Final Project App

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Problem Statement

Since moving into my apartment I find it hard to plan out what I'm going to eat for that week and whenever I do have a good idea for a meal I just end up forgetting about it.

Solution

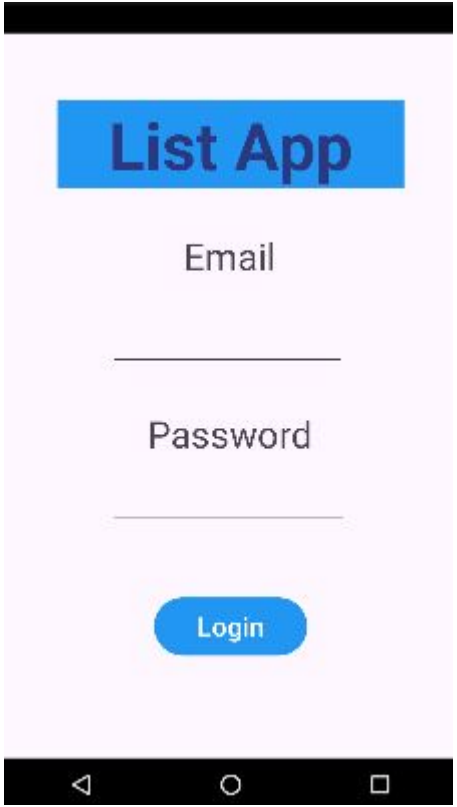
Creating a list app that I can share with my roommates so we can plan out what we want to make for the week and just how much it will cost each of us.

Stages of Development

1. UI Design
2. UI Functionality
3. Backend data handling
4. Testing and Deployment
5. Finished Product

UI Design

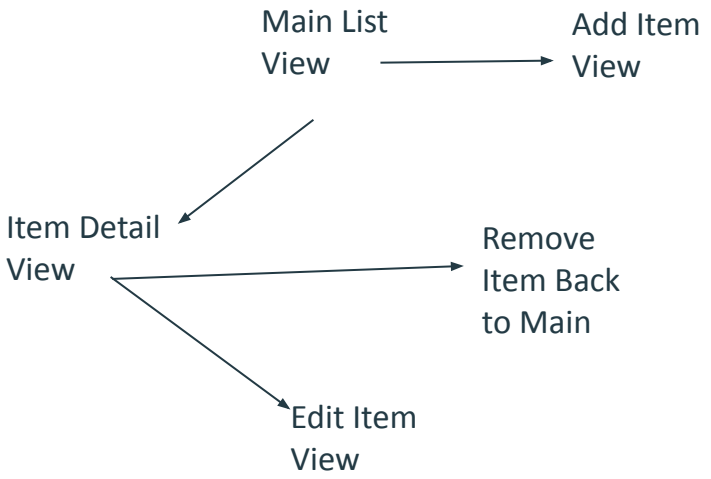
Since I am pretty limited to the constraints of Android prefabricated UI Items I wanted to use the tools I had by implementing original color choices and a simplistic design.



UI Implementation

There are a lot of moving parts to this project when it comes to having multiple buttons that do an array of things on each screen so making them all work and be efficient with spacing I made it work.

Backend Data Handling



There were lots of data to be held onto yet the issue with this project is how accessible and consistent the data is. With the list portion serving as one of the hardest parts to implement since being able to manipulate it in many ways with UI elements was a challenge.

Backend Data Handling

The use of multiple unique data sources like: Email/Password, Unique Token ID, and List Persistence made it a difficult project due to how much different types of data and collection there was to store and keep track of.

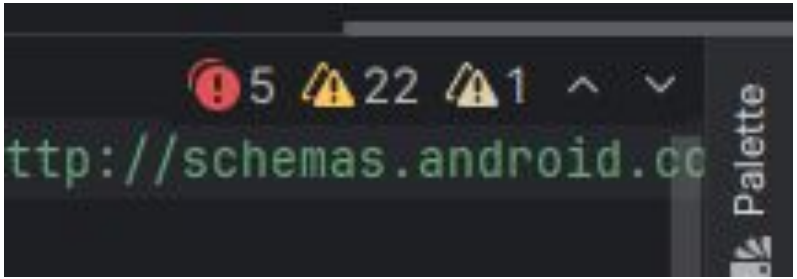
Email/Password Authentication

Generating and Storing Unique Tokens

List Editing, Saving, and Persistence

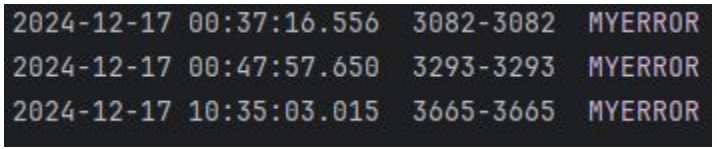
Testing and Deployment

This is probably the hardest part of the entire project because making sure your product is up to spec with requirements can be a long and tedious process of monotonous bug testing and making sure edge cases are dealt with.



Testing and Deployment

With the specifics of seeing if certain code activates being hard I opted to use different forms of reporting back processes with the two main methods I used being the Log function and the Toast functions to print out reads of when actions fire.



Troubles/Problems

I came across a very annoying and frustrating bug where my emulator was not allowing me to even connect to an online database rendering the development of my project basically impossible. After trying to fix this bug for 8 hours in an extremely stressful Wells coding session I decided the only way I was going to deliver this product in a timely manner would be to continue the development of all the features on a local database. This pivot was very spontaneous yet helped me focus on other parts of development.

Finished Product Demo

https://github.com/kubaman9/ListApp

Q&A

Please ask me any questions you have about my finished product or development.