# My Story

## Intro:

Project1, is a learning curve that contained within many trials and tributions. It was a judge of character by every stretch of the imagination. From group meetings to the client interactions that dictated the overall success (or lacktheroff) of our tasks. Primarily the four assigned tasks will form the foundation of my self-reflection. The Successes, the failures, and the hardships overcome along the way, and the resulting wisdom gained from these struggles.

# Task1: The Visual Scan Tool

My first task was considered an introduction to the software Development Life cycle. In most instances, the future career of IT involves onload and offload if pre-existing code that needs to refashioned to meet the clients every changing laundry list of wants. However, my responsibility when meeting with Mary Buttle was to further rectify the needs from the wants. Also, to speficically organise with the client for the occupational therapist to field trial the application with the patients, and in return provide feedback in regards to the experience. During the first meeting, Jordans Company and his knowledge of the inner workings of the application, made the transition of building rapport with Mary a seemless experience. Luckily, Mary was overly happy with the progress the previous of project1 students managed to achieve. However, this by no means did not mark the end of the applications timeline.With the breweing excitement of this apps success, Mary suggested more improvements to the user experience of the app. This included, adding a layer of difficulty to the Visual Scan tools. Specifically, by changing the balls velocity and the rate at which they spawned. To which, at the time, this was tought to be possible to implement with in the limited time frame of three weeks. We made sure to convey to the client that time, quality, and resources was a determining factor in fulfilling the list of requirements. In conclusion of the first meeting, the client required to test a working copy of the application on tablet owned the occupation therapy department.Futhermore, the request for an email containing instrutctions detailing the installation process of the application on department tablets. Conveneitly, android allows to build asigned APK for application sharing. The Apk file was then made accessable through google drive. (That instructions are linked here). The installation procedure of the application via the APK file is relatively simple. Although, this is with the exception of registering a google account on an android device is being mandatory. While awaiting confirmation for the next scheduled meeting, to avoid stalling, an additional variant of the Flash Simulation became the sub-assignment. This was a greate learning opportunity, as there was no avoiding the likelihood of delving into unfamiliar code. Fortunately, integrating a new class into already existing functionality (with some direction from neighbouring ex project1 collegues) was of moderate difficulty. Fellow project 2 collegues clarified the purpose of the both the Trial and Stimulation classes. Realising, the full complexity of the application and how much effort was put into, the methods were relative easy to understand. After duplicating the classes previously written by Jordan and Liam with some modifications caused some strange behaviour. This become evident, when the added statement responsible for generating varying sizes happen to have balls appear obscured by the edge of the screen. A solution to this problem was to apply padding to the Stimulation container plus the radius of the circles. The drive from understanding the code motivated for further alteration. This included, providing more comprensible reporting to the client by a method with the sole purpose of categorising randomly generated ball dimensions into small, medium, and large. While reading the output CSV files, a note was taken from the erratic values of the X and Y readings. More so, there was a statement missing that standardised the x and Y readings to be independent of screen size. Located in another class the whereabouts of missing piece to the puzzle. This further increased the further appreciation for relatively good modular and reusable code.

Following the completion of this subtask, is when an email has been received to solidify my first looming solo meeting with Mary. Meeting preparation fell short the further into the meeting. Marry had conveyed the fondness she had for the application to take it further into development. With so many hopes and dreams for the application, to at which point basing her thesis around an app that is still in its infancy. This lifted the banner to the degree of contribution software development can help improve lives. During our informative conversation discussing the influence of technology has in occupational therapy, Mary requested for recommendations on tablets to buy for further field trials.

A week after the second meeting, the client emailed all-inclusive list of improvements to the application( Link here). The discomfort of knowing the success of this task relied on the feedback was brought to peace moments after.

# Task2: The Aya Mobile App

Next was the first task that required the collective effort of the whole team that consisted of Samuel, Samantha and my self. This hualted communication with Mary and Jordan reassumed as the main point of Contact. The team had some time to look over the designs of a digitlized medical passport proposed by the design students. Working in tandem with the DHB, their vision was to create a means of storing their medical information in a central platform so it can be accessed anywhere, at anytime. Shortly after, the group delegated classes to each member. After personally requesting to complete the ViewHealthInformation, EditHealthInformation, Appointment, and the websites actvities, the sheer scale of the objectives seemed overwhelming. Because of this it became clear that time was of the essence. Samuels impressive ability in programming, made programming the XML parser used to store the data an easier endeavour. However, this did not stop all sorts of errors and tweaks when integrating the xml parser to work with the View Health Information. Whilst Samanath was swiftly crossing off her list of tasks, what presented itself as simple task of despicting the View Health Information that of the design, became an insurmountable beast that refused to be tamed. Configuring XML for the activity was a time consuming mess. Also, Understanding the intricacies of the XML Parser class Samuel implemented took some time. Furthermore, adjusting the XML class definitions and XML structure to store the Edit health information pages’ large amount of textfields was a class of difficult on its own. Yet again, good things take time, and the previous points of struggle was followed by a reign of success. Although the pages were not identical to the blueprints. The Edit and View Health Information Page successfully stored and displayed the user input text field strings. Considering the amount of talent the group members had, it was imperative that I catch up or get left behind. A couple of days after, the health information were prioritized second completing the website page. This page consisted mosty of a textviews with string Arrays xml that contained a links to cancer awareness sites. Trivial enough, wrong, the links had worked fine but need to be perfectly aligned with the arch was a task that required much patience and finesse. Even then, the linear layout miss aligned the text view with any screen size larger then the nexus 5.

# Task3: The IOT Database WebApi/ Mobile App

# Task3: VR Wander Tool

## Conclusion