

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 Formatting

Some common formatting you may need uses these commands for **Bold Text**, *Italics*, and underlined.

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

3 Conclusion

References

```
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