Sheila Doherty
ATLS 4320
Android App
Project 1: Milestone 4

Project reflection: Reflect on your process both from the creative side as well as from the tactical side for this app. What went well? What didn't go so well? What would you do differently next time?

Because the app I chose to create for iPhone was so elaborate, I decided to do a simpler app for my Android project. However, it was deceptively simple, as I believe most apps are. I was inspired by a friend who is doing a 30 day challenge & posting on her Facebook page something that she is thankful for each day of the month. Overall I am happy with the final product as the design is clean with just a bit of color & it fulfills the goal I had for the app.

I wanted this app to be a little bit whimsical with the graphics, so I created my own images for my radiobuttons & customized their setup. This was not to difficult once I learned how to do it, but I did find that creating a radiogroup with multiple rows & columns is not possible. Radiogroups are created in a LinearLayout, so the group has to be either vertical or horizontal, not both. If I had decided to go further with my several rows & columns ideas, I could create separate radiobuttons & set them up with an "onCheckedChanged" function, but in the name of simplicity, I stayed with one row of icons. Because many of my functions depended on the settings of that radiogroup, I felt that there was too much code to change & then debug to change out the original radiogroup I set up at this stage.

The most frustrating part of my app ended up being the CalendarView. It was troublesome as I didn't realize that Android Studio provides virtually no features to customize it at all and has deprecated many that they used to have. Originally I had planned on marking the dates on the calendar for where an entry had been added. As this was the last of the functionality that I had planned to complete once I had my Realm database functioning correctly throught the second activity of the app, I didn't discover that this was something that I could not add to the existing calendar until the rest of the app was completed. I did find out there are several third party calendars that I could have added and used, but it would have required basically scrapping the whole project & starting over, something I was unwilling to do at this point.

Lastly, it turns out that not all devices handle the CalendarView the same. My emulators had it scrolling horizontally while my actual device scrolls the calendar vertically. This meant a surprising amount of tweaking to get the app to look correctly on the devices as well as my emulator. This is a good lesson for Android app development as they all don't function the same & therefore my app might not work the same from device to device. It is definitely a good idea to check how the app may run on many devices & not just one.