# **CSCU9YH APP REPORT**

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### 1 – Structure

The structure of an app can make a huge difference on user experience. If not implemented in a satisfactory way the user may have a terrible experience and are likely not to use the app again. I heavily considered the user experience when designing my app, and due to this I have made my app structure very linear and easy to understand, clearly showing the options the user has and steps they may take to complete an action.

The structure contains three pages that the users will encounter, each using fragments. Starting from the first, the date selection page, the user has the options to either select a date or move to the view note screen. If view notes is clicked the view will change to the view notes screen where the users can see any previous notes. The user also can click the "new note" button that will navigate them back to the date selection page. I use buttons to allow users to navigate to the screens they desire as without them the user may feel trapped on a screen. Navigation buttons show the options users have when using the app. If the user selects and confirms a date, the view will change to the new note page where a new note can be input and submitted. From this screen the user also can go back to date selection. On submission of the new note, the screen will automatically change to the view notes page for the users to see what they have added. Figure 1 below shows the screens and how they are linked.

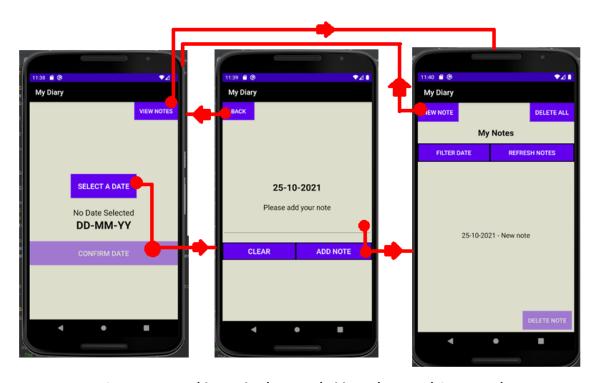


Figure 1: Page1 (date select), Page2 (add note), Page3 (view notes)

# 2 - System Overview

Fragments can be described as a sub-section of an activity and are useful for splitting up a task into sections, each displayed on each screen. My app contains three fragments, page1 which is the date selection screen, page2 which is the note submission screen, and page3 which is the note viewer screen. I have created a page adapter for setting up these fragments when the app is run. I have also implemented a viewPager that allows the fragment currently being viewed to change in response to some action.

Within fragments the view cannot be accessed like in the main activity class, so view binding is required to access the UI elements of each fragment screen. Data cannot also be passed like a regular class and other methods need to be implemented. The methods I decided on were view models and a room database. View models are a useful tool to pass data between user interface elements as it allows observation of live data, and the live data can exist after a screen configuration change such as changing to horizontal mode. The room database is set up with a "Note" entity class, a "NoteDao" interface class, and an abstract "NoteRoomDatabase" class used to instantiate and return an instance of the database. "NoteDao" provides database manipulation methods to be called from main, and can be used to return, delete, update, and insert notes. A "Note" entity class in instantiated for each note and contains a date primary key and a note body string. A note entity is instantiated and are added to the room database. Each fragment uses a DataPasser interface to pass data from the fragments back to main, to manipulate the database or inform that the screen view needs to change. These database manipulation methods are the same as the ones contained within "NoteDao". These methods are overridden in main to allow fragments to call them through the interface. I have provided a UML diagram showing how the classes link in figure 3.

I use toast messages throughout my application to inform users on their actions. Toast displays a little temporary message at the bottom of the page and will tell the users things such as their note has been added successfully.

# 2.1 - Page1 (Date Picker)

This is the first fragment and will be the first screen that the user will meet, for the purpose of selecting a date. This page contains some buttons, "VIEW NOTES" that allow users to move to Page3, "SELECT DATE" which will open a date picker, and "CONFIRM DATE" which will initially be greyed out and unclickable until the user selects a date. My method of date selection is using a datePickerDialogue which provides a handy calendar that the users can navigate and select any date they please. The initial date selected will be the current date as this is likely what users will be adding to most, making the process faster. On clicking the "CONFIRM DATE" button, the date will be saved to the view model class called "SharedViewModel", to a MutableLiveData variable that will allow Page2 to observe the date selected. Clicking the "CONFIRM DATE" button will also change the view to page2 to add a note, by use of the dataPasser that communicates with the main activity.

