

Portfolio of Kim Jin-hee as Android developers who specialize in data structure and program design through various majors and long university life

Contents

I.	List of participated projects	- 3
II.	Android development project	- 4
III.	Design and application of data structure	- 5
IV.	Design program	- 9

I. List of participated projects

- IDEA Dot. Participation in entrepreneurship (online competition system design) – 2019/01 ~ 2019/04
- Development of LoRa based wireless energy meter system (firmware, tree structure, Linux, C, Python) – 2017/09 ~ 2018/08
- Development of ICT based fusion polar environment monitoring system (Data analysis, GUI, Java) - 2017/03 ~ 2018/08
- Dept of Electronics and Communication Engineering Capstone Design (**Android**, SQLite, SQL, Java, C++) – 2015/09 ~ 2016/05
- Course - Microprocessor application, character code generator (Java, C) – 2015/03 ~ 2015/06
- Dx-Ball game imitation (Windows API, Linked List, C/C++) – 2012/07 ~ 2012/08

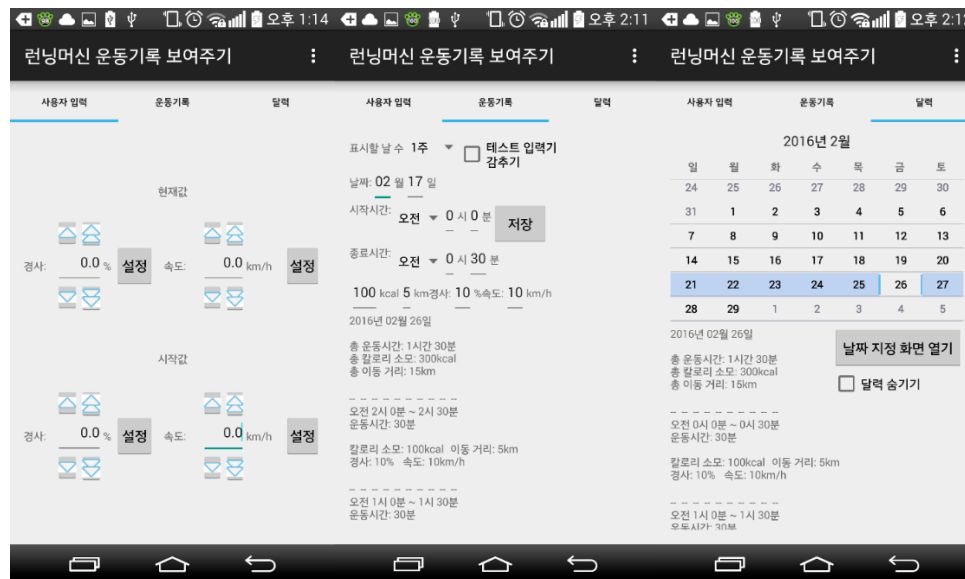
I have been working on a LoRa-based wireless energy meter development project that I have been doing since graduate student, and I have been using data structures in tree form or using dictionary structures.

I once had a project that developed Android apps (electronic communication engineering and capstone design).

II. Android development project

Dept of Electronics and Communication Engineering Capstone Design – 2015/09 ~ 2016/05

- An application that calculates the Bluetooth signal strength to check whether a user is on a fitness equipment and automatically sets the information input to the fitness equipment



Implemented features

- Bluetooth signal strength calculation and user location recognition
- Bluetooth signal strength calculation and user location recognition
- Save to SQLite database
- Reading from an SQLite database
- Scroll tabs with left and right swipes, scroll
- All UI component functions

