

Mack Tawa's assignment w/collaboration with Randi Prince
6018
Phase 2 Refactor

Randi and I improved our application by fixing a bug where both of our applications would not create a new bitmap if we previously loaded a saved file. If we navigate back to the "create new drawing" button it would not actually make a new one but load the previously loaded one.

The problem was resolved by creating a method in the view model class to clear the values of the `_bitmap.value` into a transparent color (to wipe the bitmap) as well as to clear the `_bitmapFileName.value` to the defaulted "" empty string. These are the checks that we use when we are saving the file so it was fairly simple to make this fix.

Both of our projects included the MVVM architecture meaning our overall functionalities were very similar. The main difference was seen in the way that we draw on the canvas via the bitmap. My project utilizes overriding the `onTouchEvent` method while Randi's project drew on the bitmap by setting a `setOnTouchListener` in the view which uses a motion event within a `drawLine` function.

Other similarities are seen within our projects such as with a save button and a "home-screen" which either navigates you to a new blank page to draw upon or a screen which shows a list of all the drawings stored locally on the device. However, another difference is seen with Randi's utilization of a color picking tool whereas my project only allows for 'red,' 'green,' and 'blue' to be selected via buttons on the top of the screen.

Testing the Room database was utilized via `runblockings` and `suspend` functions to setup the database as well as to add to it via queries.

All in all, we achieved increased functionality by both working together on a common problem, that being the unbroken constance of a bitmap being displayed after selecting it from the "saved pictures" fragment. This was done by creating a method within the View Model class which clears the `bitmaps.value`'s data as well as the name of the file being stored globally herein.