# Task HD - Spike: [Notes App]

#### **Goals: Android App Development**

The goal is to create a Notes App where you can add notes, edit them and delete them. The notes will be stored in a database and will be loaded from them every time the app is launched. Moreover, there is a search bar as well where you can search for specific keywords in your notes to find the required note. The color of each note is assigned randomly so they're always different from each other. The notes can be deleted using context menus when it is being clicked long enough. If there is a shot click the notes page will open up and you can update it.

The following list outlines the goal broken down into more specific knowledge gaps involved in the goal.

- Creating Clickable items in recycler view
- Using recycler view and adapter
- Using context menus
- Transferring data using intents
- Storing & fetching data from database
- Adding new notes
- Updating notes
- Deleting notes
- Creating Search bar
- Debug and testing
- Creating Clickable button
  - 1. Logs
  - 2. Unit testing
  - 3. Integration testing

#### Tools and Resources Used

This section lists related software, tools, libraries, API's, and other resources used for this knowledge gap.

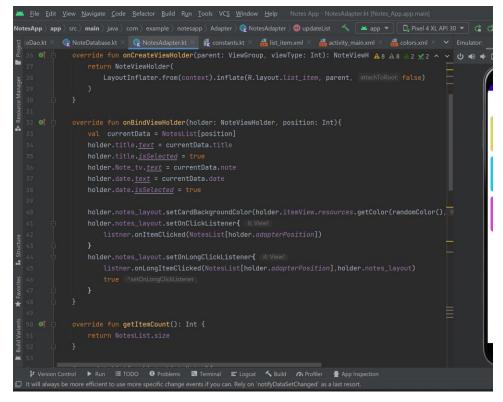
- Android Studio
- Android Documentation
- You tube
- Canvas notes

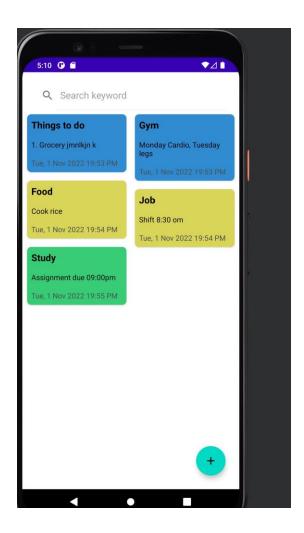
### **Knowledge Gaps and Solutions**

This section presents the listed knowledge gaps and their solutions with supporting images, screenshots and captions where appropriate/required.

# Gap 1 (Creating Clickable items in list view) :

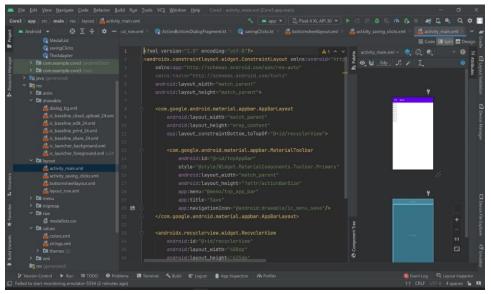
A recycler view is created in which each item is clickable and a pop shows up when an item is clicked.

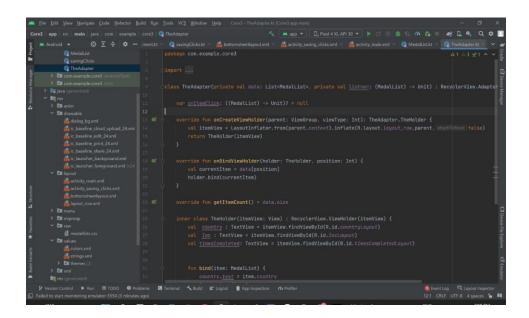




The above screenshots show the adapter class and the main activity code for creation of the recycler view. In the adapter class an updateList method is added which can be used to detect which item in the recycler view is selected

# **Gap 2(Using Recycler View and Adapter):**





Recycler View has been used to display the item of the file in a list. The above screenshots show the design file of recycler view and the adapter class code for that.

# Gap 3 (Using context menus):

Context menus have been used with the onLongItemClickListner() method. When a note is clicked for long time a pop up delete option will pop up. Pressing the delete button will result in the specific not being deleted from the database and this will refresh the activity as well so it won't appear on the screen as well.

```
private fun popUpDisplay(cardView: CardView){
    val popup = PopupMenu( context: this, cardView)
    popup.setOnMenuItemClickListener(this@MainActivity)
    popup.inflate(R.menu.pop_up_menu)
    popup.show()
}
```

```
override fun onMenuItemClick(item: MenuItem?): Boolean {
   if (item?.itemId == R.id.delete_note) {
        viewModel.deleteNote(selectedNote)
        return true
   }
   return false
}
```



#### Gap 4 (Transferring data using intents):

Intents were used to switch between screens when a note is clicked. The .putExtra function was used to tranfer values of heading and note description. Moreover, in the detail activity edit texts are used to change values in the array which also update it on the main activity.

