Edinburgh Napier UNIVERSITY

Coursework Report

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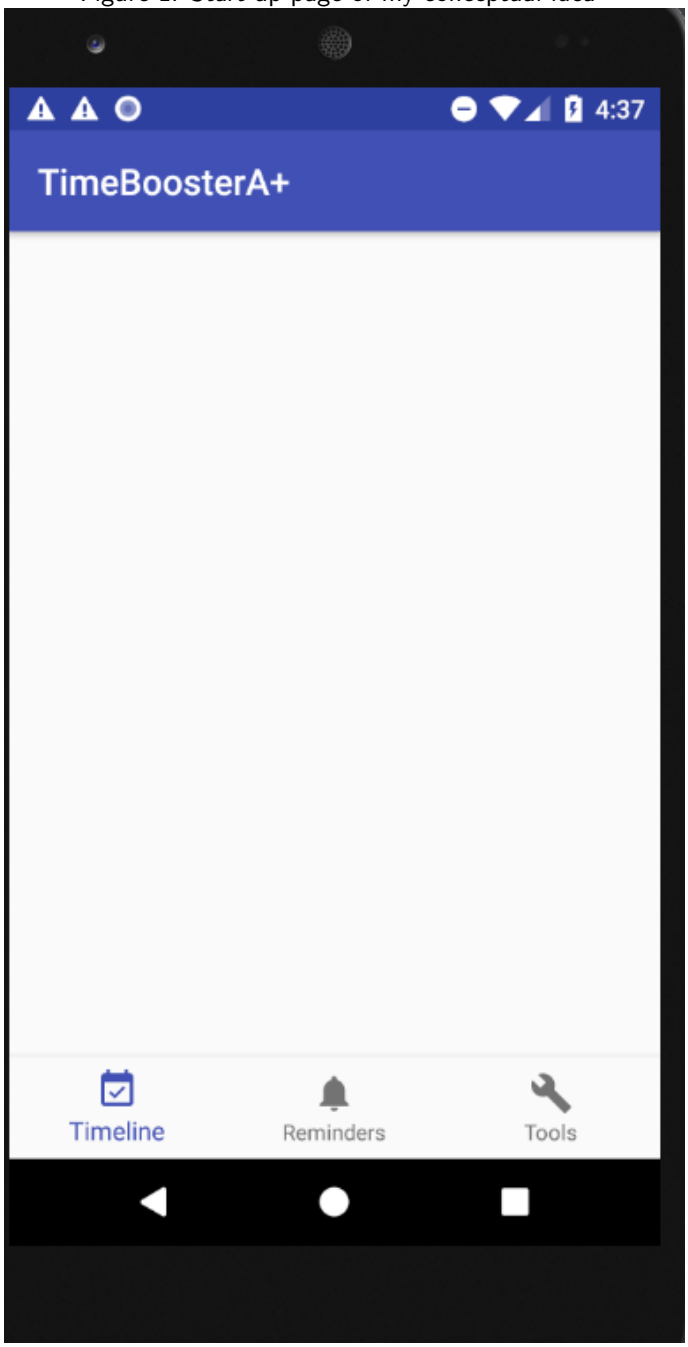
1 Introduction

This is my report for mobile application development coursework. I will start with the inspiration of my idea. A lot of people around the world are struggling with using their time efficiently (time management), and i am one of them. Instead of building a game or something that looks good i thought of making something that will have an impact on my daili basis. My plan is to build a reminder application with timeline to present the task/reminders on start up. Also on the reminders page there should be a button to create a new task or reminder and after completion the task should be presented accordingly on the timeline as well as the reminder tab which from there can be modified or deleted as well.