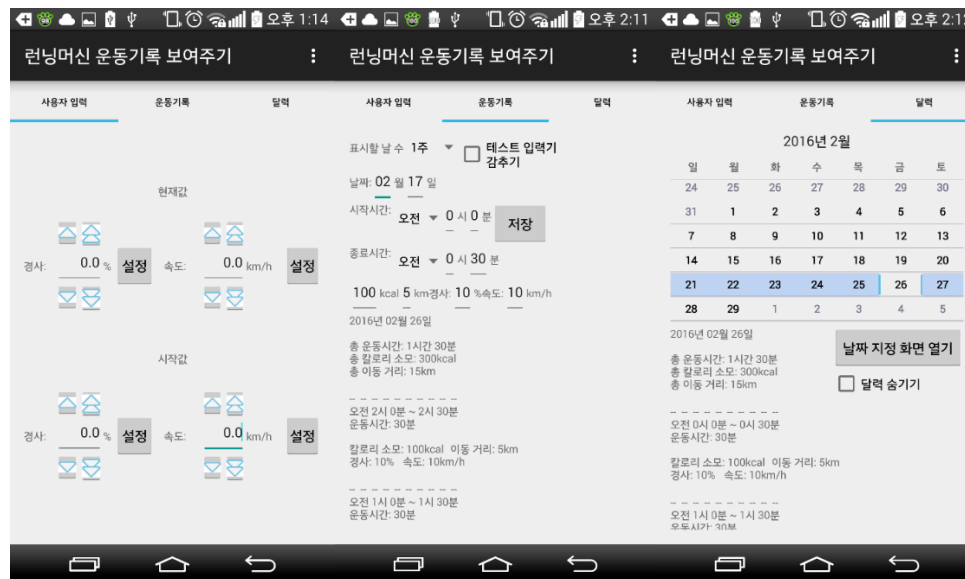
The source code that produces the same results as the screenshot is lost, and the current source code is in a state where bug fixes are required.

https://github.com/kjh0311/kim_jin_hee-projects/tree/master/2016%20-%20Android%2C%20Data%20Science

II. Android development project

Dept of Electronics and Communication Engineering Capstone Design – 2015/09 ~ 2016/05

- An application that calculates the Bluetooth signal strength to check whether a user is on a fitness equipment and automatically sets the information input to the fitness equipment



Development tools

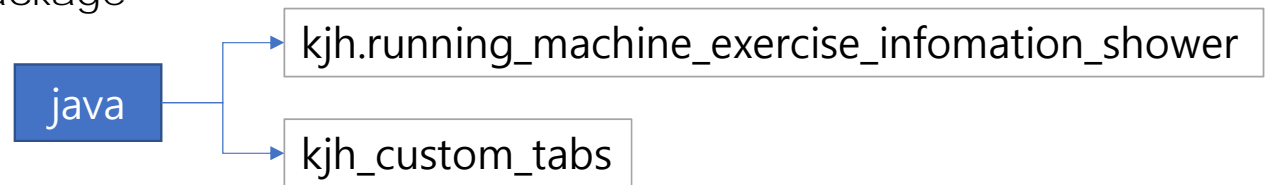
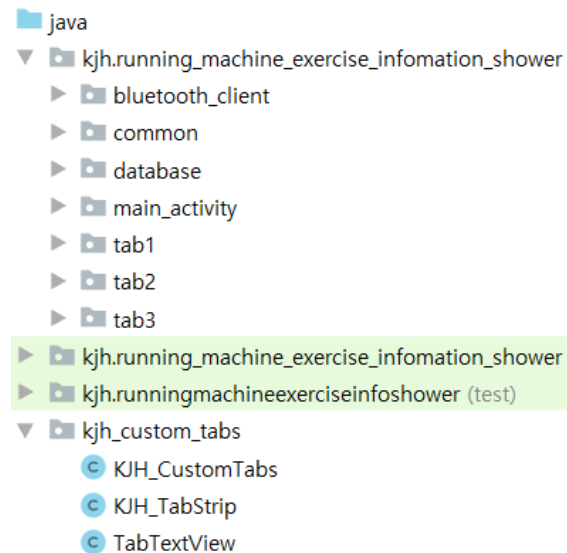
- Android Studio
- Android SDK Platform 21 (revision: 2)
- Build Tools: 23.0.2
- Gradle: 3.2.1

II. Android development project

Dept of Electronics and Communication Engineering Capstone Design – 2015/09 ~ 2016/05

- An application that calculates the Bluetooth signal strength to check whether a user is on a fitness equipment and automatically sets the information input to the fitness equipment

Code Structure – Java top level package



The java file contains a total of 7 packages in the `kjh.running_machine_exercise_information_shower` package, and a `kjh_custom_tabs` package outside of that package.

