**Final Software Development Project: Multiplatform Location Tracker**

Shrisan Kapali

Software Engineering and Multiplatform App Development (MSCS 533)

Ulrich Vouama  
June 27, 2025

**GitHub Source Code Link**

<https://github.com/ShrisanKapali-Cumberlands/MSCS_533_Final_App_Location_Tracker>

**Application Screenshots**

To run the application, an android virtual device was used. The initial location was set using simulator controls.

Fig 1: Android Simulator Location Configuration

A screenshot of a computer

AI-generated content may be incorrect.

The application was executed using the Debug mode and pressing F5 command on the Visual Studio.

Figure 2: Showing the Connected simulator on the Visual Studio

A screenshot of a computer

AI-generated content may be incorrect.

Upon Successful build, the application was started on the simulated device.

Figure 3: Screenshot showing successful build

A screenshot of a computer

AI-generated content may be incorrect.

When the application started, the permission for location was granted.

Figure 4: Giving permission to use device location

Screens screenshot of a computer screen

AI-generated content may be incorrect.

Figure 5: Showing the initial address set using the simulator controls

A screenshot of a computer

AI-generated content may be incorrect.

Figure 6: Beginning to track the location

Screens screenshot of a computer screen

AI-generated content may be incorrect.

Using the android studio device, controls, and different locations were set.

Figure 7: Application showing the different locations highlighted on the map

A screenshot of a computer

AI-generated content may be incorrect.

Figure 8: Stopping the location tracking

A screenshot of a phone

AI-generated content may be incorrect.

Figure 9: Simple Snapshot of the location being tracked.

A screenshot of a map

AI-generated content may be incorrect.