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Software Design With Artificial intelligence for cloud computing

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Android Project 3

Mobile Apps 2.2

**App Description:**

The Santorini Guide App is a mobile application designed to provide users with a comprehensive guide to the island of Santorini, Greece. With basic functionality previously implemented, the app has been recently enhanced to include additional features.

Users can now filter through attractions via a new screen where they can select filters by chip group. With the filter functionality, users can now select specific categories of attractions based on their interests or towns they intend to visit. When a filter is selected, the app creates a blank space between the selected attractions and the rest of the attractions in the list. For example, if a user is interested in museums, they can select the "Museum" chip to display all the museums at the top of the list, followed by a blank space, and then the rest of the attractions. This feature allows users to easily find the attractions of their interest without having to scroll through the entire list.

The app also displays the time. This feature was implemented by creating a TextView that displays the current time using appropriate Java code. The time is always visible on the menu tab and is displayed in 24-hour clock format. This way, users can easily keep track of the time and plan their day accordingly. No matter which screen the user is on, the current time will always be visible on the menu tab, making it easy to check the time without having to navigate to a specific screen or open a separate clock application. This feature enhances the user experience and makes the app more user-friendly.

In addition, to provide a better user experience for Polish people, the Santorini Guide App has been updated to include a Polish language option. Once the app detects the user's phone is set to Polish, most of text in the app will be translated to Polish. It's worth noting that the app has been designed to seamlessly adapt to the user's preferred language setting. The language option cannot be manually changed within the app itself, but the app will automatically detect whether the user's phone settings are set to "Polish" or "English" and adjust the language accordingly.

Currently, Polish is the only language option available in my app. However, if I was going to deploy my application, I would consider expanding its language options more.

Lastly, a sub-menu has been added to the Adventures Screen. With this new feature, user can quickly access different sections of the Adventures Screen, making it easier to find the desired information without having to navigate through multiple pages or menus.

**I have implemented the following functionality:**

Filter through attractions

* New Screen where user can filter through attractions (by chip group)

Current Time Display

* Display current time on menu tab in every screen

Translation to Polish language

* Changed all the hardcoded text to string values and translated them to Polish

SubMenu for the Menu Bar

* SubMenu for Adventures Screen

**Link To Video of App:**

<https://studentait-my.sharepoint.com/:v:/g/personal/a00279259_student_ait_ie/EQaahanhyl5CkpEw7NruTE4BrBrFFcmNf5kONAX1PPFqew?e=csG4Tf>