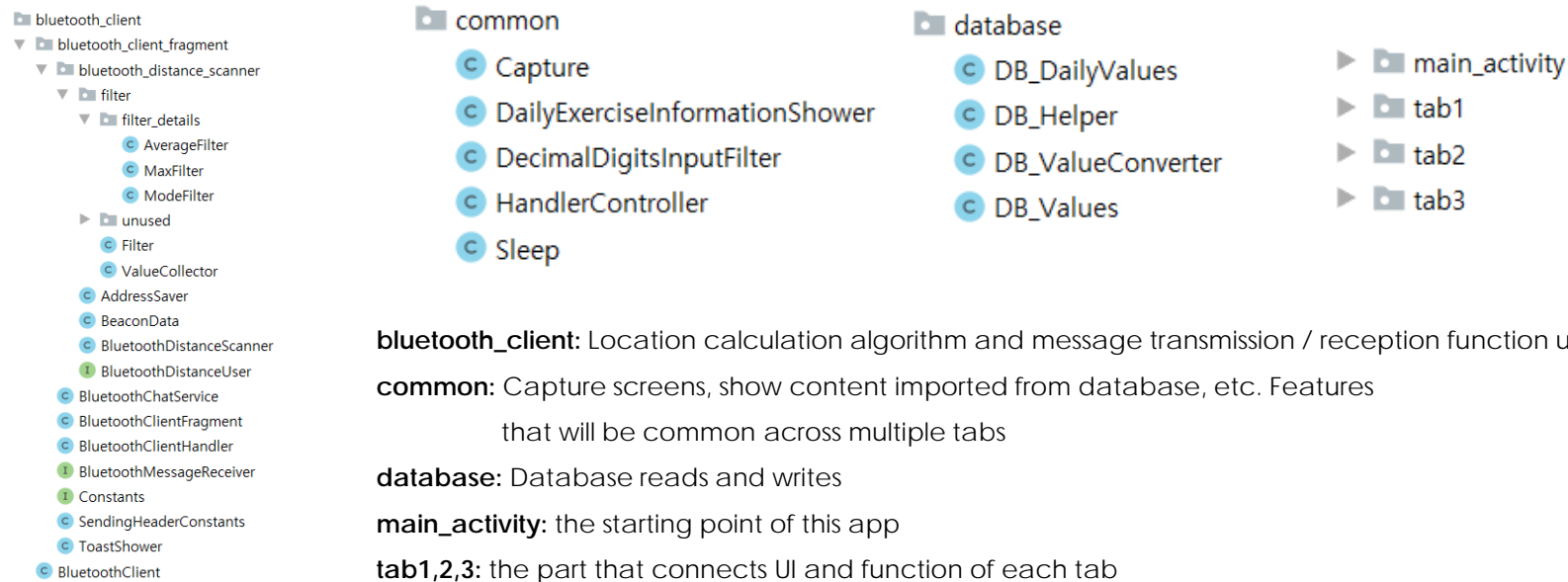
The class in the `kjh_custom_tabs` package is a class created by adding and modifying `SlidingTabLayout.java`, the source file provided by Google. It is a module that allows you to drag and use from different places, **I explained how to use it as a Korean comment at the top of the source file.**

II. Android 개발 프로젝트

Dept of Electronics and Communication Engineering Capstone Design – 2015/09 ~ 2016/05

- An application that calculates the Bluetooth signal strength to check whether a user is on a fitness equipment and automatically sets the information input to the fitness equipment

Code Structure – Internal of packages



bluetooth_client: Location calculation algorithm and message transmission / reception function using Bluetooth

common: Capture screens, show content imported from database, etc. Features that will be common across multiple tabs

