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Probability and Applied Statistics

Final Project Part 3 Write-up

To create a cellphone app, I researched several IDEs that have built-in functionality for mobile app development. Among the options, I focused on Android Studio and Visual Studio Code. Android Studio was appealing due to its robust support for Java-based development and its integrated emulator for testing. However, since my goal was to attempt porting my program to an iPhone, I explored other options.

I initially planned to port my Pokemon TCG program, however, I ran into challenges early on due to the differences in programming languages and frameworks required for mobile app development. The process of adapting my Java knowledge to the tools necessary for mobile development proved more complex than anticipated, and I was unable to complete this initial step.

My original project was a Java language. To make it suitable for a mobile platform, I needed to integrate a graphical user interface (GUI). The main roadblock in porting the program to an iPhone was the lack of a suitable Java-based framework that seamlessly integrates with iOS. Adapting my program to Swift or Objective-C, the native languages for iOS, would have required a complete rewrite of the application. For Android, this would require significant changes, such as creating Activities, Layouts, and Views. I attempted to explore iOS-compatible solutions, as I own an iPhone. I found an application called ‘Visual Code’ with remote code execution capabilities, which theoretically could allow my code to run on an iPhone. However, this feature was locked behind a paywall.

Due to the challenges of transitioning between programming languages and frameworks, as well as the limitations posed by applications with paywalls, I was unable to fully accomplish the goal of running my Pokemon TCG program on my phone.