GRIFFITH COLLEGE DUBLIN

Assignment Cover Sheet

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Faculty: **Computing Science**

Course: Computer Science   **Stage/year:** 4

Subject: Mobile Development [BSCH-MD/Dub/PT]

Study Mode: Full time _____   Part-time ___x___

Lecturer Name: Dr. Abubakr Siddig

Assignment Title: Developing an Android App - Milestone 1

No. of pages:

Disk included? Yes _____   No ___x___

Additional Information: (ie. number of pieces submitted, size of assignment, A2, A3 etc)

Date due: 13/11/2022

Date submitted: 13/11/2022

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Signed: _____Aluizio Diniz _____   **Date: _____13/11/2022_____**
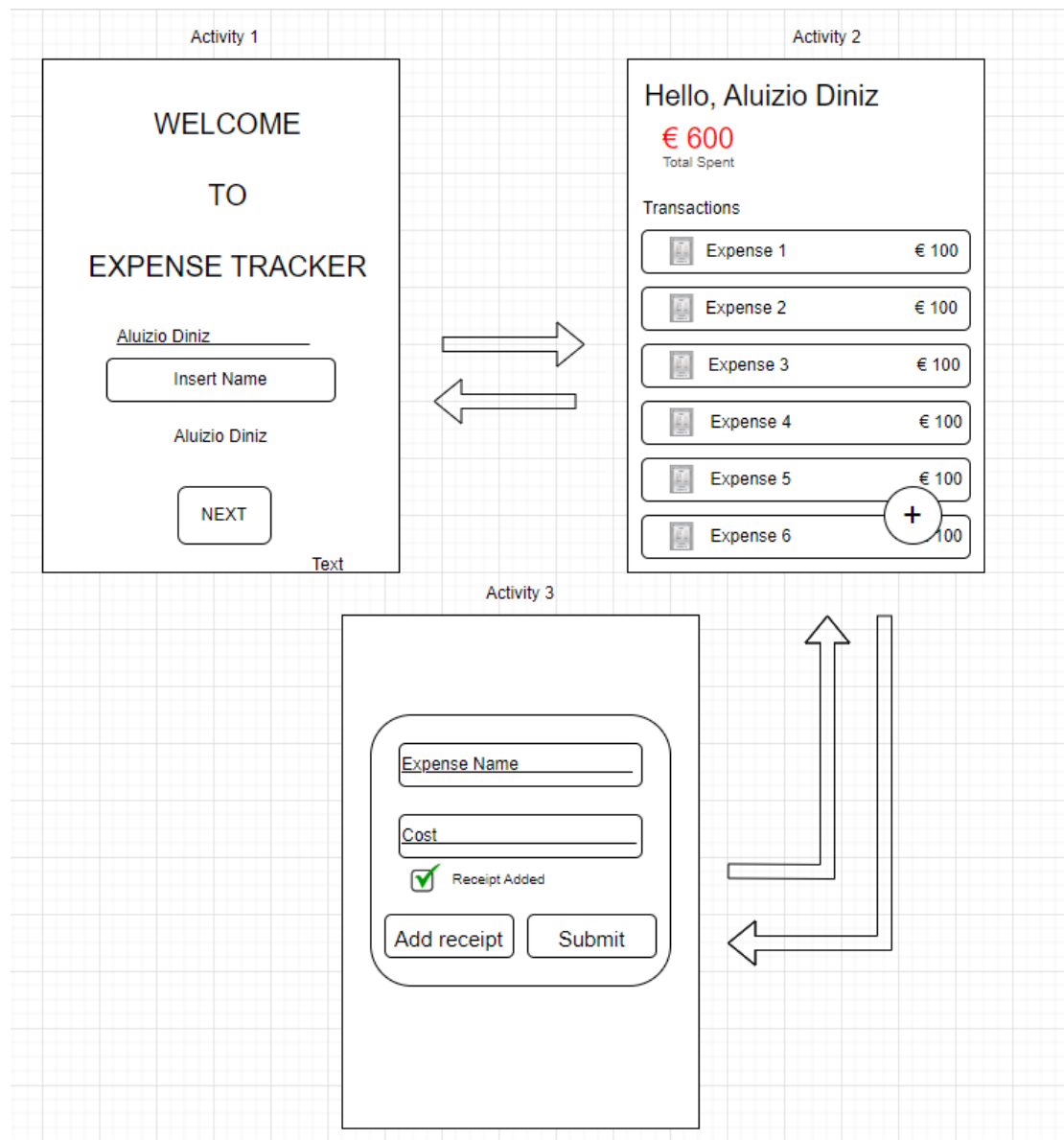
Design

The picture above is the intended design of our project, that basically consists of 3 activities (3 different screens that the user will be able to see).

- **Activity 1:** It consists of the initial screen where the user will be able to insert their name.

- **Activity 2:** This is the main screen to display all the necessary information to the user such as their total spent, all their expenses and an active button to take the user to input a new expense.

- **Activity 3:** Once the user clicks on the plus icon(+) they can see a pop window where they can name their expense, it's cost and add a receipt button(will trigger the camera).

To be implemented

In this section we will talk about the features I intend to implement for the second milestone.

1. **Design:** overall I believe the design I constructed is very user friendly, however there are small changes that could be done in terms of colors and box layouts with shadow, to create a more fun and dynamic experience to the user.

2. **Button implementation:** for the second assignment I also intend to connect all buttons, at the present moment the submit and add receipt button are not working. I intend to make them useful and store data into a database.

3. **Database:** Include a database which is where the data input will be stored.

4. **Delete:** Add the functionality for the user to delete an expense by swiping the box out of the screen.

5. **Update:** Add a functionality for the user to change an expense that they have already stored.

Difficulties

So far the main difficulty I found during the first milestone, was implementing a functional recyclerView for the second activity.

The main purpose of it is to grab all expenses that will be input by the user through the Activity3, calculate the sum of them and then display them at the very top in red as their total expense.

So far I was not able to implement this functionality, even though most of the code has already been done, as you will be able to see from the repository, it is still not working.

Conclusion

At the end of the first milestone I was finally able to see difficulties a developer comes across when creating an app from the scratch, connecting all the different activities, thinking about a user-friendly/functional layout and also implementing all the actions.

So far I am satisfied with the layout I came up with, I think it is very self-explanatory which was my main goal when I was thinking about it,and no user will face any trouble trying to figure out how it works. However a few changes need to be made so the app is more user friendly, such as: adding colors, images and text-boxes.

Also we have to take in consideration that a few functionalities still have to be corrected or implemented in order to make the app fully functionable and useful for any given user, along with adding a database and a responsive camera button.

GitHub Link

https://github.com/aluiziod/Kotlinapp.git