Figure 1: Start up page of my conceptual idea



2 Design

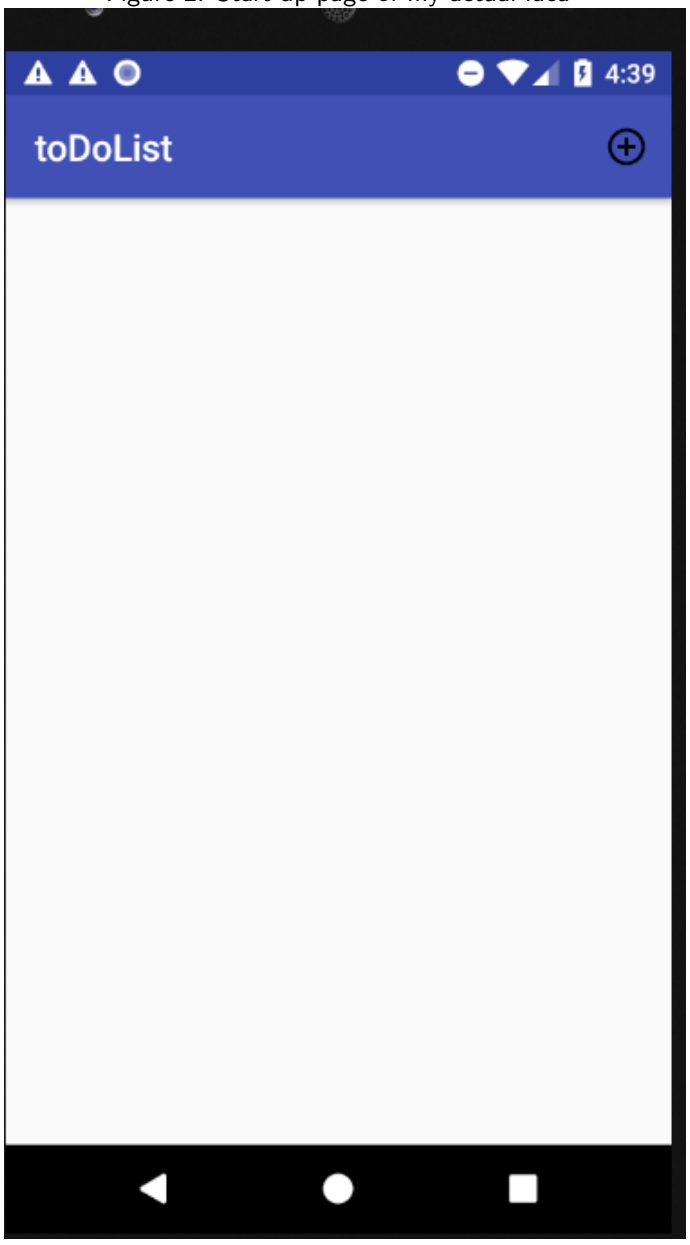
For my software design i decided to use a navigation drawer as specified on the introduction. My design starts on making the three bottom drawers upon click to present something that i can the work with when generating my java code. Therefore, i created three fragments to be presented. I then modified each of the three fragments as a default view for each of the elements in the bottom navigation drawer. I then created another fragment layout for my add reminder event with details of event name, time, date and description.In addition, i modified my settings fragment with two switches and two user input fields of time and name. Their purpose is that if the user wants to have a fixed (default) time or name for the reminder, can do so. Afterwards, i modified the timeline fragment in order to have a list view that will present the reminders added in chronological order, first being the next reminder that will come to past. Then i created the list of reminder fragment with a delete button on the side in order to have the option of deletion of event. The user in order to delete a reminder needs to go away from timeline element and select reminder element from the bottom navigation drawer and then click on the delete button of desired reminder.

3 Implementation

Furthermore, after planning what my design was going to be, it was now time to start implementing what i had in mind. I decided to use three fragments for start as specified above in my design in order to present layouts and have a good starting point. I also selected different icons from the default draw able in androids library for my three icons in the bottom navigation drawer. Then after changing their default names as well i moved into "new event" layout xml and designed the user data input for adding a new alarm to the app. I created a button at the bottom of the layout that will add and store the reminders information details (Name, date, time, description) and present it in both timeline and reminder fragment layouts. Then upon designing the two

item list-view fragments (timeline and reminders) i entered a delete button next to each item. Only on the reminders layout the user is able to delete a reminder. Where timeline is the presenting layout for what's coming up next. Also, the plan is to have a setting layout to be able to enter default values for name and time and save time while using the app. The implementation overall didn't work out as i was expecting since i had issues with my fragments and my persistence method (SQ-Lite DB). I will talk in more depth in the next section about the actual design and implementation where what i talked was the planning idea.

