Lappeenrannan teknillinen yliopisto

School of Business and Management

Software Development Skills: Mobile

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LEARNING DIARY

09/06/2025

I read through the course description and planned how I would complete all the necessary tasks to successfully complete the course. I'm already familiar with using Android Studio and Git, so I chose to take this mobile development course to refresh my skills and deepen my understanding of the basics.

11/06/2025

I skimmed through the beginning of the introduction video since I'm already familiar with setting up an Android Studio project. I focused more on the actual coding part of the video. I also created my GitHub repository and organized it clearly in preparation for submitting the final coursework.

16/06/2025

I followed the Introduction video tutorial to build a simple app that adds two numbers together. It was a good refresher on handling EditText, Button, and TextView elements in the layout, as well as how to write the corresponding Java code to perform the calculation on button click. I committed my work to my GitHub repository as part of the Exercise1 folder under Coursework.

23/06/2025

I followed the Core elements part 2 video, which focused on using activities and intents in Android development, like making multiple activities and using explicit intents to move between them, and sending data with putExtra. This was already familiar to me. The new part for me was using an implicit intent to open a browser. I learned how to use Intent.ACTION_VIEW with a URL so that tapping a button opens a web page. It was pretty easy to set up, and it worked without any issues. After testing everything, I committed the project to GitHub. I tested the app and made sure it worked as intended. Once everything was functioning correctly, I committed my work to GitHub under my Coursework folder.

23/06/2025

I followed the Lists, Layouts, and Images Part 3 tutorial and adapted its concepts to modern Android practices by replacing the outdated ListView with RecyclerView. The video used strings.xml for data, which I hadn't tried before, but I successfully managed to implement it to load Pokémon names, prices, and powers into my list. Instead of copying the tutorial exactly, I combined its ideas with my own approach, such as mapping image resources to list positions for click handling. What was new to me was creating a separate ImageView activity that displays images when the list item is clicked. Something I will be using in the future as well. I then committed all my work to the Coursework 3 folder.

24/06/2025

I started planning what I would do for the project and came up with a simple mood-tracking app, as I thought it would showcase what I had learned during the course. The plan was to create a daily mood tracker where the user selects their mood each day and writes a short journal entry. The app would include components such as radio buttons, mood selection, an edit text field for journal entry, as well as a button to save the entry. It would also feature multiple views: a mood entry screen and a history screen to view past entries, using RecyclerView to display those past entries.

25/06/2025

I started off today by creating basic layouts with all my components, focusing on the two screens, the main activity for the mood input and history activity with a RecyclerView list to display previous entries. I chose RecyclerView over the older alternative shown in the practice video as it's more modern and efficient. After setting up the basic structure, I implemented all the Java logic to make the core functionality work properly.

Once the basic functionality was working, I ran the app several times to test that all was working as I intended. I then shifted my focus to improving the UI design. Since I used RadioButtons for mood selection, I decided to replace the standard buttons with emoji icons to make the interface more engaging. I created custom drawable selector files for each mood state (happy, neutral, sad) to handle the visual changes when selected. When I got stuck, I checked the Android Studio documentation web page and Stack Overflow for help. The hardest part was changing how the buttons looked because Android's default styles were kind of tricky to customize. After trying different things, I finally made it work by creating my own button designs and tweaking the app's theme.

01/072025

I made some final tweaks for the colour scheme as I wanted the app to look quite clean and simple with muted tones. I then fixed any remaining bugs that I came across during testing and made the last adjustments to the app's appearance.

5/07/2025

I made sure all my work was committed to my GitHub repository and added the README file for the project as well as the link to the video demo.