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Mobile Application Development
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Recipe Suggestion App Overview/Self-Critique

1. Overall, the things that my project does well are the following:
 - Compile/run without any errors for the first 3 stages.
 - The space between each question is reasonable, everything looks appropriately spaced out.
 - Presents home menu and login buttons in a professional-looking way, featuring a background image and decorated text.
 - It looks as similar as I could make it look to the example provided in the videos over the course of the semester.
 - All the widgets are fully functional and input is saved when the user clicks or enters text into them and is validated once the submit button is pressed.
 - The logic is correct and runs as envisioned.
 - The responses are detailed and creative and are not just regurgitations of user input.
 - The code itself (for the widgets) is more concise and neatly formatted than it was a few weeks ago.
 - The project successfully incorporates navigation with named routes.
2. Overall, the problems with my project are the following:
 - Compilation errors relating to the sqflite database.
 - The alert dialog popup function doesn't work.
3. URLs:
 - <https://www.youtube.com/watch?v=XuxpCYyrKoE&t=91s> – drop down list tutorial
 - <https://www.youtube.com/watch?v=JLdit0tnwp8> – radio button tutorial
 - <https://www.youtube.com/watch?v=eWa6iGncZ5Q> – text field tutorial
 - <https://api.flutter.dev/flutter/material/Slider-class.html> - slider tutorial
 - I also referenced various classwork assignments, especially for the route/navigation features.
 - <https://www.youtube.com/watch?v=D6icsXS8NeA> - Alert dialog box with textfield for user input

Summary -

Making this project was challenging and worthwhile. I am most proud of the survey, while the rest of my app is admittedly lackluster and not very functional. If I had more time and energy I would've done a lot more with it, but it does what it needs to do. I appreciated getting to present it in front of the class and thereafter start a discussion about how the heftiest part of the code could be optimized using a hash map-type data structure. One of the hardest parts of coding the app was determining what to put where because the structure of the flutter/dart language itself is a little confusing, but I utilized the GitHub files and other online resources to help with that.