### 2.2 - Page2 (Add Note)

This page is where the user will input some text to add a note. The page containing a TextView that displays the selected date and a message informing users what to do, there is a "BACK" button, a text box, a "CLEAR" button, and a "ADD NOTE" button. The date is displayed by observing the "LiveData" variable in the "SharedViewModel" class. The user can input text into the text box which will assist users by auto capitalization and auto correct. Users can clear what they have entered, and they can also submit using buttons. If the user tried to submit a blank message, a toast message will inform them they need to enter text, and nothing will happen. If text is entered and added the page view will move to "Page3" and a toast message will confirm the addition, and lets users know what to do next.

### 2.3 – Page3 (View Notes)

"Page3" is where the user may access their notes and they have some actions they can perform here. The buttons contained on this page are "NEW NOTE" that allows users to navigate back to "Page1", "DELETE ALL", "FILTER DATE", "REFRESH NOTES", "DELETE NOTE". After adding a note, they are informed they need to click the "REFRESH NOTE" button, which will retrieve all the notes stored in the room database and they will be displayed in the text box that is centre in the page. When too many notes are displayed on this page, a scroll wheel will be available to scroll through the notes. "DELETE ALL" will completely wipe the database of any notes to start fresh, this is done on start-up currently to avoid confusion when testing the app. "FILTER DATE" will display a DatePickerDialogue much like "Page1" and the users select a date they want to see a note for. If the note is found, a confirmation toast message will display, and the note will display in the centre of the page. The "DELETE NOTE" button will then become clickable and fully coloured and allows users to delete the note that they have selected.

