**Weekly Status Report**

**Date: \_\_\_\_\_2/6/15\_\_\_\_\_\_\_\_\_\_\_\_\_ Submitted By: \_\_Dylan Schultz**

**Accomplishments for the week of \_\_\_\_\_1/31-2/6\_\_\_\_\_\_\_\_\_\_\_\_:**

\_\_\_\_\_Finish flushing out class structure of project

\_\_\_\_\_Begin/finish working on the timer/workout page

\_\_\_\_\_Added login page

\_\_\_\_\_Integrated with Google+

**Planned accomplishments for the week of \_\_\_\_\_2/7-2/13\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_:**

\_\_\_\_\_Pull out most activities from app in order to adhere to current Android standards

\_\_\_\_\_Finish working on the timer/workout page

\_\_\_\_\_Begin/finish working on the statistics page

**Issues Encountered:**

\_\_\_\_\_I had a problem where I was developing the app using two different Android paradigms: when I first started learning Android development, “activities” were the way to handle switching between screens, etc. Now they prefer fragments. So, currently the app is unstable because it is using both parts.

**How they were addressed:**

\_\_\_\_\_I will be pulling out (most) of the activities in order to align with the current Android development standard.