

## Assignment 2 – Jason Ajmo

### Bookstore

This project was pretty straightforward, and was a lot of trial and error with the Parcelable interface. I read a lot of documentation online, and was able to work my way through it in a few hours. The context menu for each item is brought up on a long press on the item, with a short press displaying a toast notification. The toast notification informs the user that they can view options by long pressing – this is the only deviation from the spec.

### Chat App

As you can see from our emails back and forth, I struggled quite a bit getting AVD networking up. Buried online in a Stackoverflow answer with 0 upvotes, I found a suggestion to use the `-engine classic` flag when running the emulator. This overrides the QEMU2 default engine, and instead uses QEMU1. It then complained that it couldn't find certain kernel files. I ended up downloading all the sources for Android 7.1.1, and running that with the flag above. That finally worked, and I was able to finish this portion of the assignment. After completing the bookstore portion, setting up the adapter and making modifications to the view resources was trivial. The server displays the message text in a larger font, and then the message sender below it, in smaller font. The sender is currently hardcoded to 'client' in the client app.

This wouldn't have taken nearly as long if it didn't take me about 10 hours to get AVD networking working, but I certainly learned a lot about how emulation works while hacking my way through it. I'm looking forward to the next assignment.