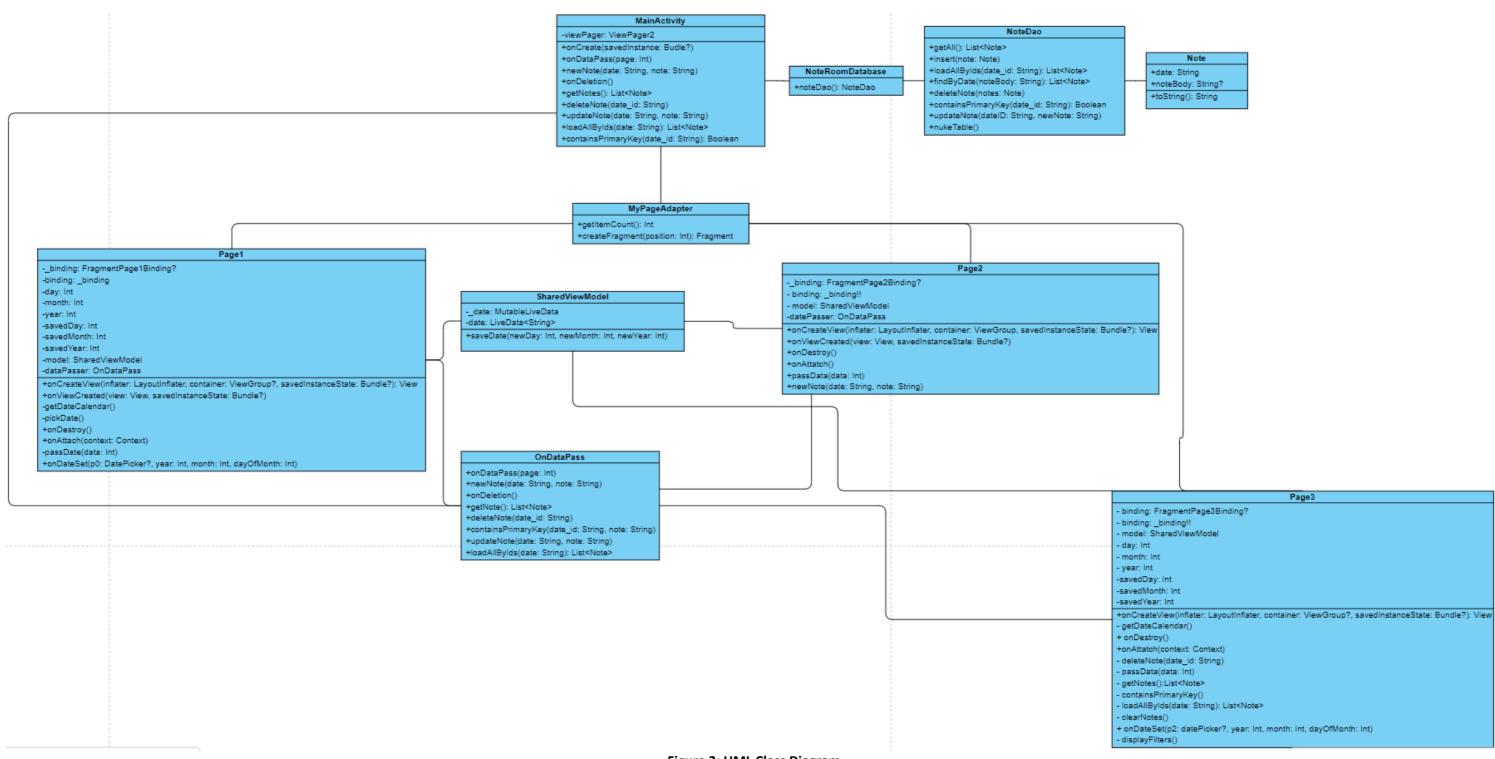


Figure 2: UML Class Diagram

# 3 - Key Features

Several features are suggested in the project brief, some being basic features that the app must contain, and others being ideas for advanced features. My application implements all the basic features listed and has been further enhanced with some advanced features.

### 3.1 - Basic Features

#### 3.1.1 – Date Picker

As described in the brief, the first page must allow users to select a date in a user-friendly way. The method I have used to implement this is using a date picker from the DatePickerDialog. This method displays a calendar that is currently set to the current date, but users may select any date they please. This date can be confirmed when the user has decided.

#### 3.1.2 – Adding a note for selected date

The second screen allows users to input notes to the diary. View models are implemented within these fragments to allow screen 2 to observe the date selected in screen 1. This screen displays the date previously selected and allows the users to input text.

#### 3.1.3 – Navigation

Each page of the app contains buttons that allow users to navigate to another page if they wish to do so. From the first date selection screen the user can click the view notes button to move to the view notes page. On the add note page after selecting the date, the user can navigate back to the date selection screen by clicking back. On the view note screen the user can navigate back to the date selection screen by clicking the new note button.

#### 3.1.4 - View all notes

On the view notes page, the user can view their notes by first clicking the refresh button. All notes previously stored will be displayed in the centre of the page beside the date they have been added to. If no notes have been stored, then a message will display that no notes have been found. This window also contains a scroll bar if the list of notes is too large to be displayed on one window.

#### 3.2 – Advanced Features

#### 3.2.1 – Delete all notes

From the view notes screen, the user can delete all notes they have previously stored. After clicking the delete all button, a message will appear confirming that the user has deleted all their notes. On clicking the refresh button, the page will display a message that no notes have been found.

#### 3.1.2 – Filtering note by a date

On the view note screen the users can view any notes they stored for a specific date. On clicking the filter date button, a DatePickerDialogue box will appear allowing users to select a date, much like the first screen. On date selection, a message will display informing users if a note has been found for that date, or not. If a note is found for that date, then the note will be displayed in the centre of the page.

#### 3.1.3 – Update note

Users can update their notes that they have previously stored. If the user selects a date that already contains a note and inserts some text on the new note screen as normal, a message will display that a note already exists and will be updated. This note will be added as a new sentence to the end of the existing note. The updated note will be formatted with a full stop and space to separate the notes, so it looks presentable and correct.

#### 3.1.4 - Deleting a note by a date

After finding a note for a certain date, the delete note button will then become clickable and no longer greyed out. The user can then delete the note for the selected date, a message will inform them of the deletion and the message in the centre of the page will display no notes have been found.

#### 3.1.6 – Screen scaling

When creating the layout, I made sure to make everything included in the screen relative. No element in my app is in a fixed position, so that when the screen size is changed the elements in the page will also resize the match the display. The app can be used on both small devices and large tablets as shown on figure 4 at the end of this section.

