MINISTERUL EDUCAŢIEI REPUBLICII MOLDOVA

UNIVERSITATEA TEHNICĂ A MOLDOVEI

Facultatea „Calculatoare, Informatică şi Microelectronică”

FILIERA ANGLOFONĂ

RAPORT

Lucrare de laborator nr. 5

la Programarea Aplicațiilor Mobile

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Laboratory Work 5

Subject: Telemedicine - SPRINT1

Objectives:

1) Create the graphical interface for all the views from the source pictures.

2) The interface will be adapted for at least 3 screen sizes (mdpi, hdpi, xhdpi)

Note:

This program does not require the implementation of program logic. It is enough to make the exchange between Activities and deal with certain events.

The presentation will be done in the emulator or on different real devices.

Introduction

This lab work is fairly serious in regard to layout design skills, since this is simulating a real experience with layout designing, similar to real jobs in mobile application development nowadays.
It is supposed to solidify the understanding of concepts like UI elements, layouts, activities, intents, animation, its properties and way more, yet these are the basics.

The amount of tasks seems proper, but each of them needs their own time based on their requirements.

Therefore, anything that's to be on the list of practicing during this lab, will be of help to sharpen the skill of mobile development because literally anything that's challenging, is what helps improve the mastery.

There is no theory required for this lab, since it's all just applying the previously studied in practice

Task Implementation and result verification

Testing the app:

fig.1. Splash-Screen

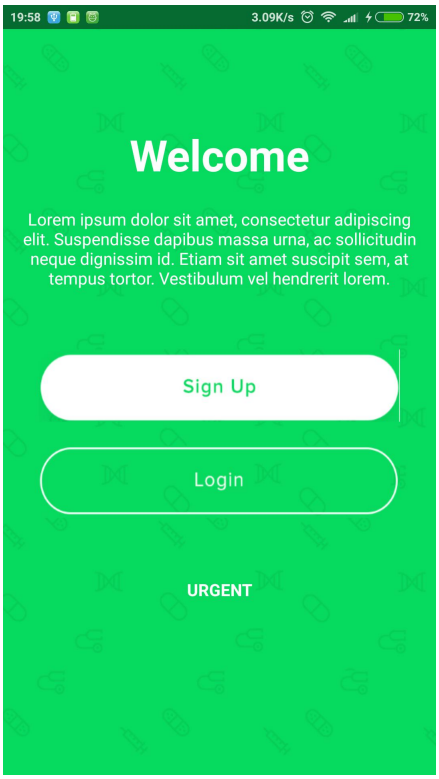

fig.2. Welcome activity

The splash screen appears for mere 5 seconds and the the next screen, the welcoming one appears allowing to choose to either log in or sign up.

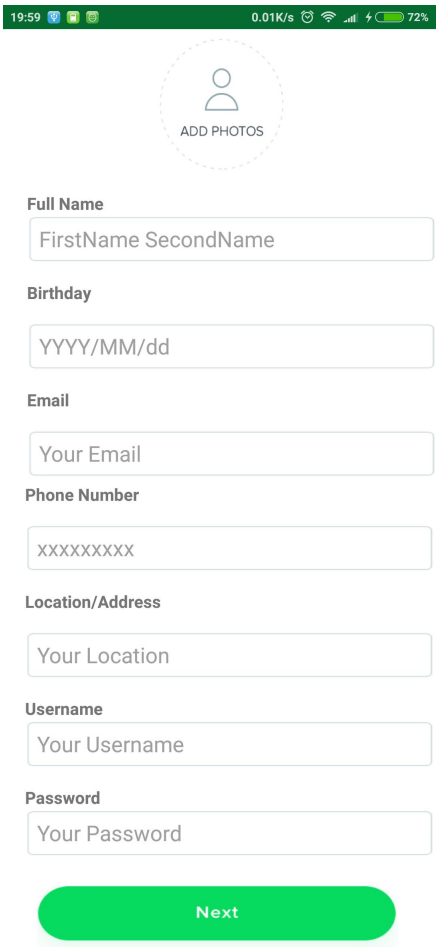

fig.3. Sign-up activity

The sign-up screen allows the user to input the information for the server's telemedicine API to process it and create a user.

