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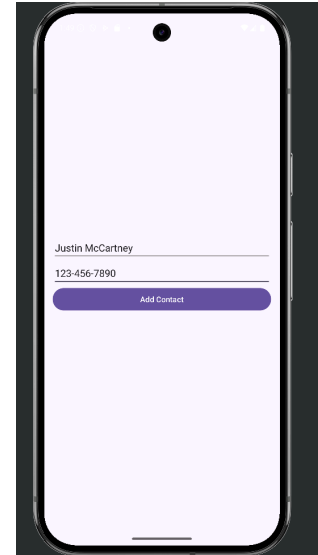
Professor Pensado

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<p align="center">**Contact Book Application**</p>

**Overview**

This *Contact Book* application is a beginner Android project that enables users to manage basic contact information. This paper outlines the application's purpose, the development challenges encountered, and a few key skills acquired throughout the court of this project. The development process provided a furthered introduction to Android development using Kotlin, focusing on data handling, UI design, and persistent storage.

**Program Purpose**

The purpose of the Contact Book application is simple… develop a user-friendly Android tool for managing contact details such as names and phone numbers. Created using Kotlin in Android Studio, the application utilizes SharedPreferences to persistently store user input. As a whole, this project was used to further my skills as an Android developer, gaining valuable experience handling data input, utilizing storage techniques, and working with basic Android UI elements.

**Obstacles Encountered**

Several technical obstacles were encountered during development. One major challenge was configuring the Android emulator on a macOS system. Thankfully, I was in a position to make the change over to my desktop which had the proper configuration and processing power necessary. Additionally, issues such as the absence of default layout folders and troubleshooting UI component integration posed initial difficulties. Implementing editable ListView items and

creating functional dialogs for contact updates required a deeper understanding of Android UI components and event handling.

**Skills Acquired**

Throughout the course of this project, a variety of technical and problem-solving skills were developed. These included designing Android user interfaces with XML, managing user input, and saving and retrieving data using SharedPreferences. When it came to interface development, it really mimicked web development skills - similar to using CSS, something that I am familiar with through my line of work. The project also enhanced understanding of event-driven programming within Android and improved debugging and troubleshooting skills. Overall, the development of this application provided foundational knowledge necessary for future mobile application projects.