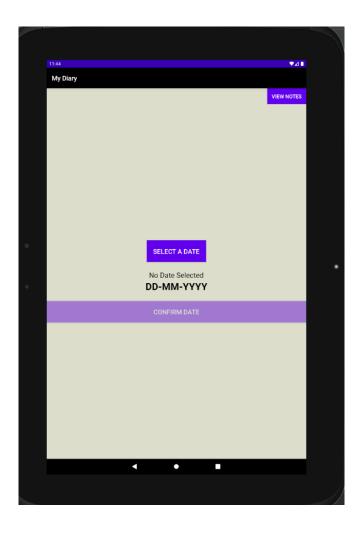
#### 3.1.5 - Screen rotation

Due to the relativity of my UI elements, the view can handle being rotated to an extent. The elements will fit the horizontal view and will still look presentable to the user. The rotation is only a cosmetic change currently however, and the data stored will be wiped on every rotation. The view is deleted and remade on each orientation change. The data is lost due to the database being deleted on start-up, and the orientation would work correctly if this was removed. I wanted to keep this in

however to avoid any confusion when testing my app. The horizontal layout can be viewed in figure 5.

#### 3.1.7 - Database

I used an advanced method for storing the notes by use of a RoomDataBase. This method allows for better functionality for retrieving, updating, and deleting notes. I have a class within my code called NoteDao used to access the database and runs SQL commands on the at the call of the required function. The functions have methods for inserting, getting a note by a date ID, deleting a note by a date ID, checking if a date ID exists on the database, updating a note stored in the database, and deleting all notes stored in the database. This is a far better method for note storage than my original method of storing it in a list and provides more options for manipulating the stored notes.



**Figure 3: Large Resolution Tablet View** 



Figure 4: Horizontal Screen View

# 4 - UI Design

My main priority when creating my UI was to keep it simple and prevent stressing out my users by overloading them with information. The only elements contained within my pages are just what is absolutely required to allow full functionality of the app. It is very apparent to the users the steps they may take. I am very direct with the text contained in the buttons and they inform users exactly what will happen if they click on it. To enhance confirming user actions I added toast messages that will inform users what each button click has done. I have messages that tells users if their actions are successful, what the action has done, if the action is unsuccessful, and why the action was unsuccessful. This really lets the users understand what is going on when using my application. Each page follows a consistent pattern, once the user knows how to use the first page then they will know how to use them all. Every page contains the navigation buttons at the top and the main content requiring input in the centre of the page as to draw attention. Navigation stops users feeling stuck on screen and give the freedom to navigate to any screen they desire. Without them user may be claustrophobic or frustrated at being stuck on a screen. Some buttons are greyed out until they become useful, and the user will only be concerned with them when they are relevant as to avoid giving them too many options at once.

I chose to use dark purple elements containing light white text, on a white background. This helps to inform users of all the available options on the page as the buttons really stand out, and the text can be read after identifying the button. The choice of colour passes colour contrast test for colour blindness [1], meaning that visually impaired users will have no problem using the application. To also aid visually I created a border xml class to wrap around buttons that are next to each other, this can help users distinguish between the buttons. My headers are in bold and are larger than standard text, informing users there is a hierarchy within these texts and what content will be displayed on this page. They will read this header first to understand the page, their content can be viewed in smaller text below the header.

Users begin at the date selection page, that is automatically assigned to the current date as to allow faster note submission. I did not assume the goals the users have when accessing my app, they may not want to add a new note, so I allow them fast access of the view notes page from the first screen. On the second screen I print in bold the date they have selected, and if they realise it is the wrong date they can navigate back to start again.

# 5 - Reflection

### 5.1 - Reflection on Solution

On reflection I am very proud of my app and pleased with the result. The process of building this application was quite challenging and really tested my troubleshooting skills, as every little change resulted in hours of solving errors. I believe my app works exceptionally and is fully complete in compliance with the project brief, from the basic features to several advanced features. I found adding the database functionality challenging but was very rewarding after it was fully implemented as it resulted in much better data manipulation. As a result of this I was able to add some extra features such as filtering by date and deleting by date, resulting in better application. After rigorous testing I hope to have solved most of the bugs I could find and at present only one can be found which is discussed in the solution boundaries.

Data passing ended up being quite a challenge and I had a hard time trying to implement a method that worked. Trying multiple different ways ended up with me using two different ways of passing data, when I should have just been consistent with one. I chose two methods as observing live data allowed for instance update of the date on the second screen, whereas using the data passer method users must manually refresh to update the page. I am not very pleased that data needs to be manually refreshed on "viewNotes" however I did not take time to investigate how to improve it due to time constraints, as instant note printing on viewing the page would be better. I also should have changed the names of my fragments from page1,2,3 to something that made more sense, but I left this to the end and worry that changing it will produce errors. I also should have changed the project name but have note due to the same reason. I am happy with my advanced features but the delete buttons can be pressed to easily and would benefit a confirmation window. This is where the user could confirm their action to avoid accidental deletions.