database: Database reads and writes

main_activity: the starting point of this app

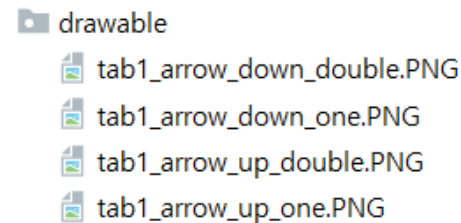
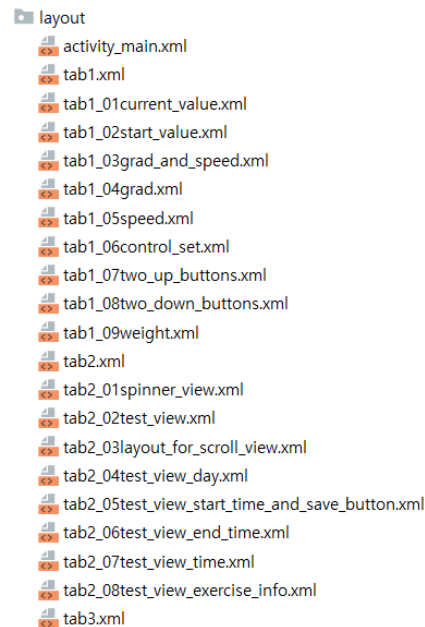
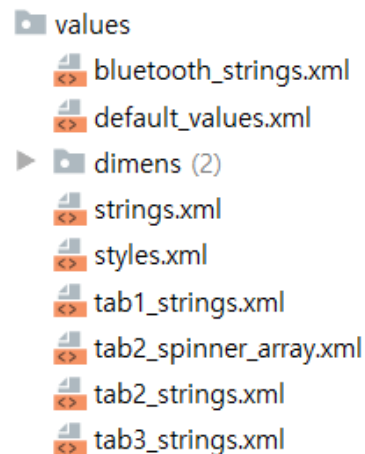
tab1,2,3: the part that connects UI and function of each tab

II. Android development project

Dept of Electronics and Communication Engineering Capstone Design – 2015/09 ~ 2016/05

- An application that calculates the Bluetooth signal strength to check whether a user is on a fitness equipment and automatically sets the information input to the fitness equipment

