Justin McCartney

Colorado State University - Global

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Professor Khan

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Reflection

Project Overview

The purpose of this program is fairly simple. We were tasked with creating an application that simply outputs the text, "*Hello Android*" to the user. Beyond that, we did not have any extra parameters to follow. That said, the purpose of this project was to familiarize ourselves with the Android Studio interface. Furthermore, it was also an opportunity for us to familiarize ourselves with the Kotlin syntax, having an opportunity to see how Kotlin differs from Java and where we might find some difficulties moving forward.

Challenges Faced

When first going into this project, I had been attempting to create an entire project from scratch that would allow me to output simple text into an application. I was trying to string together different files, and include implementations, all which I didn't know how to intertwine properly. However, it did not take long for me to realize that the compiler generates a *Hello World* application by default. With a few minor tweaks, I was able to get everything running smoothly. The only issue that I ran into was working with the compileSDK - particularly the SDK version and its compatibility with my project build.

Solution

After doing a bit of research on what to do when the SDK version is not compatible with my project, I did some digging into my build.gradle file. Within this file, I was able to manually make the change to my compileSDK - an easy solution to the issue at hand. Upon doing this dive into some more of my application files, I was able to familiarize myself with dependencies and how they relate to dependencies in other programming languages I am used to.