**1. Explain how your application would be different if it were developed for a tablet rather than a phone, including discussion of fragments and layouts.**

If I had developed this exclusively for tablets, I would have created layouts that allowed more information to be present. For example, on the courses screen I would allow the notes to be visible from the View Courses screen itself, allowing you to create and edit notes from the same screen instead of having separate ones. I would list each course under the View Term layout as well allowing for fewer screens to be needed.

**2. Identify the minimum and target operating system your application was developed under and is compatible with.**

The development was done using android SDK version 30 (Android version 11) and is compatible with version 26 (Android 8.0)

**3. Describe the challenges you faced during the development of the mobile application.**

Before starting at WGU I have already developed multiple applications for the android platform. I did not run into many problems during the development of this application; however, I did run into one challenge. Creating an alarm that still functions after the application is closed.

**4. Describe how you overcame each challenge discussed in part 3.**

Having never created an alarm let alone an alarm that still functions after the application is closed, I knew I would need to check out the google documents for android. I overcame the issue by referencing the multiple articles from the official google android documentation.

**5. Discuss what you would do differently if you did this project again.**

I’m not a big fan of the built in UI systems android offers. If I did this project again, I would probably spend some time writing my own UI system to allow for more features and functionality I would normally use in an application I make outside of school.

**6. Describe how emulators are used and the pros and cons of using an emulator versus using a development device.**

Emulators are used by starting up AVD (Android virtual device) and installing an emulator for a specific model/version of a phone. Some of the pro’s of using an emulator is the ability to check how your application works on multiple screen sizes without the need for multiple physical devices. Quicker launch times for your application compared to launching it on a physical device allowing for quicker testing and debugging. A con to using an emulator are that the emulator may use a vanilla version of android where physical devices may use modified versions of the OS or modified UI versions which may cause issues when launching to the actual device.