Code Structure – UI



drawable: arrow icon files visible in the first tab

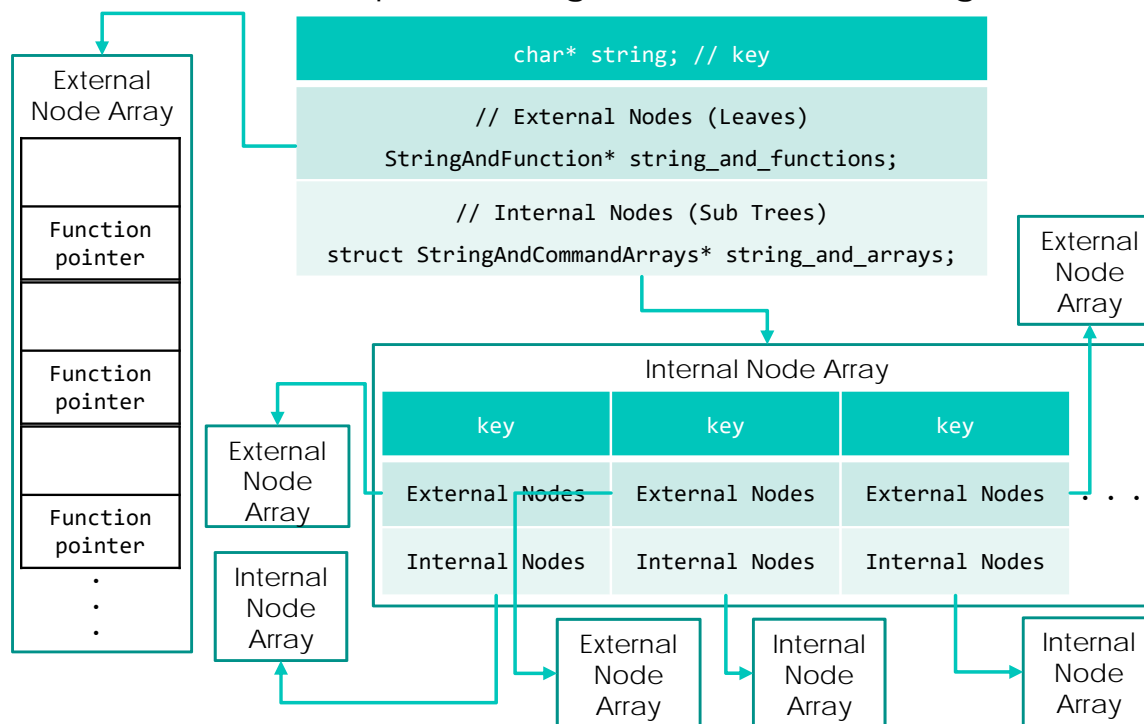
values: Characters to display on screen

layout: Defines the component to be displayed on the screen

III. Design and application of data structure

Development of LoRa based wireless energy meter – 2017/09 ~ 2018/08

○ Command Interpreter Using Tree Structure - Design (C)



```
typedef struct {  
    char* string; // key  
    // External Nodes (Leaves)  
    StringAndFunction* string_and_functions;  
    // Internal Nodes (Sub Trees)  
    struct StringAndCommandArrays* string_and_arrays;  
}  
StringAndCommandArrays;
```

Implementation of internal node

```
typedef LorawanError_t (*Function)(char* param);  
typedef struct {  
    char* string;  
    Function function;  
} StringAndFunction;
```

Implementation of external node

The data structure was designed in tree form to develop the command interpreter, and the tree was implemented using a pointer to the structure, function pointer, and arrangement.

III. Design and application of data structure

Development of LoRa based wireless energy meter – 2017/09 ~ 2018/08

○ Command Interpreter Using Tree Structure - Application (C)

```
2.4 Media Access Controller (MAC) Commands .....
2.4.1 mac reset .....
2.4.2 mac tx <type> <portno> <data> .....
2.4.3 mac join <mode> .....
2.4.4 mac save .....
2.4.5 mac forceENABLE .....
2.4.6 mac pause .....
2.4.7 mac resume .....
2.4.8 MAC Set Commands .....
    2.4.8.1 mac set devaddr <address> .....
    2.4.8.2 mac set deveui <devEUI> .....
    2.4.8.3 mac set appeui <appEUI> .....
    2.4.8.4 mac set nwkskey <nwkSessKey> .....
    2.4.8.5 mac set appskey <appSessKey> .....
    2.4.8.6 mac set appkey <appKey> .....
    2.4.8.7 mac set pwridx <pwridx> .....
```

Collection of commands to implement
(partial)



```
SerialPortMon [Serial(COM1)] ###COM4, 57600 - Connected
Close BREAK RTS DTR Xon
ok
ANS_RX_APP_NONCE_RECEIVED
app_data.fields.mtype: 0x3
ver: 0x0
rfu: 0x0
paylen: 0x0
received
skt ComputeRealAppKey
ok
mac get appkey
0C5FE6FEE57A209714EA935E48DF37E3mac join otaa
ok
accepted
mac tx uncnf 1 31
ok
mac_tx_ok
mac tx cnf 12 31323334
mac_tx_cnf
ok
mac_tx_ok
```

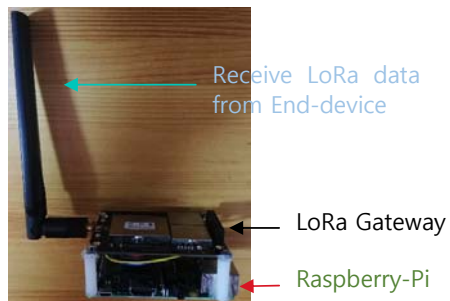
Test results from SKT test bed

- The picture on the left is part of Microchip's LoRa Development Kit manual.
- For that information, I designed and developed a command interpreter myself, and I used a command interpreter that I developed in SKT's test bed to make sure that LoRaWAN specification is implemented according to the KR region parameter.
- 'skt ComputeRealAppKey' command is a command created for use in the SKT test bed.

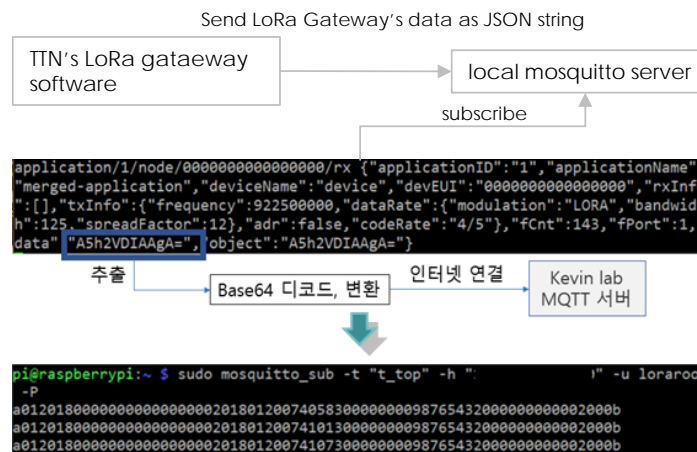
III. Design and application of data structure