I found it useful to reference the android design principles when developing my app to ensure it would be successful. My layout follows the "keep it brief" principle and does not display any large amount of text that forces the user to read to understand my app. Instead, everything is linear, basic, and as obvious as possible as what the user can do without overloading them with text. Each screen contains short messages, obviously labelled buttons, and small toast messages also confirm user actions. I followed "Only show what I need when I need it" principle with some of the buttons as they will not always be available. Buttons such as "CONFIRM DATE" and "DELETE NOTE" are greyed out and unclickable until a user completes an action that made them available, where they will then be fully coloured and clickable. I am happy with my decision with these as it means the users will not focus on them until the action becomes relevant, also preventing overloading them. The principle "Make important things fast" was considered when creating the screens, so I provided buttons for users to quickly get where they need to go. If they user wants to view their notes on Page3 they may instantly access this page with the "VIEW NOTES" button and can quickly go back to add a note. "Do the heavy lifting for me" was relevant to hide the long process of accessing the database behind every database manipulating button, allowing users to be unaware of how painstaking accessing the room database is.

#### 5.2 - Boundaries of Solution

After much testing I have eliminated a lot of the situations where my app doesn't function correctly, the only one found being that the screen is not fully rotational. When the screen rotates the data is wiped and created again from scratch. I was initially using view models to pass data, and this would have provided methods to make the screen fully rotational, however I changed my data passing method to allow myself to create a database as I assumed this would grant more marks. Due to the time constraints I had to decide my priorities and have not managed to find the time to fully implement screen rotation, but the layout will scale properly to a rotated screen and will look presentable to users.

# 6 - Test Cases

Test ID	est ID Description Test steps		Pre-requisites	Expected Results	Pass/Fail	Remarks
SelecteDate_1	Select a date on the first screen	<ol> <li>Click the select date button</li> <li>User selects date from the calendar pop-up</li> <li>Click ok on calendar</li> </ol>	User is on the date select screen	The date selected will be displayed on the screen	Pass	Allows user to successfully select a date
ConfirmDate_1	Confirm the date that has been selected	Click the confirm date     button	User is on the date selection screen     A date has been selected	Change view to the add note screen, showing the date selected	Pass	User can confirm a date to then add a note to
ConfirmDate_2	Confirm the date when no date has been selected	Click the confirm date     button	<ol> <li>User is on the date selection screen</li> <li>No date has been selected</li> </ol>	Nothing will happen as the button is only clickable once a date is selected	Pass	To avoid any errors, the confirm button will only be clickable if a date has been selected
Navigation_1	Navigate from date selection screen to view note screen	Click the view notes     button	User is on the date selection screen	Change view to the view notes screen	Pass	User can easily navigate between pages; the date will be held if user decides to navigate back
AddNote_1	Add a note for the selected date	<ol> <li>Input note text into the text box</li> <li>Click the add note button</li> </ol>	<ol> <li>User is on the add note screen</li> <li>A date has been selected previously</li> </ol>	Change view to the view notes screen, with pop-up message informing users that a note for that date has been added	Pass	User can successfully add a note for a selected date

AddNote_2	Add a note for the	1. Click the add note	1.	User is on the add	Screen view will not	Pass	User will not be able to insert
	selected date, where	button		note screen	change, pop-up		a blank note, as to avoid
	note content is blank		2.	No text has been	message informs		errors
				entered into the	users that text must		
				text box	be entered to add a		
					note		
AddNote_3	Add note for a date	<ol> <li>Input note text into text</li> </ol>	1.	User is on the add	Change view to the	Pass	Note gets updated on the
	that already contains	box		note screen	view notes screen,		database. When the notes are
	a note stored	<ol><li>Click the add note</li></ol>	2.	A note has been	pop-up message		displayed, the new note is a
	previously	button		stored previously	informs users that		new sentence added to the
				against the date	the note for this date		end of a previous note
				currently selected	has been updated.		
					New note is		
					appended to		
					previous note		
ClearNote_1	Clear any text	1. Click the clear button	1.	User is on the add	If there is text in the	Pass	Text in the text box is cleared
	entered in the			note screen	text box, it will be		
	textbox				cleared, and a pop-		
					up message informs		
					users that the note		
					has been cleared		
Navigation_2	Navigate from add	1. Click the back button	1.	User is on the add	Change view back to	Pass	User navigates back to the
_	note screen back to			note screen	the add date screen,		date selection page, date
	select date screen				previously selected		selected is wiped so users can
					date will be cleared		select a new date
					and will ask user to		
					select a date		