This activity (sign-up, from fig.3) also has partially working implementation, like taking a photo on clicking the "Add photo" image, converting it into string:base64, and similarly collecting and converting all the data according to the required data types for the api.

However clicking Next does nothing since the server returns an error (400 series).

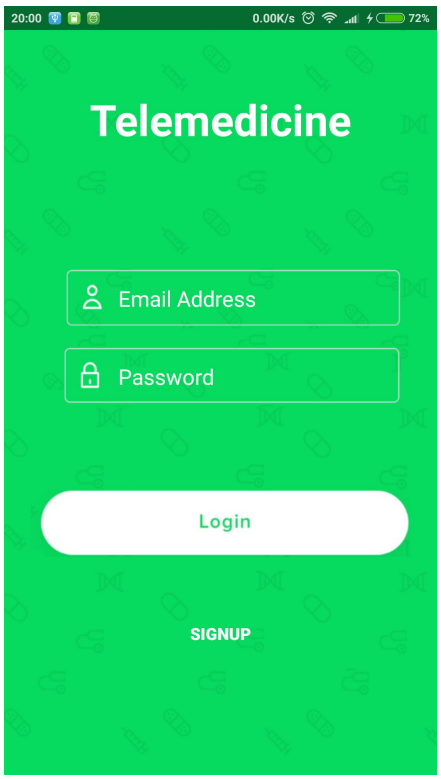

fig.4. Login activity

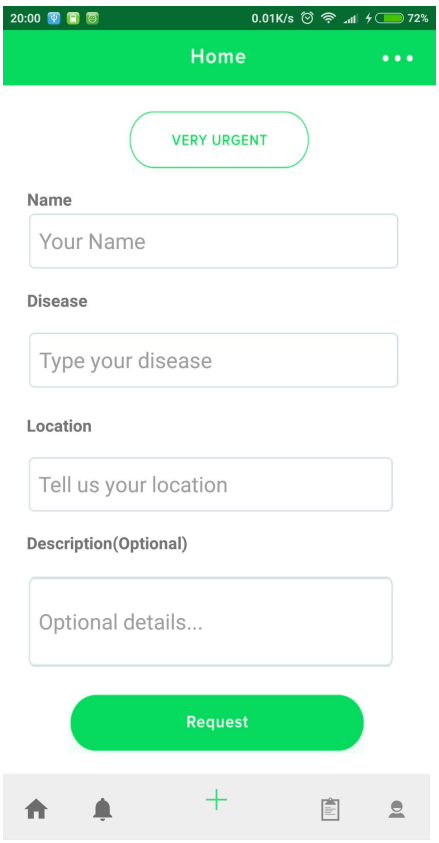

fig.5. Home activity (with navigation bar)

