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CS 480 Mobile Apps

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Post Mortem

This project in itself was a huge struggle. I think the biggest struggle I had was trying to upload my file to my Github account. Managing my way around Github was in itself a challenge. With that being said I believe that I struggled most with the code for doing the actual calculations being it involved so much more than just simple arithmetic. I do not think I have casted so many objects in my entire Computer Science career. The parsing was fun and coincidentally it was the first part of the calculations function that I figured out, and ironically became the problem I had when trying to output a value. There were a few problems that I was not able to figure out. One of which was the division of two integer values. When dividing two integers I really wanted there to be a double to be produced and outputed, but I was unable to find the solution to this problem. Another problem that I had was creating a sort of ghost text box that floated around until the calculation was completed. Granted that you are teaching the class the same way, I would recommend that a student look at as many references online and avoid videos on youtube, unless they are from a teaching site like Udacity, which I would also recommend to a student. Looking at videos just confused me and found myself staring aimlessly at a computer screen realizing that I had lost focused. So I believe that reading a reference is much better because you are actively finding a solution to your problem. The most fun aspect of this assignment is the end. I do not mean that in a disrespectful way. I mean it in the context that when you finish you have a “fully functioning app” on your phone. I walked away in a proudly knowing that I created my first app. It sort of reminded me of when I created my first bowl in my ceramics class. Both times I was there admiring my work. Of course both were not perfect but they were created out of my work and effort. The most challenging aspect of this assignment was getting started. I was actually pretty scared of using a new application like Android Studios. Everytime I used it the program would give me massive errors and I could not figure out how to relaunch my code. So naturally I switched to Visual Studios. Best decision I made throughout this project. The most difficult thing to understand was the buttons. I didn't quite understand how to connect them to a value and gather their value to use and manipulate. Teach us how to use the buttons. More instruction on how to connect them to values and make them tick. I also think that you should maybe give a little more instruction on how to get started. A little information could have made starting a little less scary for me. Also I think you should stress just how much better Visual Studios is.