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As this is the last week, these are more improvements for future projects rather than next week.

Android has been a bit of a struggle this project. I have never worked with it before and some things are still a bit confusing. I personally for example used gridView, which you would think wouldn't be that different from other android views. However it came as quite the surprise that its very different and doesn't support what you think it would support. For future android project do I think that I need to look now on what it's the best parts for my application, rather than thinking that it can be worked out to work as intended in the end. So I guess more planning the parts next time.

With the things I have learned can I defiantly help a beginner or a designer with constructing an android app. Like I said, I have learnt that some things are not as they seem. Its not like a GUI builder program, it is hardly woven with the code and things are meant to be hard coded and good at one part in particular. Given that I'm still not a master at most parts can't I confidently sit down and answer every question, but I can give some good tips, especially for the planning and setup faces of the project.

The last week did I pick up the pieces of what was left to do to bring as good of a project as possible. I made sure to make the last time of the project as meaningful as possible and checked vigorously if there was any big errors left. I coordinated with my teammates what needed to be done and if there where any issues we needed to investigate as a group. Acting as the spider in the net keeping tabs on different parts and helping to tie everything together.

This last week has mostly been small fixes. However, we ran into some big error issues when merging, the problems came about from the new database that made merging a bit more difficult. So some errors happened which caused more errors which eventually stopped the project. I took it upon myself to see if could figure out where these errors where and to only revert them, not to let the rest of the newly written code suffer. It took some time but I managed to isolate the problem and inform my teammates about the problems so that we could keep working whilst fixing that which was broken.