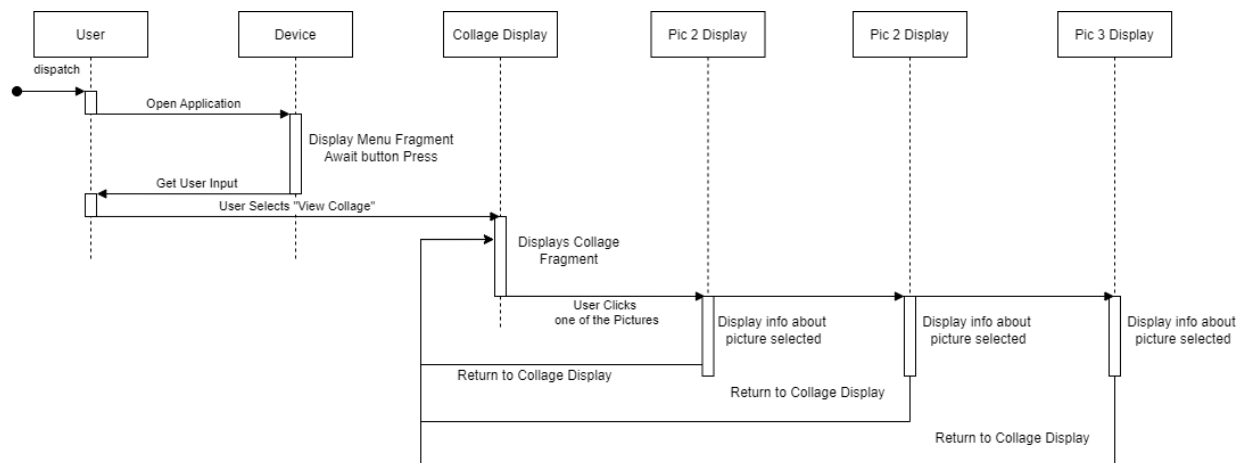


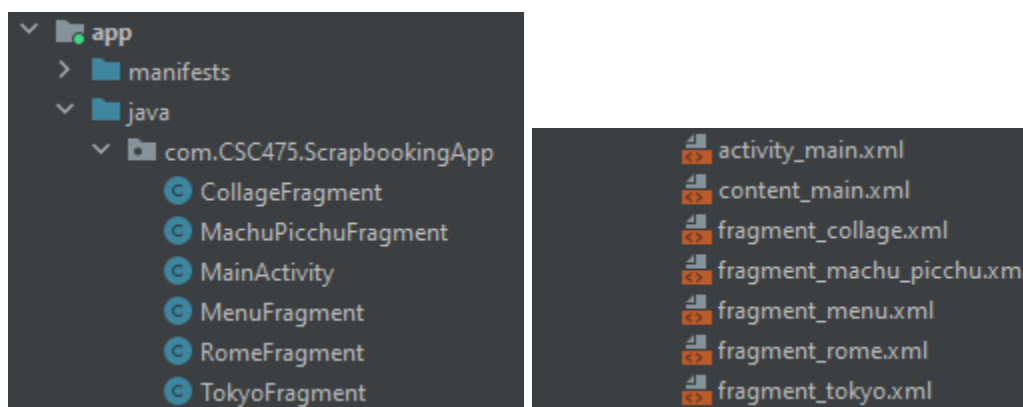
Alex Ruperto
CSC475 Module 2 Critical Thinking Assignment
Scrapbooking App

Scrapbooking App

This assignment was the first assignment in which we developed our own application and worked with some of the UI tools in Android Studio. Upon reading about the assignment I knew exactly what I needed to start with to get the project going:



By starting with a sequence diagram, I was able to clearly visualize how the app should run and what I wanted the base form to look like. Using Android studio's basic activity template, I used fragments to handle navigation between menus and created individual fragments for each individual screen as shown:



MenuFragment would be the initial fragment that one would open, which contains a menu bar and a single button that takes the user to CollageFragment.

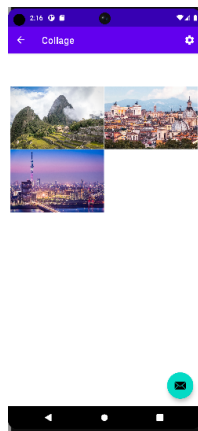
Main Menu



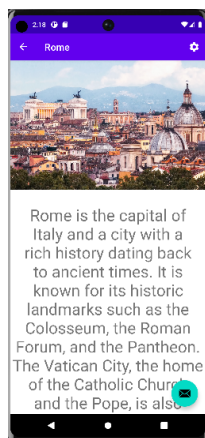
VIEW COLLAGE



Once the user is in the CollageFragment, the user is shown three images, while maintaining the menu bar on top in case the user needs to go back to the MainFragment.



Clicking any of the images then takes the user to one of the location fragments (such as RomeFragment), which displays the picture and gives a brief, AI driven description of the location.



About 15 commits later, I completed the main functionality of the app. Some future features I want to add are as follows:

- Add functionality to the settings menu
- Add functionality for the floating action button on the bottom right corner.
- Add more pictures