

School of Media Arts and Technology

BSc Software Engineering

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**My Approach to Developing the Places to Stay Mobile Application**

Assignment 1

**Mobile Application Development**

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150-400 words on each

# Use of XML layout files

In this project I have used two XML layout files one called activity\_main.xml and the other called add\_new.xml. When you first run and Android application the main activity is run by default and the activity\_main.xml file provides details on how the user interface should be laid out and what it should contain for this activity. It starts with a linier layout in the vertical orientation that matches the width and height of the parent, in this case the screen. The reason for this is that I might want to add more to the layout later, so I have added it at the beginning to make it easier to add items later.

The file then contains a map view that is a custom osmdroid object that allows a map to be displayed on screen. As this is the main part of the application this has been set to match the parent’s height and width in this case the parent is the linier layout. This asset is given an ID this will allow it to be referenced from in the activities allowing it to be updated by the methods. It then sets the clickable attribute allowing the map view to have an onClickListener assigned to it all it to respond to onClick events. Finally, this has the enabled attribute set to true this allows the allowing

This is an add to commit.

# Use of findViewById

# Use of communication technologies between activities

# Use of preferences

# Use of file I/O

# Use of network communication

# Use of CSVs