.]*

peer 3 → *[This area was left blank by the evaluator.]*

peer 4 → The app seems ok, just several suggestions - the images for the bigger devices should be bigger too - almost the same height as the text for the landscape like it was shown in the example layout. For the landscape also it' s useless to make a bottom margin of 24dp, the text should be aligned by the image or the parent on bottom.ALso you can make the title bold and bigger than the other text but there are just little fixes.For the margin of 8dp I'm not sure if it's the same thing as the margin but I've understood it the same way as good :)

App #2

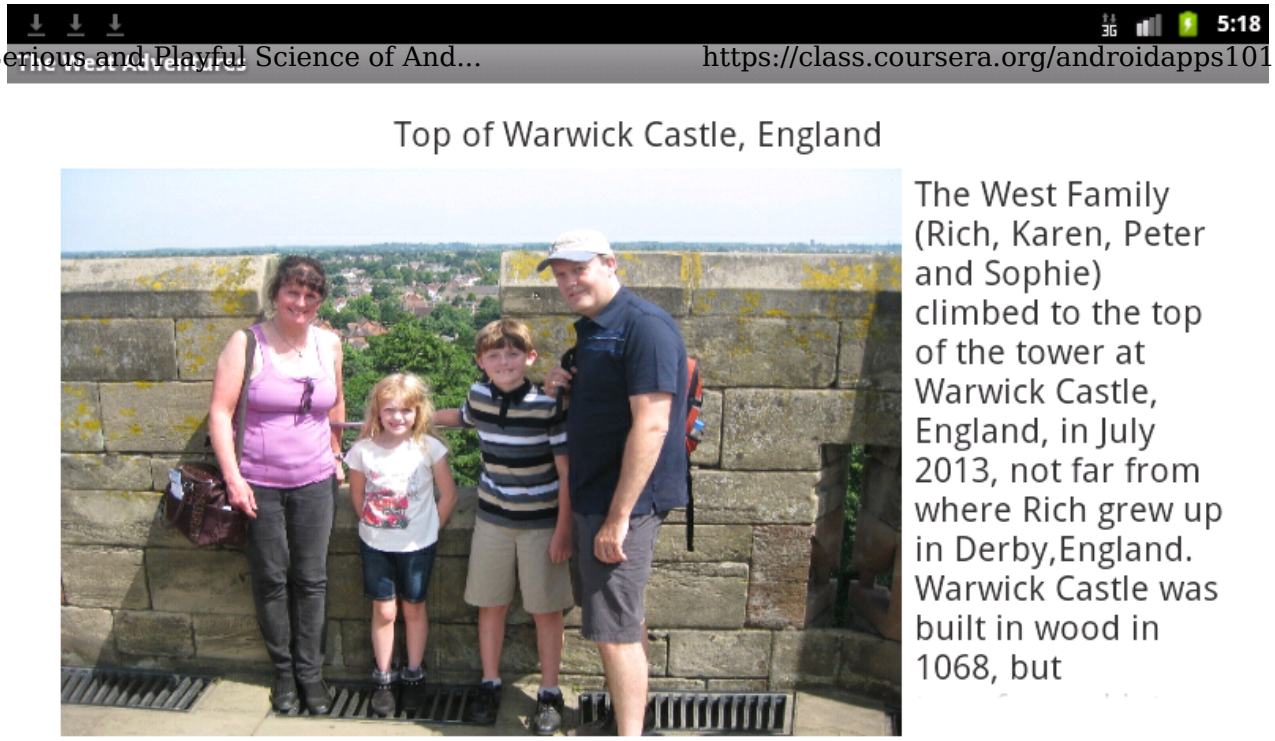
Upload the signed apk file here. Note apk files *can* be uploaded even if not listed below.

westfamilyadventures (https://s3.amazonaws.com/coursera-uploads/user-519c50709447eca98fc650d0/1/asst-6/a975b910798611e38342db074b186a18.apk)

Upload a screenshot of your app here.

Borderland State Park Bike Ride, Easton,MA, USA

The West Family (Rich, Karen, Peter and Sophie) went for a bike ride in the Borderland State Park trails in Easton in October 2013. We stopped by a small waterfall created by a dam for the pond for a rest and a drink from our water bottles, before continuing on in this picture.



1. Write a brief explanation of what the app does.

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.

2. Write a brief explanation of why you decided to build the app.

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!

3. Write a few notes about your development experience.

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.

4. Write a description of what you'd like to do next to your app.

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 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!)

Evaluation/feedback on the above work

Note: this section can only be filled out during the evaluation phase.

App #2 Evaluation

Grading Questions:

- Does the app require any permissions to install? **If yes: Do not continue.** The review stops immediately and the project is awarded 0 points.
- Did the user upload a screenshot?
- Was an apk included?
- Did the participant respond to the 4 items above?

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.

Score from your peers: **10**

Score from yourself: **10**

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

self → Although my App2 met all the "requirements" to receive a good grade, all 4 of the people for whom I evaluated went way beyond what I did for my App2. I simply did something similar to App1, since I did not have time to go beyond what the professor taught us in class to do something more fancy, and I do not know XML that well, have never done much Java, and do not even own a mobile device, so using these emulators was a new experience for me in using emulated mobile devices. So although it met the criteria for getting a decent grade, it clearly did not do anything compared to the App2's I evaluated. However, I enjoyed doing the evaluations of others App2's, since I could see what others could do by going a bit beyond what was presented in class, if you either have the experience already, or had the time to learn it yourself.

peer 1 → Everything is correct, although in the portrait adventure the scroll view does not seem to work

peer 2 → *[This area was left blank by the evaluator.]*

peer 3 → *[This area was left blank by the evaluator.]*

peer 4 → The app is very similar to app 1 but it's not forbidden. If you have fun while making it and it's useful for you it's ok :). You can make it a little more attractive when adding some other adventure images and to make moving the pages by scrolling! Good luck in the class and in job searching :)

Optionally, you may post some code to receive feedback from your peers on your code. No need to post an entire file. If you're particularly pleased with some code you have written, include it! The code snippet does not need to be large, just share the experience of what you managed to create.

portrait-activity_main (https://s3.amazonaws.com/coursera-uploads/user-519c50709447eca98fc650d0/1/asst-6/e4bcef60798711e3998885fe03345073.xml)

Evaluation/feedback on the above work

Note: this section can only be filled out during the evaluation phase.

If code was posted, please give them some feedback or comments about it

peer 1 → It is ok

peer 2 → *[This area was left blank by the evaluator.]*

peer 3 → *[This area was left blank by the evaluator.]*

peer 4 → *[This area was left blank by the evaluator.]*