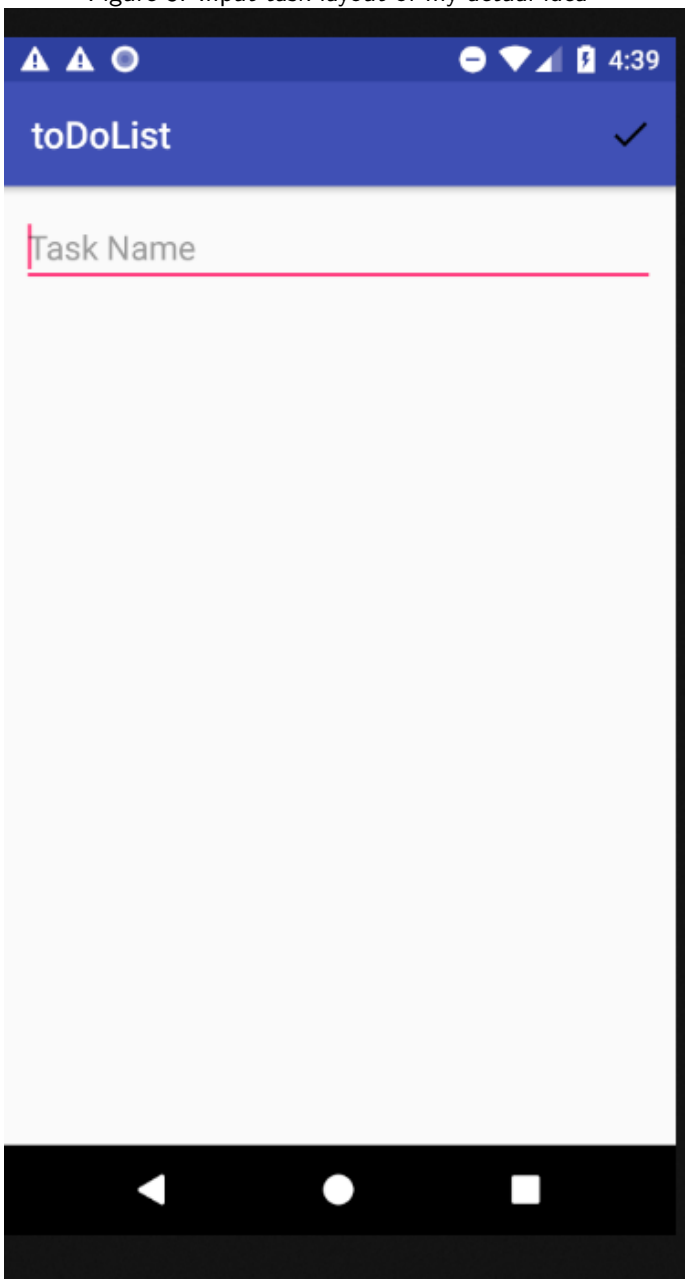
Figure 2: Start up page of my actual idea



4 Critical Evaluation

A comparison against the original concept detailed in my introduction is that although i worked many hours on the previous more advanced concept, i had some conflicts that i couldn't resolve. Although i couldn't resolve those issues i managed to create a slightly different context regarding tasks to do list. The to do list however was a simpler idea and

