**Project 4 Report**

Sam Bernau, Jeffrey Ricketts-Hagan,Sai saranya Dasari and Puneeth Roy Kuppula

Overall, the journey creating this app was a learning experience. None of us had ever used android interface libraries; however, Sam has used Rust gui libraries in the past so there were some similarities to how buttons and dialog boxes are used. The process of actually completing the app was a bit haphazard considering we did not give ourselves enough time to complete all the elements of the app. Better time management and declaration of who does what is something we all will strive to do better in the future.

As for the relationship between our app and the diagram we made, they have a few things in common. We ended up not going directly with using the state design pattern; however, we relied more on the implicit state of our app with the functions onCreate and onFinish implicitly correlating to a start and stop state. We believe that if we did a little more planning and modelling (including starting a bit earlier) we could have designed the app to be more cohesive. To answer the question, is it more effective to code or model first, it certainly if most effective to model first. Whether it be writing down pseudo code or drawing a picture model, any form of planning goes a long way especially when simple concepts like a state machine start to be more complex as more pieces are added.