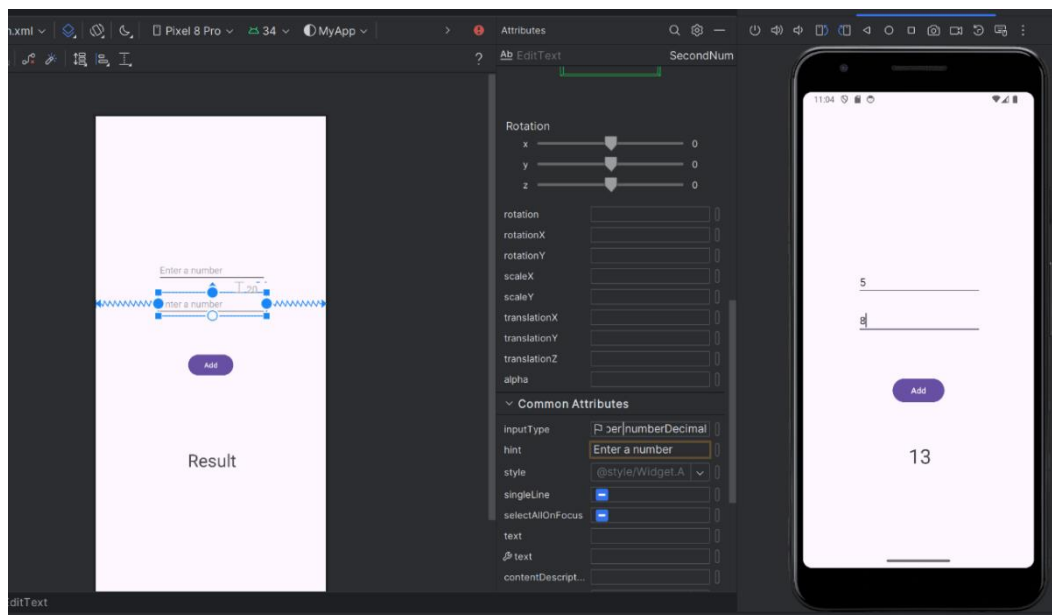


Mobile App Learning Diary

01.04.2024-24.05.2024: Multiple trials with Android Studio using Kotlin instead of Java but using it would have meant that I had to spend more time understanding the language too thus I finally decided to carry on using Java which I already know how to program with.

24.05.2024: First contact with Android Studio Iguana. I set up the dev environment and created the GitHub repository. I also finished the first video and was able to run the addition calculator app in the device simulator included in Android Studio successfully.



25.05.2024: Created two Activities and coded the intents to change between them passing along information and opening the browser.

26.05.2024: Started the project. I decided to create a simple app using an external open API to fetch information and display a list that will show something on the other view.

The API [PokéAPI \(pokeapi.co\)](https://pokeapi.co) seems a good candidate. I will display Pokémons and their basic attacks as well as some images on demand.

28.05.2024: Created the main view. It took some time and research to understand how to connect and make a get call to the API using java in android studio.

Added a background image as a draft also, it will need some design improving. Decided to keep it simple and not add the attacks, only names and gif.

31.05.2024: Final touches, using same API documents I saw there is a repository with the sprites and gifs I can use to fetch on demand for the second view.

01.05.2024: Check not pushed changes and improved legibility, sizing, and design.

Updated README and creation of APK and use guide.