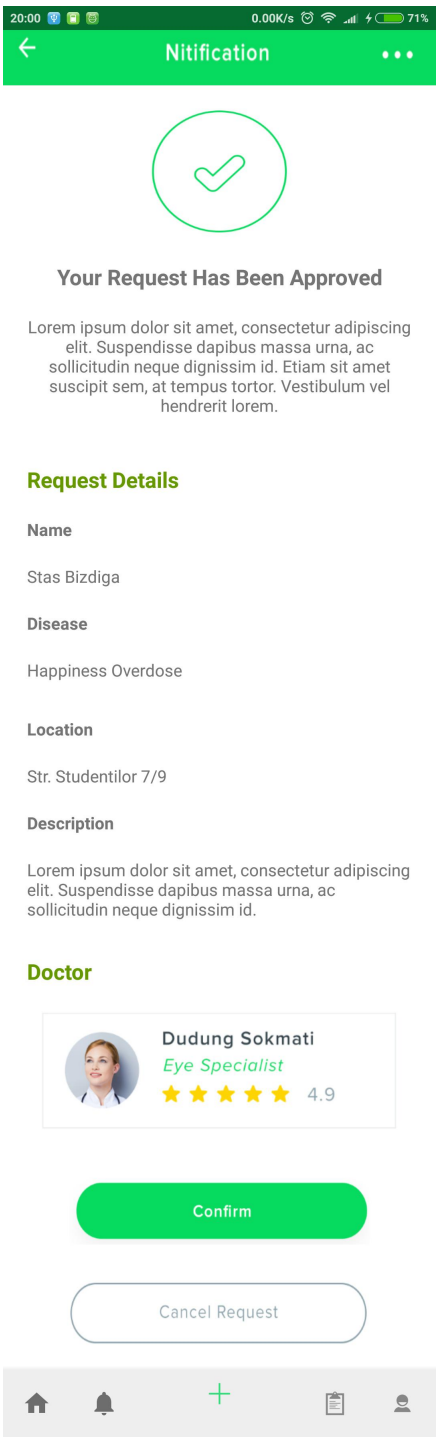

fig.6. Request successful

Login activity is pretty much self explanatory.

However, home activity isn't, so explaining it would probably require to say that it's used to navigate to other different activities using the nav bar, or, just send a request for a medic.

The navigation bar sticks to the bottom of the screen, outside of the scrolling layout.

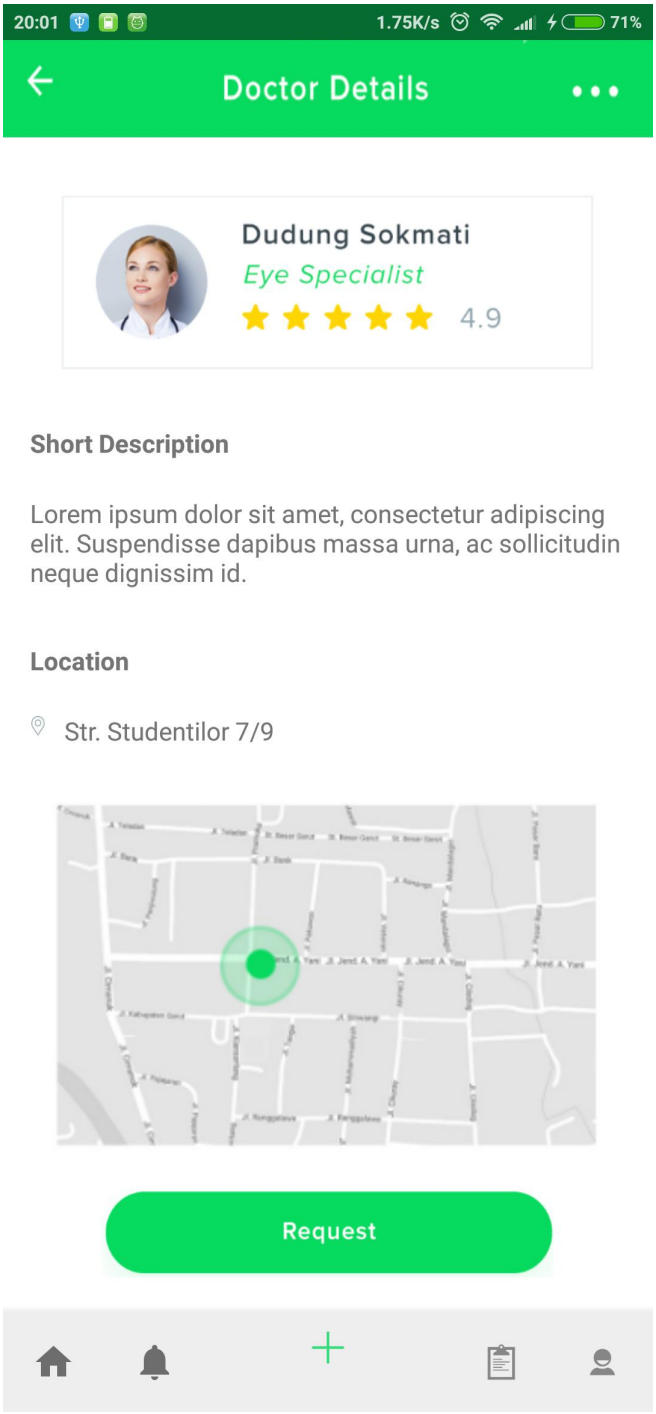

fig.7. Doctor details activity (with navigation bar)

