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6-3 Assignment: SensorManager

The SensorManager class is used for accessing a sensor and sensor properties and to register sensor event listeners. This allows a developer to also use the Sensor class to create an instance of a specific sensor that will be able to dynamically provide information about the sensor – whether it be a temperature sensor, gyroscope, or barometer. The ability to access sensors through the use of SensorManager enables developers to create more technologically advanced and interactive. The ability to access the information from sensors like an accelerometer and GPS can allow a developer to create an app to track a user’s running trail, a car driving and generate average speeds, top speeds, and other pieces of data. On the different app stores, whether it be Google or Apple, the vast majority of apps use some type of sensor in their code for different, arbitrary reasons. In my limited experience of SensorManager, I had a relatively smooth ride in terms of displaying an ambient temperature reading to a TextView. Although, I tried enacting a button to convert the temperature from Celsius to Fahrenheit. I was not able to successfully create the conversion on the same TextView, but I created a second one for the conversion. Overall, SensorManager has many capabilities to allow a developer to successfully make a more intuitive, smarter, and well rounded application.