

PA4 - Post Mortem

When provided with the option of either doing a completely new project for PA4, or going back and redoing previous projects in an attempt to add and to improve on them, I chose the latter as I felt that there were definitely some things that I could work on. I felt as though creating a whole new project and coming up with an idea for that particular project would have been fun, as I would be creating an Android app that was of my own design, however, I also felt that my efforts were best directed towards redoing my previous projects. The reason for this is because I felt as though my projects were not up to par in the completeness in which I wanted them to be, and that even in the short time that I have been learning to create Android applications with C# and with Java, I have learned a significant amount in which could be implemented in my previous assignments. The most difficult part in this process was figuring out where I had left off in these partly unfinished projects, and finding out little bugs here and there that were preventing certain things from working, before I could start adding new things to the project. On top of that, because I had chosen to redo every single previous assignment prior to PA4, I had to come up with new additions to these assignments that would make the new updates for the PA4 submission to be different and contemporary than the previous version of the project. Once I hurdled over what I was going to add to the project, and how I was going to do it, it was a pretty pleasing experience for me to be able to understand how various things worked, and how I had developed a preferred layout or process of handling activities and event handlers. I went from having no knowledge of developing an Android application, to being able to create a solid foundation for a mobile app idea in a small amount of time. Although I was not able to add as much features and cover as much ground as I would have liked for all of the project assignments,

it definitely gives me an incentive for me to go back at later date and try adding and perfecting these projects. I also feel as though going through with the previous assignments gave me more confidence in brainstorming and pursuing a challenging Final Project, or with any projects in general. I honestly did not expect to learn so much about Android development in such a small matter of time, and to be taught it in such an effective and unorthodox manner by being introduced the material, but learning it and hardwiring into my sets of skills through self-teaching and a lot of trial and error. I do believe that for this class in particular, it is really useful and effective to be able to teach yourself a useful skill such as a Android mobile development, and to be able to do that in a teaching environment that doesn't follow the typical on-rails curriculum, but rather allows the student to go at their own pace and the learn through practice, trial and error, and research.