

Haley Hudgens

Project 2: Milestone 4

As a whole I really enjoyed creating this app for the final project. Android Studio design seemed to come to me a lot easier than Xcode did. On the creative side, I really liked the idea of using the phone screen as a canvas that I populated with UI layout. Using background images, images buttons, and the scroll view gave me the tools to make the screen look like an art piece in my opinion. I think that designing my app to be a more visual piece was a good design choice that successfully communicated that this app was more aimed at a child audience with educational purposes. Tactically, I felt like this project was stretch for my coding skills but not too far of a stretch that it wasn't achievable. I learned new things about Java and Android Studio without making it too difficult on myself. The part of the project I encountered the most difficulty with was organizing my PlanetInfo class in a way that populated my images buttons with the appropriate information connected to each planet. To solve this problem I created an array in the main activity that listed the button resource ids, and then I had to use this array for both the onClickListener and in a for loop in the selectPlanet function to populate the Image buttons and make sure they did the appropriate things. I got the code framework for this array from <https://stackoverflow.com/questions/15642104/array-of-buttons-in-android>. Another tactical hurdle I got to jump to complete my project was figuring out how to use the Random methods to generate a random planet fact. I figured out how to do this from the Android Developer website. Overall, I think the way that the app looks and figuring out the code for the functionality went really well, however next time instead of using multiple images to create the background of the scroll view I would use the background image attribute and connect it to the drawable images. Next time, I would also figure out how to save the instance state of the position in the scroll view when the device is rotated.

****I forgot to add my code citations in ms 3 so I added them here!