SDA assignment 4

ReadMe - License information and problem resolution. 18/12/2018

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## YouTube content

Assignment 3 OrderActivity.java screencast- <https://youtu.be/dww5C6INvjk>

Assignment 3 AndroidFlavorAdapter.java screencast- <https://youtu.be/33CFceKTQ4I>

## Used resources

Reference, information regard List View. <http://www.vogella.com/tutorials/AndroidListView/article.html> (Vogel, 2016)

Code was used and taken from the Dr. Adam Porter repository featuring elements from the UIListViewCustomAdapter.api links are below. (Porter, 2018)

<http://www.cs.umd.edu/class/fall2011/cmsc436/CMSC436/Source_Code_Examples.html>

<https://github.com/aporter/coursera-android>.

A useful webpage for learning how to change items on the Action Bar. <https://guides.codepath.com/android/Defining-The-ActionBar#references> (CodePath, 2016)

Templates for Testing and Test Planning. <https://www.softwaretestinghelp.com/test-case-template-examples/> (Software Testing Help, 2018)

T-shirt image = <https://pixabay.com/en/clothing-template-shirt-apparel-145821/>

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Camera image = <https://pixabay.com/en/camera-digital-camera-photography-150361/> (OpenClipart-Vectors, 2018)

​ I used this for icon maker- <https://romannurik.github.io/AndroidAssetStudio/>​ (Nurik, n.d.)

The code for the icon used for the app seen from this webpage was utilized for the application of icons within the app. <https://stackoverflow.com/questions/5350624/set-icon-for-android-application> (Selfton , 2016)

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# Problem resolution and debugging.

This app has created a plethora of problems, from importing from activity to fragment, to extending the number of activities/fragments by reusing previous code and re-adapting it for purpose. Here is a list of some of the issues that had to be resolved.

1. ![A screenshot of a cell phone

   Description generated with high confidence]()The largest item that has been resolved has to do with the importing of the original Assignment 3 activities code over and making work within the fragment paradigm. Although this assignment brief shows examples of this functional code to adapt this to work, the chaos that followed was tedious and time consuming.

Figure 1: previous declaration of listView without “root.”. found in AndroidFlavor in assignment 3.

“getActivity()”, and “root.” Have been invaluable. Placing the suggested declaration of the onCreatView class at the begin helped to allow the communication which was made in assignment 3 function now available. For android to use elements outside of its own current fragment; this or a “root.” prefix had to be rolled out extensively through nearly all classes and fragments. These two working together bridge the gap for much of the application code imported from assignment 3 see figure 2.

![A screenshot of a cell phone

Description generated with very high confidence]()

Figure 2: example of declaration of Root. listView for onClickListener. found in productsFragment.

Figure 2 shows the new fragment version of code above. The app operate the same way as the pervious version shown in figure 1 but with the addition of “getActivity()” to the fragment to communicate outside of itself. This issue is so widespread that even just a simple toast message isn’t simple when using other classes like textView or listView.

1. There is still an outstanding bug with the operation of the toast messages. Toast only seems to be able to display the first item only. The code if functioning but the position variable doesn’t seem to be changing regardless of touch input. The source is yet to be found through me elaborate testing. Code is shown below.

![A screenshot of a cell phone

Description generated with very high confidence]()

Figure 3: ListView onclicklistener toast message code.

It is a possible that the null pointer in the collection and product adapters classes are causing the false result in position of the ListView method from updating on return. This warning only occurs on the first item of the array adapter the other two TextViews within this one adapter seem unaffected. As shown below.

![A screenshot of a cell phone

Description generated with very high confidence]()

Figure 5: nameTextView warning null pointer.

1. I’ve attempted to make a working “sharedPreferences” function to keep track of the items that have been selected by the user and have them stored for retrieval after the session resumes, or to ideally feed into the email template regarding the location choice to be used for the user. I’m attempting to create an appropriate variable to store this information for sharing between fragments and to hold upon return to the app from a pause state.
2. ![A screenshot of a cell phone

   Description generated with high confidence]()I’m working to make the initial image of the imageView “camera” photo in the orderFragment page to update once the new photo has been saved and recorded to the mPhotoURI variable. Thus far no functioning code to enable this to work.

Figure 6: first implimatation of imageSwitcher class.

![A screenshot of a cell phone

Description generated with very high confidence]()

Figure 8: Spinner text unchanged

1. ![A screenshot of a cell phone

   Description generated with very high confidence]()I’ve begun working on a Switch button on the ordersfragment.xml page to activate the collection fragment information in the email formatter or to continue the ordersFragment interface for delivery details. Shown Left.

Figure 7: OrderFragment toggle switch for collection

1. All class files contain some comments, more is needed to show changes, and more is needed to show sources of information and samples to be referenced.
2. Theme setting are chosen by myself based on simplistic and the already used blue action bar (a feel I already liked) and added more blue to all the fragment pages. But now required fine tuning regarding readability of the text in spinners on product and collection fragments. Shown Right.

sfds

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