Post Mortem

When first starting this assignment, I had trouble trying to figure out an idea and a schema to start my first ever Android application on. I wanted to be able to challenge myself, but at the same time not bite off more than I could chew, and being that combined with my complete lack of knowledge of the C# language and programming an app in general. Learning the C# language was not as steep of a learning curve as I anticipated it to be, and I found it to be a smooth transition and not much unlike other programming languages that I am more familiar and comfortable with. Some of the syntax and semantics were somewhat familiar to me, and other more vague objects were easy to understand after a little online research and trial and error. Upon starting the assignment, figuring out the Android developer environment and the emulator was daunting at first, but once I figured out what did what and where things were placed, it became a lot clearer as to how to navigate the code for this assignment. From there on, it was a breeze to create momentum and to start working and playing around with different layouts, and functions. What took up most of my time during this assignment was trying to figure how to do things and get things working in lab, and then trying to follow the various steps of pulling requests from the course repository, and then committing files to the repository. I would say for this assignment, my most major grievance was trying to figure out GitHub and its functions, even when all I simply wanted to do was submit my assignment. I understand that a tool as powerful as this requires experience and practice, but I wish there were a less complicated and more time reducing solution. Another thing that gave me a lot of trouble was installing the Android development packages into my personal computer, and it would seem to install and implement flawlessly, but after trying to launch the emulator another issue would surface, and then I would have to do some more research as to why I'm getting this new issue. It was almost comical how many things I had to fix, change and install just to fix the original installment, and even then when it was all working and I was able to view my app in the emulator, I was not satisfied with the result. Since I was not satisfied with how my app was looking, I decided to scrap the entire layout that I chose, and did more research to find a layout that was more appropriate to my intended design. I was able to create the redesign in a surprisingly short amount of time, and was very satisfied with the result. My only complaint regarding my app would be that I wished that it had more options in the aspect of its conversion function. One thing that I was not able resolve was an error that would happen during debugging but during building, regarding one of my Spinner objects, which would say that it was unassigned and would remain null, even though it was supposed to catch the inputted value from user input. I consulted to others who had a similar issues on the internet, and there didn't appear to be any solution anywhere.