Edinburgh Napier UNIVERSITY

Coursework Report
Your Organizer

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Abstract

The intention and goal of this project was to create a functional android mobile application using Android Studio. In the design phase of the project there were two main sources of inspiration. The first one was related to the screen design of the project, taking references from the social media networks Twitter and Facebook. The second one was more related with the actual functionality of the application, taking from reference a basic note taker application. This report will cover the development of this application including design, testing and evaluation.

Keywords – App,Organizer,Films,Television,Books,Comics

1 Introduction

1.1 Scope and content

The main target of the project was to create a mobile application to show the control of the several tools provided by Android Studio as well as the understanding of the different parts of an application, like activities and their life cycle or intents. This application is provided with functionality that allows the user to store three types of lists in internal storage with additional information, those lists being a list of films, a list of television series and a list of books. Regarding to the additional information, the user is only obliged to enter the name of the element(film, series or book) to store in order to keep track of such element. The reason of making this type of implementation was to allow the user to have more flexibility when using the application and to provide different levels of detail.

1.2 Application choice

The main reasons behind the decision of making this type of application were the following:
1. A personal need of having something to keep track of books that I would like to read and television series or films that I would like to watch in an easy and organized way.
2. The thought of that more people may want to use this type of application.
3. The lack of an application that provides this type of functionality.

2 Software Design

The project started with a simple design using post-its representing the applicationÂŧs layouts design and functionality, after several iterations and considerations about the visual structure and best location of the widgets and the properties that should be included the design was completed, however the initial design needed to be adapted to the tools provided by android studio.

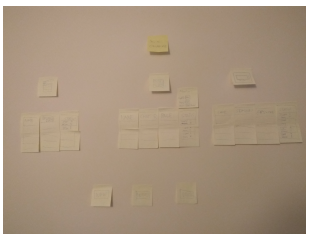

Figure 1: Post-Its Design

This was followed by the design of several Class diagrams using the Unified Modelling Language (UML), representing the different Java classes used in the application. These diagrams were drawn using the online tool Draw IO (https://www.draw.io/).

2.1 LineBreaks

Here is a line

Here is a line followed by a double line break. This line is only one line break down from the above, Notice that latex can ignore this

We can force a break
with the break operator.

2.2 Maths

Embedding Maths is Latex's bread and butter

$$J = \left[\frac{\delta e}{\delta\theta_0}\frac{\delta e}{\delta\theta_1}\frac{\delta e}{\delta\theta_2}\right] = e_{current} - e_{target}$$

2.3 Code Listing

You can load segments of code from a file, or embed them directly.

Listing 1: Hello World! in c++

```
1 #include <iostream>
2
```

```
3 int main() {
4     std::cout << "Hello World!" << std::endl;
5     std::cin.get();
6     return 0;
7 }
```

2.4 PseudoCode

```
for i = 0 to 100 do
    print_number = true;
    if i is divisible by 3 then
        print "Fizz";
        print_number = false;
    end
    if i is divisible by 5 then
        print "Buzz";
        print_number = false;
    end
    if print_number then
        print i;
    end
    print a newline;
end
```

Algorithm 1: FizzBuzz

3 Conclusion

References