ViewNotes_1	View the notes stored in the database	Click the refresh notes     button		User is on the view note screen Notes exist in the database	Pop-up message tells user the notes are refreshing, all the stored notes will then be displayed in the page, showing what date they were stored	Pass	User can successfully display all the notes
ViewNotes_2	Try to view notes when the database is empty	Click the refresh notes     button	2.	User is on the view note screen No notes exist in the database	Message in the centre of the page will inform user that no notes have been found	Pass	The note text box displays a suitable message
DeleteAll_1	Delete all the notes stored in the database	Click the delete all button		User is on the view note screen	Centre text will display that all notes have been deleted, pop-up message will also confirm user action. Database will be empty.	Pass	Empty database is confirmed when clicking the refresh button, centre message will display that no notes have been found
Navigation_3	Navigate from view note screen back to select date screen	Click the new note     button		User is on the view note screen	Change view back to the add date screen, with no date selected	Pass	Navigates user back to date selection to add a new note
FilterDate_1	Find a note for a specified date where the note exists	<ol> <li>Click the filter date button</li> <li>Select a date to display a note from</li> </ol>	2.	User is on the view note screen A note exists against the date selected	Centre text will display the note stored for that date; pop-up message will confirm that note for this date has been found	Pass	Users can successfully search for a note from a selected date

FilterDate_2	Finding a note for a specified date where the note does not exist	1.	Click the filter date button Select a date	1.	User is on the view note screen A note does not exist against the date selected	Centre text will display that no notes are found, pop-up message confirms that no note for the selected date has been found	Pass	No note will be found, and suitable messages are displayed
DeleteNote_1	Delete a note that has been found by date	1.	Click the delete note button	1.	User is on the view note screen User has found a note stored for a selected date, as in FilterDate_1	Centre text will display that no notes have been found, pop-up text will confirm that note for selected date has been deleted	Pass	User can successfully delete a note, which will not affect any other note in the database
DeleteNote_2	Delete a note when no notes are selected	1.	Click the delete note button	1. 2.	User is on the view note screen No note has been found for a selected date	Nothing will happen as the delete button is only clickable after a note has been found	Pass	Delete button is only clickable when a note is found, so the program knows what to delete
ChangeRotation_1	Change the orientation of the screen to view on horizontal mode	1.	Change the orientation of the phone when using the app.	1.	Some notes have been previously stored	The screen will rotate the user can use the application on horizontal mode, while keeping all their stored notes	Fail	The data is wiped on screen rotation and all notes stored previously are lost

## 7 - Code

#### MainActivity

```
import androidx.appcompat.app.AppCompatActivity
class MainActivity : AppCompatActivity(), OnDataPass{
       super.onCreate(savedInstanceState)
NoteRoomDatabase.getInstance(this@MainActivity).noteDao().nukeTable()
NoteRoomDatabase.getInstance(this@MainActivity).noteDao().insert(n2)
     * @param page - The page number to be switched too
```

```
* @param date - The date selected to add note to 
* @param note - The note body being added
NoteRoomDatabase.getInstance(this@MainActivity).noteDao().insert(newN)
NoteRoomDatabase.getInstance(this@MainActivity).noteDao().updateNote(date,
NoteRoomDatabase.getInstance(this@MainActivity).noteDao().nukeTable()
     * @return List<Note> - List of notes stored
NoteRoomDatabase.getInstance(this@MainActivity).noteDao().getAll()
    override fun deleteNote(date id: String) {
```

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout</pre>
        <androidx.viewpager2.widget.ViewPager2</pre>
    </LinearLayout>
</androidx.constraintlayout.widget.ConstraintLayout>
```

#### MyPageAdapter

