Lappeenrannan teknillinen yliopisto

School of Business and Management

Sofware Development Skills

<Insert name here>, <Insert student number here>

LEARNING DIARY, <CHOSEN MODULE NAME> MODULE

**LEARNING DIARY**

05.04.2020  
  
Since I did before the Front-end project, I didn’t use to focus on git /github and just could download, install and set-up Android Studio. I think I will make a (Calisthenics) Workout App where you can choose in a bodyweight workout (List), a Hi Intensity Interval Training (HIIT) for cardio, here with a connection to YouTube and a Google Maps API to find a calisthenics park.

So first I start watching the videos to learn the basics about android studio, like the main files: the manifests, the java directory and the res – so the resources. Java is good for me because, I already learned some Java and finished some projects at my home university.

After the project tour I start to develop the application according to the video to learn the first things by doing.

I wrote the code like it was written in the video. To work with buttons and listeners was not any problem, since I told before I have some Java experience, so I also know something about debug.

06.04.2020  
  
With the second video I learn what an activity, an Intent, an IntentService and a BraodcastReceivers is. I was taught how to put different activities into apps, also when they are outside of an application, like in the video when google or yahoo was opened.

After watching the video 2 and 3, I started to work on my application. I instantly tried to build the List elements the way I learned from coding according to video (While watching the video I coded the stuff, to get used to it)

I built the template for this part of the app right after coding the “welcome screen” in which you can decide which part of the app you want to enter.

Then I coded the different parts of the workout and added the pictures to it. There is also the same method to scale the pictures.

10.04.2020

I started to watch a playlist for Google Maps API

(<https://www.youtube.com/watch?v=OknMZUnTyds&list=PLgCYzUzKIBE-vInwQhGSdnbyJ62nixHCt>)

And of course, looked app in the developer page

(<https://developers.google.com/maps/documentation/android-sdk/start?hl=de>)

to learn how I can use Google Maps in my App. Like I said before I want to use it to find calisthenics parks

15.04.2020

I committed the Google Maps API integration now. I will go on with the Maps part of the application to code all the stuff needed for this part, like a real Find a Calisthenics Park.

With just running the app I spotted the first error, it was about the google Services Version, so I just updated it.

If I weren’t so fast, I could watch the next video on the playlist, where it was solved and the error which can occur was fixed in a smooth way. A dialog will disappear when the version of Google Services is outdated.

Next part is to find out whether GPS is enabled or not. Therefore, the two methods isMapsEnabled and buildAlertMessageNoGps are written.

It goes on with methods for the Location of the Device.

In this part I learned to use the logd and the Toast classes.

18.04.20

According to the video class I went on with Implementing a search-bar and to execute it, so that a location is found. For that I also deactivated the “Find-My-Position”-Button, which you can easily turn off with a prebuilt method via the getUiSettings.

To create a pin I used the MarkerOption Class. A very new thing I learned is to use the constructor with “.*MethodName”* in the next line tabbed in.

21.04.2020

To add the YouTube Video it was quite easy, I just followed the documentation to add external links and implemented in the code for my button.