

## **Faculty of Engineering and Applied Science**

**SOFE 4640U: Mobile Application Development** 

Assignment: #2

Name: Mitul Patel

Student Number: 100700131

Assignment Demo: https://www.youtube.com/watch?v=4rYxjU5n8lU

Github: https://github.com/Mitul2000/Location-Finder-App-MA2

### App explanation:

The app works by allowing users to add, remove, search the lat and long for any city or address in the world. It uses both geocoding and reverse geocoding, providing the capability for using latitude and longitude to find an address and also to use an address to get the latitude and longitude for any location. Each instruction in the assignment is followed and explained below

#### **Instructions:**

# **Create a LocationFinder app for the following instructions:**

- 1. Find latitude and longitude of 50 locations by either searching online or using Location-Manager.GPS PROVIDERon an android phone.
- 2. Use Geocodingto find 50 addresses of these 50 latitude and longitude pairs

I do this by using a city.json file in the asset directory and I use the first 50 cities in the file to ONLY retrieve their Latitude and Longitude. Once I receive each latitude and longitude, I reverse geocode the location to get the address and I insert the address, latitude and longitude in the database.

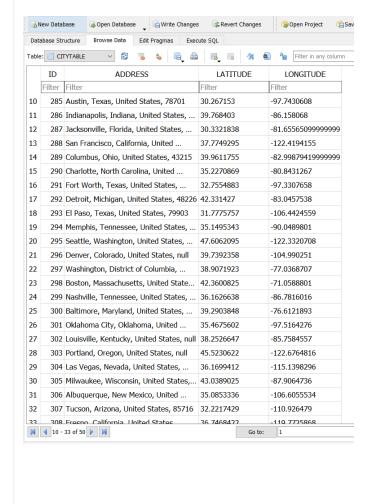
- a) Retrieve only Latitude and Longitude.
- b) Reverse geocode each Latitude and Longitude.

```
main.ml Main.m
```

3. Create a database and a location table with four columns(id, address, latitude, longitude)with these 50 locations.

Database populated

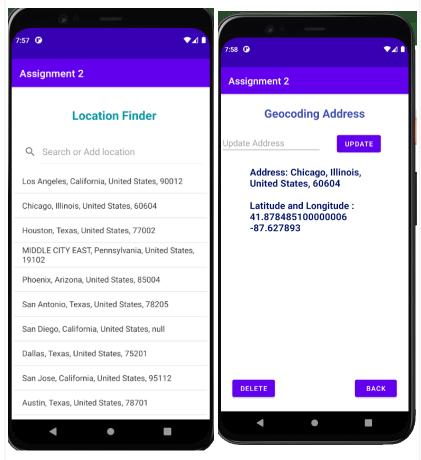
#### Database Table



4. A query feature in the app to display latitude and longitude for a given address (if found in the database)

When a user selects an address, it opens another page using the address and geocodes the address to find the latitude and longitude.

Selecting Chicago ------ Geocoding Page



5. An add, delete, and update feature in the app to add, delete, or update entries into the location table

