Criterion C: Development

List of techniques

1. Object-Oriented Paradigm
2. Activity to Activity Communication
3. Conditional Statements

1. The use of OOP is important in this application. By keeping different parts of the chord separate, I was able to stay away from the large mess I would have ran into. I was able to have the root, interval, and type objects all inherit from the same superclass, but each stay separate from each other. I was able to treat each part of the chord as things of their own and then combine them in such a way that the chord is correctly formed.
2. One of the biggest problems I faced was activity to activity communication. I thought that I could treat each Android activity as if it was just another class. Well, as it turns out, you need to use intents to send data between activities. This was a crucial part of the app that let me use two of my three activities correctly and to prevent the screen from being too cluttered and let the application calculate the chords more easily.
3. Most of the efficiency came from the conditional statements in the Root class. The Root class had a bunch of conditional statements to check based on what the last chord was, where should the next chord be. Some examples would include if the last chord's root note is the same as this chord's root note, the chord should be in the same position.