

Assignment 2 – MapApp - PG4600-14 Anders Mikkelsen

Screenshots:

[/docs/screenshots/](#)

UML:

[/uml/](#)

Javadocs:

[/docs/javadocs/index.html](#)

References:

Conversion of UTM to LatLng: (More information in code)

- [StackOverflow](#)

Ruter icon:

- [Ruter](#)

Code Style:

[Google Code Style with 100 char breadth.](#)

Design:

From the start I figured I would try to make the Activity as small as possible and outsource all logic into helpers. I think I have done that in a good way. I also wanted to make a base class for the map so adding additional maps would be relatively easy.

The general design idea for the app was a map that zooms to your location, then starts populating the map with all Ruter stops.

Implementation:

Pretty straightforward. I believe I have made the application pretty robust. It will continually check for location and network. When network is established it will download all stops and then populate the map. All interaction with Ruter is then done. I think this is a decent implementation.

LocationHandler is capable of registering when it is turned on and off on the phone and acting accordingly. I have made the application “rotationproof” by disabling rotation. This is because I believe I showcased my ability to make a rotationproof app with assignment 1.

I run all updating by using AsyncTask and run all view updates by calling runOnUiThread(). This I think is a good way to do it, so I don't go digging in the GoogleMap object for its view to call post, because I don't know enough about its implementation.

I have also implemented a progressbar for downloads and a progressdialog for population, if you cancel the dialog for markers the progressbar will appear to keep you updated on progress.

I really like the Google Maps API so far, its easy and intuitive!