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Android studio project: DIT library application

I choose to do the Library app as I had created a similar app before in web development and I thought I could reuse ideas I had/ was unable to do in HTML here and also reuse images I had used for it too.

I started by building the layout of the main screen, to get an idea the amount of screens I wanted to use and how many columns I wanted in the table.

I then started building the SQLite table. I made 1 column that I will add both book name and author to.

I then worked on the list. I started by using strings inside the resources files and then adding pictures using the drawables and then using indexing in a string array to make sure each string got its own corresponding picture

I then added useful links to the details tab, where you can input a book name and it goes on youtube or amazon, whichever you choose, to find the book review or the amazon listing to buy the book.

(I tried to be able to allow you) to also Update and delete the option in the details tab when you select a option from the list

The main screen is made up of the edittext, and a few buttons, including the submit to database button, look at books button and more info button

The program went through a few stages, where I made a String array inside the strings.xml to test lists.

I could not get the name of the list that I was accessing at the time, so I was unable to finish a few features I had in mind, Like the updating, deleting and also the web links that would enter the name of the book right into the searches.

Ive learned a lot of interesting features, like opening a browser inside your app (even though its better to use chrome), Videos, Imagebuttons, using lists and databases that don’t need to be connected to online, a ratings bar.