E. Reflection

1. Q? How would the application be different if it was first created with a tablet verses the phone while including the layouts and fragments?

1. A =

I believe that the creation of the application would have been a lot easier to complete had I developed it on a tablet verses a mobile device. At the end of the creation of the app I changed each layout to the landscape view. I realized that on the more complex pages especially the Course Details page that this was a very difficult and time-consuming task. I probably spent three to four hours just trying to figure out how to get things laid out correctly. I had to change from different layouts, different padding sizes, and everything in between. It was a very frustrating task especially when the recycler View from the Course Details page would be either be moved off the screen, or it would be buried under a bunch of items. I didn’t use any fragments to build this project however, had I developed it with fragments with a tablet in mind it would have been a lot easier. The fragments would have made it easier to include the lists of the associated terms instead of trying to fit on the little screen.

2. Q? What was the min and target operation system that the app was developed and what is compatible with?

2. A = The minimum OS was run by API 26 and the target OS was used in API 33.

3. Q? What were the challenges or obstacles that I faced? (1-2 paragraphs)

3. A = I faced a few different challenges as I was developing the application. The first challenge that got me stuck was trying to figure out what exactly the test was asking. I spent multiple times trying to decipher what exactly the test wanted and what exactly was good.

Another challenge I ran into was trying to get my recycler view to populate the list. I couldn’t get it to pull up the associated courses.

Another issue I was running into was writing clean code. I became very disorganized on my Course Details page and made multiple mistakes because I was initializing when I had already initialized it. I was getting variable issues by calling the variables that weren’t there. I try to have a clean organized front and I felt that I was so disorganized that I couldn’t really continue it. I had to restart my project a couple of times just due to it being so disorganized. I kept making the app crash and I was really starting to pull out my hair to try and figure it out.

4. Q? How did I overcome these trials? (1-2 paragraphs)

4. A = I overcame the issues in various ways. For the test example I just read and re read the test requirements to try to truly get a better understanding of what the test was asking. I watched the videos provided by WGU multiple times to try and understand and correlate what the teacher was doing to my actual project.

I overcame the list not populating by googling and I searched on YouTube on how to do a recycler view. I realized that I just forgot to create an item list view file that connected to my adapter. I was persistent and never gave up.

I overcame the course details page being so disorganized by trying to come up with a system where I tried to come up with a comment system where I would try and comment everything I needed at the front and used it a lot better in the assessment details page. I commented out a lot of my code for the Course Details page to try to not focus on it. It was very hard to not focus on the mess due to my bad ADHD but through persistence I finally got it.

When my application kept crashing, I would use the log cat to see what was going on. Most of the time it would show the general idea where the application was crashing. Once I found it, I would comment it out or try a different approach to fix it. It felt good to figure out why my application would crash.

5. Q? What would I do different if I was to do it again? (1- 2 paragraphs)

5. A = I would have done a lot of things differently if I was to do my application again. I would for starters utilize more switch statements verses using a bunch of if and else if statements. I feel like the switch case statements really clean up the code and should be easy to use. I didn’t use them though because they scared me, and I didn’t want to try and figure them out.

I would also like to implement more methods instead of using everything on the create page. I feel like this also would have had my code cleaned up and I probably wouldn’t have felt like pulling out my hair many times.

It would have been helpful to have created my layouts with a card view and multiple spinners verses the constraint layout for some of the pages. I felt like some of my pages were to busy due to all the information that was on int.

6. Q? What are emulators, what’s the pros and the cons for using them?

6. A = Emulators are a handy tool to get a wider range of different users without having to physically own the emulator. The pros of using an emulator are that you can broaden your horizons to really try to replicate what the user might be using. You can also run the emulator on your mac or pc.

The cons of using the emulator that I personally was experiencing was getting it to work or the over all speed of the emulator. Mine were horrendously slow or they would keep crashing. I felt that this was one of the main reasons on why this software application project took me so long. I personally own an Android pixel so a lot of the time I would just use that to try and crank out my code.