# Unit 6 Reflection

Date: May 22, 2021

To: Mr. Fulk

From: Leo Xu

Subject: Fulkscord Project Reflection

**Accomplishments: Created a Recycler View for displaying a user’s friends. Integrated phone calling in the app. Created the parts of the Login and Signup XMLs. Helped research possible RTC integrations and fixed a large error with displaying toast messages.**

**Learning Experience**. The most valuable learning experience I gained from this project was the knowledge about how to properly create an Android Application with the proper backend integrations. I learned about what the structure of an Android application should look like and the functions that are associated with each kind of component.

**Objectives**. My overall performance was great and satisfactory since I met all of the objectives listed below by venturing to help my teammates and diligently completing all my tasks. I did my best to learn new topics outside of my comfort zone and use them in our project. Examples of these are seen in my RecyclerViews and Web-RTC research.

* Challenge: I challenged myself to a great degree given that I was willing to research difficult integrations such as Web-RTC (Agora) and I also took on the challenge of utilizing RecyclerViews which needed a plethora of functions to work (Adapters).
* Effort: I worked very hard on Fulkscord and I would often go as far to stay up until 2:00 A.M. with my teammates to debug.
* Quality: I did very well on my work since I fixed many bugs in our code and ensured that it all worked correctly.
* Problem Solving: I was quite resourceful as a team member given that I volunteered to help take on tasks and debug.
* Results: The results of my efforts were mainly successful except for my attempt to use Agora (Web-RTC Library). Calling with phone numbers in our application worked well along with the rendering of my XML components. I was unable to get Agora to work because of their contradicting documentation.
* Teamwork I was the team player who volunteered to take on tasks and help out in any way that I could.

**Overall Assessment**: I would give myself an A because I consistently pushed myself to my limits and did my best to fix errors not only with my own code but with errors in my teammates’ code. Furthermore, all the code that I ended up writing worked.