```
import android.app.DatePickerDialog
   lateinit var dataPasser: OnDataPass
       super.onViewCreated(view, savedInstanceState)
```

```
DatePickerDialog(requireContext(), this, year, month,
private fun pickDate() {
            passData(1)
```

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
    android:orientation="vertical"
    <LinearLayout
    </LinearLayout>
        android:orientation="vertical">
        <TextView
            android:textColor="@color/black"
```

```
lateinit var dataPasser: OnDataPass
   super.onViewCreated(view, savedInstanceState)
       binding.txtDate.text= it.toString()
       if (binding.txtNote.text.isEmpty()) { //If no input
           passData(2)
```

```
private fun passData(data: Int) {
   dataPasser.newNote(date, note)
```

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
    <LinearLayout
    <LinearLayout
        android:orientation="vertical">
            android:text="DD-MM-YYYY"
```

```
<EditText
android:inputType="textMultiLine|textCapSentences|textAutoCorrect" />
       <LinearLayout
        </LinearLayout>
   </LinearLayout>
</LinearLayout>
```

```
lateinit var dataPasser: OnDataPass
   super.onViewCreated(view, savedInstanceState)
       binding.txtDate.text= it.toString()
       if (binding.txtNote.text.isEmpty()) { //If no input
           passData(2)
```

```
private fun passData(data: Int) {
   dataPasser.newNote(date, note)
```

#### fragment\_page3.xml

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
    android:orientation="vertical"
    <LinearLayout
        <RelativeLayout
                android:textSize="16dp" />
        </RelativeLayout>
        <TextView
    </LinearLayout>
```

```
<LinearLayout
</LinearLayout>
    <TextView
<LinearLayout
```

### my\_border.xml

#### fragmentViewModel

```
import androidx.lifecycle.LiveData
import androidx.lifecycle.ViewModel
import androidx.lifecycle.MutableLiveData

/**

  * ViewModel class used for storing and observing the date from page 1
fragment to page 2 using LiveData
  */
class SharedViewModel: ViewModel() {

     //LiveData varaible of the date, used to be observed by page 2 fragment
and display the date
     private var _date = MutableLiveData("")
     val date: LiveData<String> = _date

     /**

     * Function for saving the data in a suitable format to the liveData
variable

     * @param newDay - Day being added
     * @param newMonth - Month being added
     * @param newYear - Year being added
     */
fun saveDate(newDay: Int, newMonth:Int, newYear:Int) {
     __date.value = ("$newDay-$newMonth-$newYear")
     }
}
```

#### Note

```
import androidx.room.ColumnInfo
import androidx.room.Entity
import androidx.room.PrimaryKey

/**
    * An entity class for the note, used to instantiate a note and then store
it
    * @param date - The date for the note, used as a primary key
    * @param noteBody - The note body stored
    */
@Entity
data class Note(
    @PrimaryKey val date: String,
    @ColumnInfo(name = "note_body") val noteBody: String?
)

/**
    * toString method used for when printing the dates and notes
    * @return - String suitable for printing
    */
{
        override fun toString(): String = "$date - $noteBody\n\n"
}
```

#### NoteDao

```
fun loadAllByIds(date id: String): List<Note>
fun findByDate(noteBody:String): List<Note>
fun containsPrimaryKey(date id: String): Boolean
fun updateNote(dateID: String, newNote: String)
@Query("DELETE FROM note")
fun nukeTable()
```

#### NoteRoomDatabase

#### OnDataPass

```
package uk.ac.stir.cs.fragments

/**
    * Inteface for passing data, these methods are overwritten in main
    */
interface OnDataPass {
        fun onDataPass (page: Int)

        fun newNote(date: String, note: String)

        fun onDeletion()

        fun getNotes():List<Note>

        fun deleteNote(date_id:String)

        fun containsPrimaryKey(date_id:String):Boolean
        fun updateNote(date:String, note:String)

        fun loadAllByIds(date:String): List<Note>
}
```

# References

[1] Dequeuniversity.com. 2021. Check Text and Background for Sufficient Color Contrast | Accessibility Tips. [online] Available at: <a href="https://dequeuniversity.com/tips/color-contrast">https://dequeuniversity.com/tips/color-contrast</a> [Accessed 15 November 2021].

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