Cooper Hammond
Ethan Hunter

Miskatonic University Library App

Installing the App

To install the app to your phone and test it, you can take the file titled "Miskatonic University Library App.apk" and put it on your Android phone through any method (I just transfer it over the charging cord plugged into my computer). Clicking on the .apk file on your phone should bring up a prompt to install it, hit 'Install' and you should be good to go in a couple seconds.

About the App

In the instructions for [Mobile Application Development](), it says to give the school a name, so I chose Miskatonic University because I love H.P. Lovecraft's books and I thought it was funny.

About the Catalog

Entered into the app's database is currently around 30 books, with a total 16 unique genre tags to each. As you add these tags to the database, the app will automatically create more lists for them in the Browse section.

Logins

There are four logins total. They will be necessary to test the app if you need or want to.

(<username> : <password>):

- student : 1234

- teacher : 4staffONLY

- cooper.hammond : 0123

- ethan.hunter : 9876

You can also register new users through the login tab by hitting the button labeled "New? Register here!" which will bring up a prompt to create a new user- as long as it doesn't interfere with the already existing users.

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About the Source Code

I made this app in React Native. [React Native](#) allows the creation of native mobile apps solely through JavaScript. It was developed by Facebook and is currently used in their app, Instagram's app, Airbnb's, Skype's, and countless others. Since the only code is in JavaScript, it can be edited with almost any IDE, but generic non-language-specific ones work the best, such as: Atom, Sublime Text, or Notepad++. The most positive upside (and defining reason) for creating the app through React Native was because it's cross-platform and compiles to both android and iOS. While neither of us were able to test the final version on an iOS device (namely because it require us to pay the Apple's developer fee of $200 per year), I can confirm that it does run on android and nothing points to it being *unable* to run on an iphone.

The Source Code Itself

In the folder 'source code', you'll find two folders: 'src' and 'assets'. Inside of 'assets' you'll see 'data' which contains the book data (as mentioned in *About the App*) and login data (*Logins)*, inside 'fonts' you'll find the font Roboto- an open source font made by Google that is used in this app- lastly in 'img' there's the map of the library, the logo, and the notification icon for when your book is due. Backing up, inside of 'src' there's the actual code of the project- *organized* by the generally universal standard defined by React Native. Many configuration files are not included in the source code attached, mostly because they are very platform specific and would not work to build on other people's computers: thus I attached the already built .apk file so that you don't have to waste hours and hours trying to build it yourself.

Thank you for your time,

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