Lappeenrannan teknillinen yliopisto

School of Business and Management

Sofware Development Skills

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LEARNING DIARY, MOBILE MODULE

LEARNING DIARY

7.2.2024

I read through the Course overview, General Course Information and Environment Setup for my Mobile development module. Since I've already completed the Front-End and Full-Stack modules, these were just reminders of how these modules work. I've used GitHub and Git for my version control and since Android Studio is mandatory on this module, I'll be using that. I've used Android Studio in my Object-Oriented Programming course, so I'm somewhat familiar with the cod editor.

I started watching the first video but encountered a problem when creating a new android studio project: I didn't have an option to choose Java as my language. I googled and found out that when using the newer versions of the Android Studio and choosing the Empty Activity as template the IDE assumes Kotlin as the language. Instead, I found out that if I choose Empty Views Activity, I can choose Java as my language. The app looked a little different, mainly it didn't have the bar on top stating the name of the app, but I think that's because I used different activity template. Other than that, I didn't encounter any problems.

I learned how to create an Android Studio project, how to use it to create a simple app and how to debug errors.

8.2.2024

I started the second video, and I learned about the core elements to android development such as what are Activities, Intents, IntentServices, and BroadcastReceivers. I easily understood the concepts but when I followed the coding, I encountered a problem. The button that is supposed to open google.com, didn't work as intended even though my code was exactly same as in the video. I suspect the reason might be because I can't use the Empty Activity templates as in video, or that the version difference between my Android Studio and the version used in the video is too big and some changes has been made so the same functionality should be done differently. However, when I asked ChatGPT, It said my code should work, but suggested there might be a problem with the emulator, so the probable cause for the button not to work is either the emulator or the Empty Activity template.

9.2.2024

The third video had a lot more content than the previous ones but by watching it through and coding simultaneously, I didn't encounter any problems. I learned to use ListView, how to create custom layout components, and show and scale images on the screen using Image View. I downloaded images for the fruits from pixabay.com.

Since I'm using much newer version of the Android Studio, the UI and some functionalities are slightly different from the tutorial videos, especially editing the layouts. Some items have been moved around in the palette categories and there are new items as well. On top of that, all of the attributes on the right side aren't immediately shown, but the UI hasn't been updated that much when I chose to not use the new UI on the Android Studio that is in Beta. During the first task I used that and it was too confusing trying to navigate the IDE since it looked very different from the videos. I accidentally disabled the Beta UI, which was a good thing, since now the UI on the IDE is more similar to the UI in the videos, while still there are new things.