Development of LoRa based wireless energy meter – 2017/09 ~ 2018/08

○ JSON <-> Dictionary transform (Python)



Hardware Connection



Result of subscription of external Mosquitto server which data received

- TTN's gateway software outputs a JSON string of packets received by LoRa Gateway on the local Mosquitto server, and this program decodes data encoded with BASE64 from the JSON string, converts the data into strings in the form printed in the following figure, and sends it to an external Mosquitto server on the Internet.

The following python code converts the data passed to JSON into Dictionary to decode base64 data corresponding to the key 'data'.

```
json_string = get_json_string(mqtt_line)
dictionary = json.loads(json_string)

base64_data = dictionary['data']
hex_received_data = base64.b64decode(base64_data)
```

- By developing this program, I learned that communication between systems is an effective way to communicate in JSON, that HEX data is encoded in Base64 and contained within JSON strings, and that JSON strings are converted into a Dictionary structure to be accessed and treated as key values.

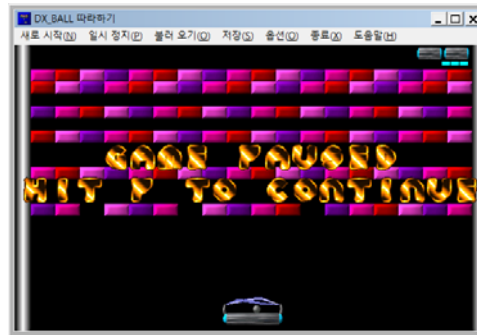
III. Design and application of data structure

Dx-Ball game imitation – 2012/07 ~ 2012/08

○ Linked List (C/C++)



Original



Imitation

The code on the right is the code that adds the number of balls when an item is acquired in the game. This code is implemented using the Linked List.

```
BallStruct* CreateBall(float x, float y, float dx, float dy){
    EnterCriticalSection(&Ball_CRT);
    struct BallStruct NewBall;
    NewBall.x=x;
    NewBall.y=y;
    NewBall.dx=dx;
    NewBall.dy=dy;
    NewBall.Grabbed=FALSE;
    NewBall.next=NULL;
    NewBall.back=NULL; //초기값이 반드시 있어야함
    BallCount++;
    if(FirstBall == NULL)
    { // 새 메모리 할당
        FirstBall=(BallStruct*)malloc(sizeof(BallStruct));
        *FirstBall = NewBall; // 새로 만든 미사일을 할당된 메모리 공간으로 복사
        LastBall = FirstBall; // Tail도 Head와 동일한 위치로 업데이트
    }
    else{//헤드가 아닌 경우
        // 새로운 공간을 할당하여 Tail->Next에 붙임

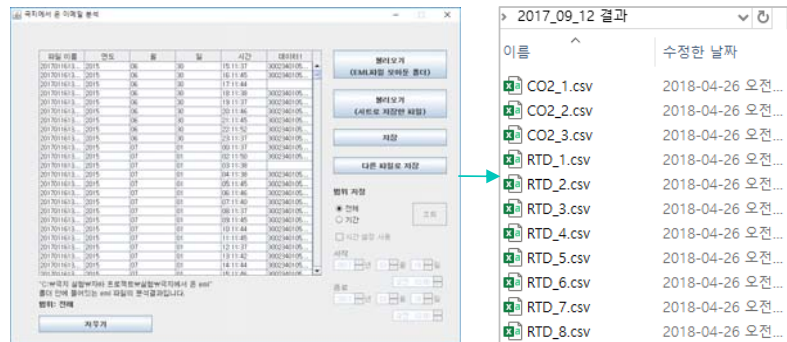
        NewBall.back = LastBall;
        LastBall->next = (BallStruct*)malloc(sizeof(BallStruct));
        LastBall = LastBall->next; // 새 공간을 마지막으로 지정
        *LastBall = NewBall;
    }
    LeaveCriticalSection(&Ball_CRT);
    return LastBall; // 맨 마지막 것(새로 만든 것)을 반환값으로 지정
}
```