#### Gap 5 (Storing and fetching data from database):

The following code was used to store and fetch data from the database so every time the app will show it when it is loaded and it won't get deleted when we turn off the app. SQL Lite has been used for this purpose. An Interface is created for this purpose which contains the SQL queries. Database is accessed through an instance and the view model is used to view the fetched data from the database.

```
Repository.kt × 📿 MainActivity.kt × 🥻 constants.kt × 🥷 Note.kt × 🥷 NotesViewModel.kt × 🥷 AddNote.kt × 📭 NoteDao.kt × 🧶 NoteDatabase.kt ×
package com.example.notesapp.Database
    QQuery("UPDATE notes_table Set title = :title, note = :note WHERE id = :id") suspend fun update(id: Int?, title: String?, note: String?)
@Query("Select * from notes_table order by id ASC")

• fun getAllNotes(): LiveData<List<Note>>
 package com.example.notesapp.Database
                  return <a href="INSTANCE">INSTANCE</a> ?: synchronized( lock: this){
    val instance = Room.databaseBuilder(
                              context.applicationContext,
NoteDatabase::class.java,
```

```
class NotesViewModel(application: Application): AndroidViewModel(application) {

private val repository: NotesRepository
val alinotes: LiveData<List<Note>>
init {

val dao = NoteDatabase.getDatabase(application).getNoteDao()
repository = NotesRepository(dao)
allnotes = repository.allNotes
}

fun deleteNote(note: Note) = viewModelScope.launch(Dispatchers.IO) {
 this CoroutineScope
repository.insert(note)
}

fun insertNote(note: Note) = viewModelScope.launch(Dispatchers.IO) {
 this CoroutineScope
repository.insert(note)
}

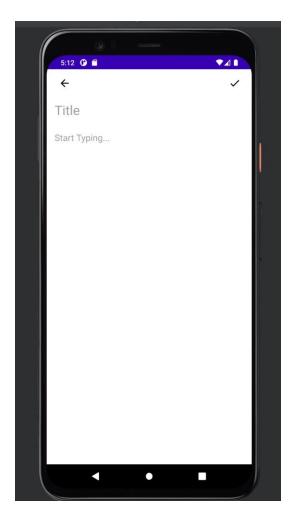
fun updateNote(note: Note) = viewModelScope.launch(Dispatchers.IO) {
 this CoroutineScope
repository.insert(note)
}

fun updateNote(note: Note) = viewModelScope.launch(Dispatchers.IO) {
 this CoroutineScope
    repository.update(note)
}
```

### Gap 6 (Adding new notes):

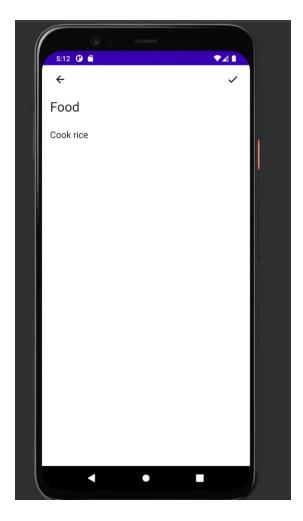
The following code has been used to add a new note to the database. This code also includes the part which shows how data is being transferred using intents.

```
| Bit Eds | Vew | Newspate Code | Befactor | Build | Run | Jook | VC$ | Window | Help | Notes App - AddNotes | Notes | App - | Description | Notes | Run | R
```



# Gap 7 (Updating notes):

The following code was used to update an existing note. At first the data already stored in the node is fetched from the data base to the editing page so the user can see what has been previously added. This can then be updated and will be shown on the notes page.



# **Gap 7 (Deleting notes):**

The following code was used to delete the note from the database. The note clicked is noted and the id of that note is used to delete the note from the database.

```
fun deleteNote(note: Note) = viewModelScope.launch(Dispatchers.IO){      this: CoroutineScope
      repository.delete(note)
}
```

```
private fun popUpDisplay(cardView: CardView) {
    val popup = PopupMenu( context: this, cardView)
    popup.setOnMenuItemClickListener(this@MainActivity)
    popup.inflate(R.menu.pop_up_menu)
    popup.show()
}

override fun onMenuItemClick(item: MenuItem?): Boolean {
    if (item?.itemId == R.id.delete_note) {
        viewModel.deleteNote(selectedNote)
        return true
    }
    return false
}
```

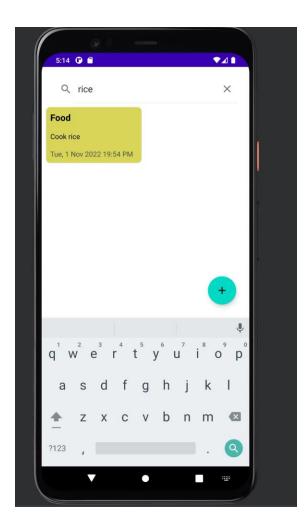
#### Gap 8 (Creating Seach bar):

The following code has been used to filter the notes according to the keywords typed. It clears the notes list and then search for the item specified in search bar. If the keywords is found it add that nots in the notes list which is then displayed. This function is triggered everytime there is a data set change in the notes list.

```
fun filterList(search: String){
  NotesList.clear()
  for (item in fullList){
      if (item.title?.lowercase()?.contains(search.lowercase()) == true || item.note?.lowercase()?.contains(search.lowercase()) == true){
          NotesList.add(item)
      }
    }
    rotifyDataSetChanged()
}
```

```
binding.searchView.setOnQueryTextListener(object : SearchView.OnQueryTextListener{
    override fun onQueryTextSubmit(p0: String?): Boolean {
        return false
    }

    override fun onQueryTextChange(newText: String?): Boolean {
        if (newText!= null) {
            adapter.filterList((newText))
        }
        return true
    }
}
```



### Gap 9 (Debug and Testing):

- Logs were used to test that data is being read through the file or not.
- Breakpoints were used to stop the program to test it. This helps to check the variable internally when the score button is pressed.



- Unit testing was done to check each method is working or not working
- Integration testing was done to check how activities interact with each other

# **Open Issues and Recommendations**

This section outlines any open issues, risks, and/or bugs, and highlights potential approaches for trying to address them in the future.

What is the right method to implement on Click Listener?

Normally, there are two principal ways of carrying out on ClickListener event on Button, and the method can be applied to other event handlers. We can create and define an event listener for each button inside the on Create() function like so.

We're unsure about how many buttons do we have so another way to implement the event listner.

popup.setOnMenuItemClickListener(this@MainActivity)

#### **Architectural Design Diagram:**

