

### **Project 3 Conclusion**

Finding the location on an Android emulator proved to be more difficult than I had initially thought. After following many tutorials, I found that without a testing device, I just could not receive the user's location easily on an emulator, let alone retrieve a forecast for it. Therefore, I decided to completely change the direction of my project, towards an idea that I've had since the beginning of the semester. I implemented a simple math trick/game found here: <http://www.flashlightcreative.net/swf/mindreader/>. It was a much simpler project, but one that I was able to complete individually without following a tutorial. Next semester, I hope to utilize the class resources more and check out a testing device when developing for android. Also, I want to re-attempt to capture the user's location and use that information in a different way than just suggesting clothes. I look forward to next semester and continuing application development, it is my favorite field in computer science currently!

Sources:

<http://www.flashlightcreative.net/swf/mindreader/>

All in-app images and symbols are directly taken from the link above.

Author: Andy Naughton

Website: <http://www.flashlightcreative.net/>