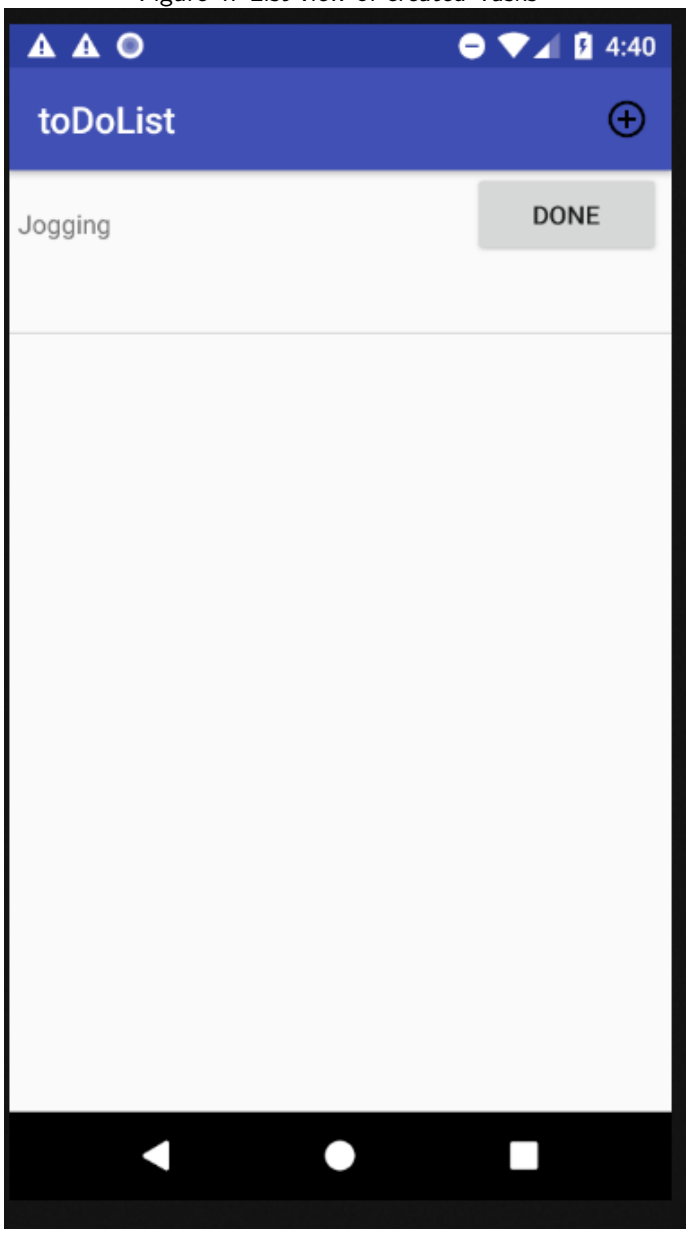
Figure 3: Input task layout of my actual idea



still useful in comparison with the more advanced reminder app i had in mind. Moreover, the to do list is more of a one page application with persistence. It includes an icon with a cross,once clicked it pops up to a new layout that requires taskname from the user. After the user inputs the task name then the user clicks on the done icon on the top right corner and the task is saved. Once saved the task appears on the start up screen. Upon application exit the task continuous to remain there because of our database. In comparison with other application is something a lot simpler with very least features but that is mainly because of its concept. For example compared to my inspiration app which is "TimeTune" from play store you can see that the developer includes some more features like routines of the week with stored specific events across the whole week and activated by a switch (on/off) and different icons for the activities that are entered. Compare to other apps my application lacks appearance in my opinion as animations and things to

make it in general more user appealing. For example possible improvements would be making priorities for my tasks icons for different actions tasks. Also i would have created alerts to remind the user in the task bar while the app is not active to help them not forget the tasks of the day.

Figure 4: List view of created Tasks



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5 Personal Evaluation

In my opinion i learned lots of things from this assessment like creating new activities, interacting with SQ-Lite databases. I learned that android development needs a lot of research on how particular methods need to be called what to include before calling those methods or what to create before even starting a method. I faced the challenges regarding the fragments interaction with my SQ-Lite database and resulting me to modify my conceptual idea and sadly create something simpler but different to what i wanted to create. I feel i could perform better in general and also that i underestimated a lot the time needed to complete an application in android studio. If i could go back to the day this coursework was announced i was going to start my project at that evening.

6 Conclusion

In conclusion so far android studio is very interesting and different than what i did so far with other programming languages dragging more of my attention as well as my interest. In the future i plan to create my first conceptual idea without time pressuring and with further research.

References

https://developer.android.com/