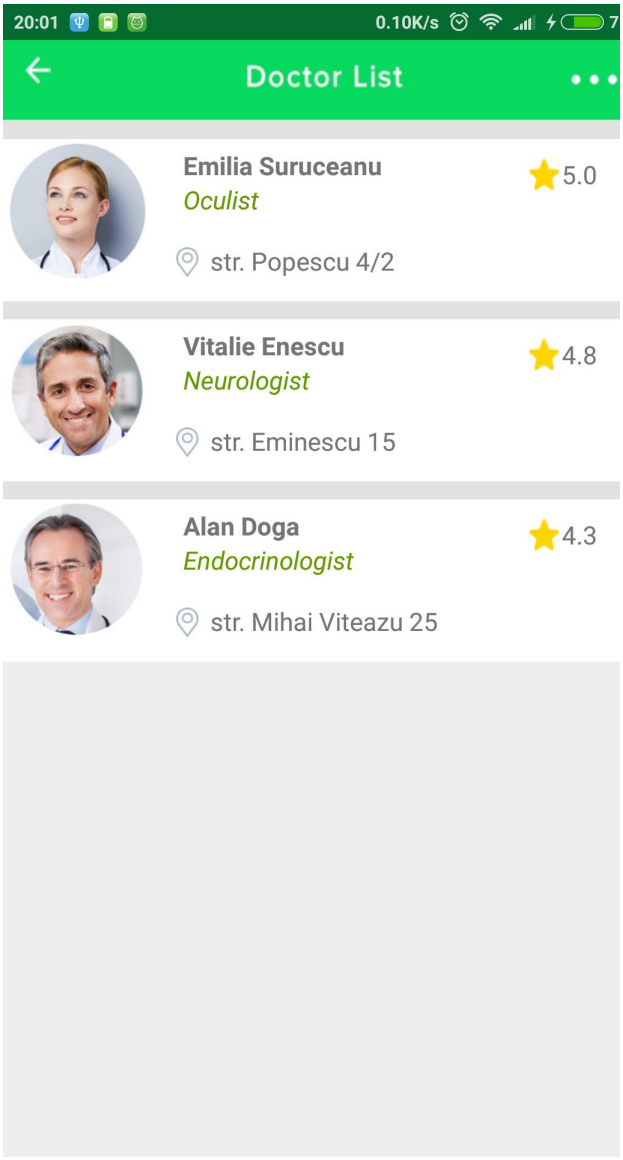

fig.8. Doctor List activity

The doctor details activity (fig.7) should appear once a doctor from the list (fig.8) is selected, however this will be implemented in the final app, for now these activities are accessed using the navigation bar on the bottom of the screen. Also.. worth noting that during the laboratory work, the attempt to implement google maps api was taken, but failed.

Conclusion

On the process of working on this laboratory work, there has been lots of encounters with requirements for learning and problem solving of average levels.

The whole project took a while to complete, yet the progress was not slowing down. This is a good thing because without progress, there's no motivation in keeping it up, which is the vital need for any of this laboratory works to be completed.

Buttons, text views, and other UI elements are the building bricks to an application design, and it turns out that without them, the interaction between the user and the device is fairly impossible therefore mastering them previously was of great aid in this work.

This lab work was a great first step into the possible future jobs of app development on a mobile platform with style.

Bibliography

- **[1] Working with navigation bars - Android**
  https://appsandbiscuits.com/bottom-navigation-android-11-5c5a2d758681

- **Handwritings from Mobile Applications Programming course** of Lector:
  prof.univ. I.Antohi.
  Chișinău: UTM
  2017

Annex

Code source:
https://github.com/StasBizdiga/PAM