Lappeenrannan teknillinen yliopisto

School of Business and Management

Software Development Skills

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LEARNING DIARY, Android mobile dev MODULE

LEARNING DIARY

29.5.2024

I checked the general information and understood the focus of the course. I have my environment setup from previous courses. I watched the first module. I have done the object-oriented programming course, so I know something about java and vscode as editor and Android studio. But I learned about debugging in general and how to do it in android studio. Since any of the coding courses haven't touched on debugging yet.

30.5.2024

I checked Android developer guides web page. Just scrolled through different topics, because probably not going to use any animations or stuff like that. Watched the second module. Learned more on intents. I also browsed Android studios on the new UI, since I used the legacy mode on previous course. It felt clean and simple, so from now on I will be using the new UI.

6.6.2024

I watched the last video tutorial and learned new information about using images and scaling them. I also started to ideate the app. It will be a fishing app where you can save, your catches and list them in different ways.

9.6.2024

Programmed the fishing app for hours after hours, did not yet commit it to Github (should have). Next time need to put it to version control. I was aboard on a train when it broke middle of nowhere   for 3more hours, so I programmed without internet more, the app is pretty far now without pushing it to git (definitely not planned to do so).

13.6.2024

Finally did first commit to GitHub. At first it didn't work, but I updated Andro studio and logged out of my GH and back in and then it allowed me to publish it.

16.7.2024

Fixed UI. It is made for medium phones 411dp X 891dp. Also made the fish serializable and list to be saved and loaded. Made two ways to list fishes, by weight or by newest (default is same as added so oldest first). Also added super many checks and toast texts to make sure the program doesn't crash when trying to add an empty field fish.

Learned how to use toast texts. Also noticed that now a days Android Studios gives suggestions to code, that I should or could use list instead of arraylist or should use notifydatasetchange only as last result, sorry AS I used it anyways. But it is good feature to make much more reliable and shorter code and good way to learn since it tells what to do and why I should do it. I also connected my own phone in developer mode to use it as emulator, makes so much realistic to watch the app and much snappier to test, since the real phone is so much faster and usable than the emulated version on pc. After emulating on my phone did some more changes to UI, for example text aligned to left is bad on curved screen so added some padding, to get the text out of the curve.

17.7.2024

Did the first module exercise it went well, refreshed some memories after watching it a while back. It works fine.

The second module doesn't work, don't know why the google button can't resolve an app to open it. Did some debugging with logcat but did not figure it out. On the emulator I have default browser set and Gradle has Android permission for internet. Followed the video but did not find the answer.

 I also coded the last module. It had something I have never used such as image scaling, or list View, I have only used the newer recycler View. So it was fun to do some "legacy" code.

Finished all the course work.