[https://github.com/kjh0311/kim_jin_hee-projects/tree/master/2012%20\(Beginner\)%20-%20Imitation%20of%20DX-Ball%20Game](https://github.com/kjh0311/kim_jin_hee-projects/tree/master/2012%20(Beginner)%20-%20Imitation%20of%20DX-Ball%20Game)

IV. Design program

Development of ICT based fusion polar environment monitoring system - 2017/03 ~ 2018/08

- Develop a program that reads a large number of email files (EML) and automatically create spreadsheet files (CSV) with the required data, GUI development (Java)



```
public OneEmlFileParser(String string_output_csv_dir)
{
    rtd = new OneSbdPartParser("RTD", Type.SHORT, 12, 4, 1, string_output_csv_dir);
    tc = new OneSbdPartParser("TC", Type.SHORT, 7, 8, 0.25, string_output_csv_dir);
    co2 = new OneSbdPartParser("CO2", Type.SHORT, 1, 8, 5000.0/4095.0, string_output_csv_dir);
    wc = new OneSbdPartParser("WC", Type.FLOAT, 12, 2, 1, string_output_csv_dir);

    mail_session = getMailSession();
}
```

Simplify logic with classes and constructors

The OneSbdPartParser class is used to extract various types of sensor data and save it as a file.

- This program allows you to import e-mail files that record sensor-acquisition data for climate environments from the polar regions into folders and organize them into csv files by data.

https://github.com/kjh0311/kim_jin_hee-projects/tree/master/2017~2018%20-%20Graduate

IV. Design program

Course - Microprocessor application, character code generator – 2015/03 ~ 2015/06

○ Process for creating a character code generator (Java)

1. Write the letter A on the paper and analyze it.

```
const char font_A[8] = { 0x00,0x40,0x70,0x1D,0x17,0x1F,0x78,0x60 }; // A
```

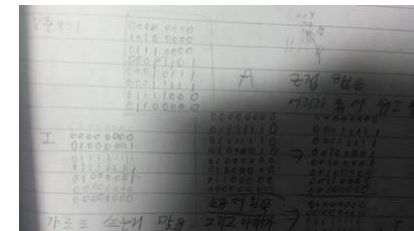
2. Implement paper analysis to Java as follows:

```
- 만들어 저장 할 코드  
{0X10, 0X12, 0XD5, 0XD5, 0XD5, 0X10, 0X00}  
- 위 배열은 각 행 별로 값이 있으며, 그 값은  
그 행에 어떤 열에 점을 찍어야 할 지를 보여준다.  
int result[] = new int[Main.cols];  
for(int i=0;i<Main.rows;i++){  
    for(int j=0;j<Main.cols;j++){  
        if (Main.record[i][j]){ // 점 찍은 경우  
            result[j] |= 1 << i;  
        }  
    }  
}
```



```
private String getHex(int iv){  
    String hex = "";  
    hex = Integer.toHexString(iv).toUpperCase();  
    if (hex.length()==1)  
        hex = "0"+hex;  
        hex = "0X"+hex;  
    return hex;  
}
```

```
String s = "{";  
String explainText;  
s += getHex(result[0]);  
for (int i=1; i<Main.rows;i++){  
    s += ", ";  
    s += getHex(result[i]);  
}  
s += "}";
```



This is a picture taken at the time of development

IV. Design program

Course - Microprocessor application, character code generator – 2015/03 ~ 2015/06

○ character code generator (Java)

- To display Han-gul characters, we created a character code generator by analyzing the following code provided to express the font as well as alphabet A.

