programmer notebook app

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1 Introduction

1.1 application description

The application that was chosen was a notepad for programmers which allows the user to take notes of programming standards and code syntax each in separate sections depending on the programming language they relate to.

1.2 project aim

the aim of this project was to create a application that solves the problem of badly formatted code notes while having them grouped together with other notes for the same programming language to help make the application more user friendly.

1.3 Scope

- save to a file
- load from a file
- user friendly layout
- user will be able to edit files

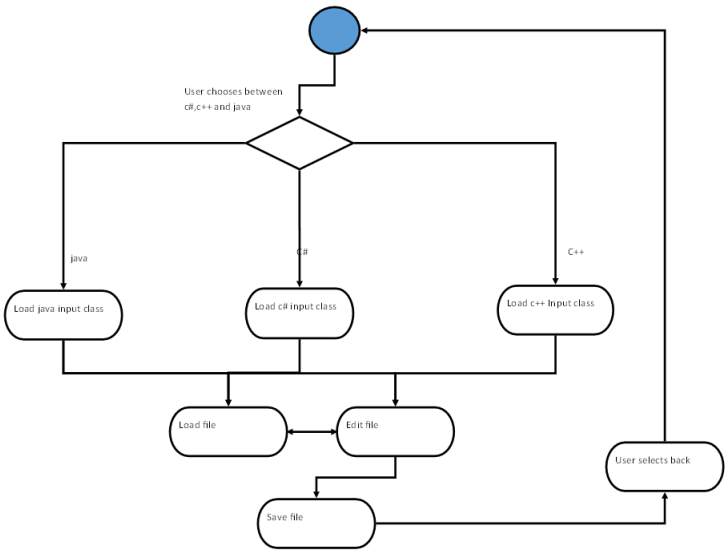
1.4 Boundaries

- create new directories
- edit default languages

2 Software Design

2.1 UML Diagram

a universal modeling Language diagram (UML)was created during the design stage to help show the flow of the application.the diagram shows the user going through the application

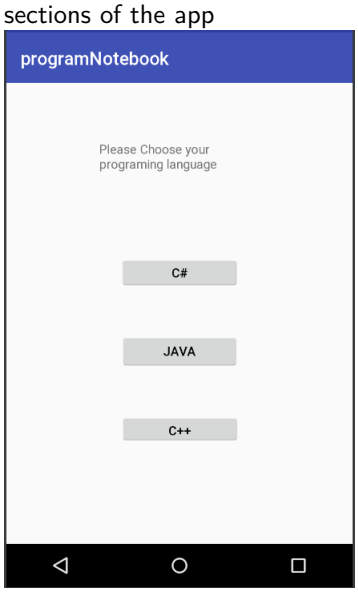


the uml diagram for the aplication

3 implementation

3.1 main screen

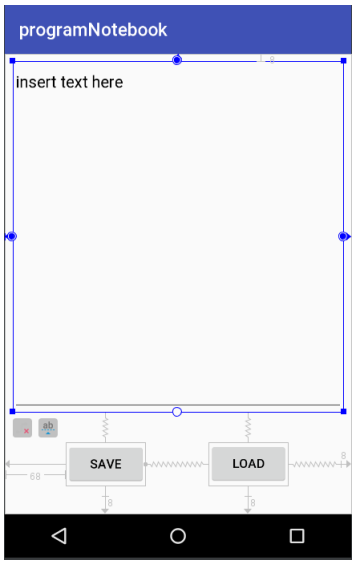
the main screen is made simple to keep it user friendly it contains the 3 buttons required to navigate to the different sections of the app



```
public class MainActivity extends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        Button csharp = (Button) findViewById(R.id.button);

        csharp.setOnClickListener(new View.OnClickListener()
        {
            @Override
            public void onClick(View v)
            {
                startActivity(new Intent(getApplicationContext(),csharp.class));

            }
        });


        Button java = (Button) findViewById(R.id.button2);

        java.setOnClickListener(new View.OnClickListener()
        {
            @Override
            public void onClick(View v)
            {
                startActivity(new Intent(getApplicationContext(),java.class));

            }
        });

        Button cplusplus = (Button) findViewById(R.id.button3);

        cplusplus.setOnClickListener(new View.OnClickListener()
        {
            @Override
            public void onClick(View v)
            {
                startActivity(new Intent(getApplicationContext(),cplusplus.class));

            }
        });
```

3.2 Text editor screen

the other screen in the application is a text editor that has buttons to save and load the file. the reason for this specific implementation is to make the application more user friendly. The text editor screens are all implemented to be identical as to help keep it simple for the user



4 critical evaluation

4.1 comparison to concept

the original concept for this application involved multiple files this was cut due to unexpected problems and events outside of my control. other than that the application meets the standards decided when the idea was conceived.

4.2 comparison to other apps

compared to other applications that tackle the same problem my application does not stand up very well this is due to the amount of features that are supplied with other note taking applications.

4.3 possible future development

some users who have tested my application have requested features such as a undo button, a add language button and a validation for saving

5 personal evaluation

the main take away from this project is that time management is a skill that i require severe improvement on as it was the main factor for most of the problems i faced while designing and implementing the application the other factor that caused problems was the lack of experience with java and android as i had not previously encountered either the language or the android platform development platform as a developer