

Justin McCartney

Colorado State University - Global

CSC475

Professor Pensado

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Application Overview: “Hello, Android!”

Hello, Android

Introduction

This week, I chose to take on *option one*, creating a “Hello, Android!” application. I was able to follow the outline of steps given to us in this week's module, essentially emulating the “Hello, Kotlin!” application that we created in testing. The following is an image of my program executing (emulator only). *I will be providing the full image in my submission.*

Overview

Going through the Android Studio application, I am able to draw many connections to languages and compilers that I am extremely familiar with. The general interface reminds me of the JetBrains suite - IntelliJ or PyCharm for example. Furthermore, the Kotlin language and the flow of programming reminds me of HTML and CSS, two of the foundations of web development. Even when exploring the file layout and diving into each component of the project, I found the flow and use cases easy to manage and understand.

Issues

While I didn't run into issues with this first program, I can see how there may be a few components that will take some getting used to. For example, I have never used an emulator in this manner before. I had already come into contact with matching the emulator API to the program API, something that nearly went over my head.