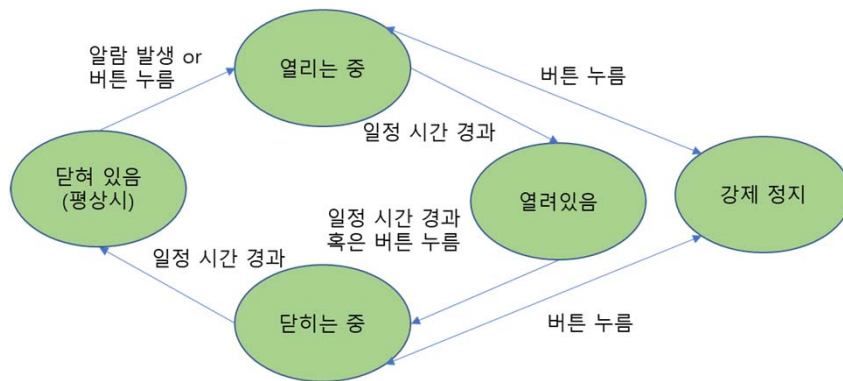
```
const char font_A[8] = { 0x00,0x40,0x70,0x1D,0x17,0x1F,0x78,0x60 }; // A
```



IV. Design program

Course - Microprocessor application, character code generator – 2015/03 ~ 2015/06

○ Introduction of FSM (Finite State Machine) graph into the design of step motor operating program - 1 (C)



```
#define DOOR_CLOSED 0
#define DOOR_OPENING 1
#define DOOR_OPENED 2
#define DOOR_CLOSING 3
// 버튼을 누를 경우 발생
#define DOOR_STOPPED 4

typedef unsigned char State;
typedef struct
{
    State mode;
    SecondAndTenMili openingStartTime;
    SecondAndTenMili openedStartTime;
    SecondAndTenMili closingStartTime;
} DoorInfo;
```

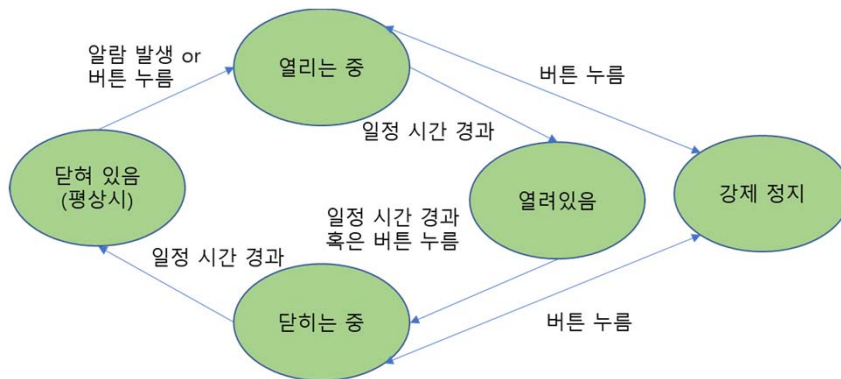
```
DoorInfo Door = {DOOR_CLOSED, 0, 0};
ShortInt DoorControl(bool keyPressed, ShortInt keyBuf)
{
    if ( (keyPressed && keyBuf == DOOR_BUTTON) ||
        doorTimeExpired(&Door) ) {
        Door.mode = ToNextState(&Door, keyPressed);
    }
    return DoorControlForState(&Door);
}
```

○ I drew a graph as on the left and implemented it on the right. (The implementation continues until the next page)

IV. Design program

Course - Microprocessor application, character code generator – 2015/03 ~ 2015/06

○ Introduction of FSM (Finite State Machine) graph into the design of step motor operating program - 2 (C)



```
bool doorTimeExpired(DoorInfo *pInfo)
{
    switch(pInfo->mode)
    {
        case DOOR_CLOSED:
            return checkAlarmTime();
        case DOOR_OPENING:
            return checkDoorOpeningTime(
                pInfo->openingStartTime);
        case DOOR_OPENED:
            return checkDoorOpenedTime(
                pInfo->openedStartTime);
        case DOOR_CLOSING:
            return checkDoorClosingTime(
                pInfo->closingStartTime);
        default:
            return false;
    }
}
```

```
State ToNextState(DoorInfo *pInfo, ShortInt keyPressed)
{
    switch(pInfo->mode){
        case DOOR_CLOSED:
            return openStart(pInfo);
        case DOOR_OPENING:
            return openedStart(pInfo, keyPressed);
        case DOOR_STOPPED: // 강제로 멈춘경우
        case DOOR_OPENED:
            return closeStart(pInfo, keyPressed);
        case DOOR_CLOSING:
            return closingToNext(keyPressed);
        default:
            return pInfo->mode;
    }
}
```



Thanks