Lappeenrannan teknillinen yliopisto

School of Business and Management

Sofware Development Skills

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LEARNING DIARY, <MOBILE> MODULE

**LEARNING DIARY**

**21.09.2025**

I installed Android Studio and JDK 17 (Java SDK) and verified the setup with java -version / javac -version.

I created my first Android project TestApplication using Empty Views Activity (Java, XML layouts; Gradle with version catalog). Built a tiny calculator UI in activity\_main.xml (two EditTexts, one Button, one TextView) using ConstraintLayout. Implemented click handling in MainActivity.java: read numbers from the two inputs, add them, and show the result in the TextView.

I ran the app from Android Studio and tested the flow end-to-end.

Also I set up Git: created repo structure (lut-sds-mobile-2025/ with TestApplication/ + Coursework/), added an Android .gitignore, and made my initial commits.

I learned Android project structure: 1) MainActivity.java controls logic and res/layout/activity\_main.xml defines the UI; 2) ConstraintLayout basics: every view needs both horizontal and vertical constraints. Design-time positions aren’t used at runtime; 3) event handling; 4) debugging: running with the debugger, setting breakpoints, and inspecting variables in Android Studio.

Time spent: ~3 hours (setup, project creation, coding, debugging, repo setup).

**6.10.2025**  
  
I watched the second “Core elements” tutorial and deepened my understanding of Android basics. I reviewed what an Activity is (the top-level screen the user sees), how onCreate() runs first when an Activity loads, and how findViewById(...) lets me reference views from code. I also learned the Intent model: an Intent represents an action to perform; I practiced startActivity(...) to launch screens, putExtra(...) to attach data, and reading it back with getIntent().getStringExtra(...).

I initialized a new app (Empty Views Activity, Java) and created a SecondActivity. From MainActivity I wired a button to open SecondActivity via an explicit Intent and passed a string as a key-value pair, which I then displayed in the second screen as a TextView. In addition to in-app navigation, I tried an implicit Intent to leave my app: a “GOOGLE” button opens the device browser to https://www.google.com. I added CATEGORY\_BROWSABLE and wrapped startActivity(...) in a try/catch (ActivityNotFoundException) to handle cases where no browser is available (this wasn’t in the tutorial, I found it online because my Android version is much newer than in the video).

**15.10.2025**

I continued with the Android development tutorial (Part 3) and watched just a half of it. The focus was on learning to display lists using the *ListView* component. I followed the instructor to build a small “List App” that shows products with their name, price, and description.

First, I defined the data in *res/values/strings.xml* using three parallel *string-arrays* (items, prices, descriptions). Then, in the layout *activity\_main.xml*, I added a *ListView* underneath a toolbar inside a *ConstraintLayout*.

In *MainActivity.java* I loaded the arrays from resources and created a custom adapter (*ItemAdapter*) to connect the data with the *ListView*. I implemented the adapter by extending *BaseAdapter*, inflating a custom row layout (*my\_listview\_detail.xml*), and binding each item’s name, description, and price to *TextView* elements.

At first the app crashed because the *getView()* method returned null. I fixed it by returning the inflated view. After that the app ran, but the list appeared empty - caused by incorrect layout parameters (each row was taking the full screen). Adjusting the row layout to *wrap\_content* heights made the list display correctly.

I learned:

* How *ListView* works with a custom adapter and layout inflater.
* How Android resource arrays can provide structured data for lists.
* How returning the proper view in *getView()* and defining reasonable layout constraints are essential to rendering UI elements correctly.

**16.10.2025**

I continued with the second half of the Part 3 tutorial, where we extended the previous “List App” by adding image display functionality using *ImageView* and a second screen (*DetailActivity*).

In *MainActivity.java*, I implemented an *OnItemClickListener* for the *ListView* so that when a user taps an item, an *Intent* launches *DetailActivity* and passes along the item’s index using *putExtra()*.

In the new *DetailActivity.java*, I used that index to select the corresponding image resource and display it inside an *ImageView*. I created a helper method *getImg(int index)* to map each item to its drawable (peach, tomato, squash). Another method, *scaleImg(),* handled image resizing so that large images fit the screen properly. This was done using the *BitmapFactory* class to decode the image efficiently and scale it relative to the device’s screen width.

Also a new layout file, *activity\_detail.xml*, which contains an *ImageView*, was created. Finally, I added three sample images to the res/drawable folder and tested navigation between the list and detail screens - tapping an item now opens its picture on a separate page.

I learned:

* How to handle item click events in a *ListView* and navigate between activities using *Intent* and extras.
* How to display images dynamically with *ImageView* and *BitmapFactory*.
* How to decode and scale bitmaps efficiently to match screen dimensions.
* How to structure multi-activity apps with distinct layouts and data flow between them.