

Note Take

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Abstract— The development of mobile applications over the past decade has seen a dramatic increase in your share of the software market. This study aims to examine students' habits of taking notes. As part of this, student note-taking practices have also been observed, and a software system is being developed.

Index Terms— Mobile app development, Android Studio, JAVA activities, XML activities, Firebase.

INTRODUCTION

Many students use digital technology in the classroom. A lot of research into student note-making concludes that students do not usually write successful notes[1]. This is often due to a lack of ongoing opportunities for e-students to think about their note-taking processes.

LITERATURE REVIEW

In this app, two reference papers are used as literature sources from previous studies related to note-taking applications. These papers are mentioned below:

- A. “GoNote”: An Aided Learning Note APP the authors of this paper are, I-HUI LI*, PEI-JUNG WU, YU-LIN LIN, HUI-LING XU, JIA-WEN XIE.

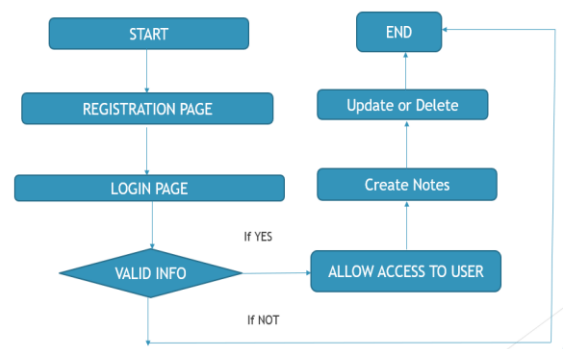
In their research paper, the researchers have explained various note-taking applications system designs and different technologies used to make note applications. They have also mentioned the architecture and design of the application *GoNote*.

- B. *Researching and Supporting Student Note-taking: Building a Multimedia Note-taking App* the authors of this paper are, Dave Towey*, David Foster, Filippo Gilardi, Paul Martin, Andy White, and Cecilia Gorla Language Centre.

In their research paper, the researchers have explained outlined some findings of research in terms of defining student note-taking habits, describes some of the issues they faced during the first stages of their project and gives a short description of how this application could be used for teaching and research purposes in the future.

METHODOLOGY

To *TakeNote* application the application is divided into three parts where the first part is the registration page, the new user on this app has to first signup using the email and password, the second part is the user has to verify the email, as soon as the user tries to signup using his/her mail a verification link will be sent on the user's mail then the user has to verify his/her mail by clicking on the link then the user can come back and can log in to the application and can successfully run the *TakeNote* application.



This was about the first part of the project but the further part is very important i.e. to write the notes, edit the notes, and deletion of notes. For this, the database is successfully created. The database is used for the successful registration of the users. So, the backend is given to the

application with the help of Google Firebase and Google Firestore for storing the data of the notes.

The development of the software is carried out with the help of the Android Studio software. The whole coding is done in JAVA and the UI is done with the files named as the XML files. The

code is divided into various JAVA activities and XML activities.

Hence, after completion of all these steps, created a successful *TakeNote* application.

RESULT

- Complete development of an application that helps the user to maintain the paperwork.
- The note-taking tasks can be carried out smoothly.



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REFERENCES

- A. *“GoNote”: An Aided Learning Note APP*
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