

LUT yliopisto

School of Engineering science

Software Development Skills

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**LEARNING DIARY, MOBILE MODULE**

## LEARNING DIARY

**22.3.2022**

I watched the part 1 tutorial of the course while coding along with the video. I have previously used Android studio a couple of years ago so the basics were not that hard, although it was a nice refresher. The info on debugging was something I don't remember to have used, so it was informational. I added the codes to the github repository. I have recently used Github a lot so I decided that it would be a good platform for the code repository.

**23.3.2022**

I started the second tutorial video. The tutorial had great information on starting outside applications and additional activities within Android code. I have done these things before, but to be honest I had forgotten how to do most of them. I coded along with the tutorial. I had to do some additional research on how to check if Intent is correct, since the solution in the tutorial was not working. Luckily Android developers site has great documentation on android development. My solution is shown in picture 1 below.

```
//check that an application was found for viewing
/*if(goToGoogle.resolveActivity(getPackageManager()) != null) {
    startActivity(goToGoogle);
}
This did not work so I had to research a bit. Luckily Android developers has great documentation
*/

//Let's use try catch instead
try {
    startActivity(goToGoogle);
} catch (ActivityNotFoundException e) {
    Toast.makeText(context, text: "Default browser was not found", Toast.LENGTH_SHORT).show();
}
```

*Picture 1. My solution for launching intent based on Android developers website [1]*

I decided to also try out some additional features that were not present in the tutorial like launching the phone dialer and making Toasts just to remind myself of how these features work. I added the codes to the Github repository.

I also started working on the part 3 of the course tutorial by watching the tutorial and coding along with it. Using listview was somewhat familiar to me but the tutorial was a good refresher on the usage of it. I think I have used imageviews previously but I don't remember that I scaled the images so that was something new I learned from the tutorial. I added the codes to the Github repository.

I started to think about what sort of application to do for the project work. I decided that I would like to do a note application. I would like the user to be able to input notes and for the notes to show up in a listview. I think that I will put some sort of settings as a second activity. I have previously used databases like MongoDB in web development, but I'll have to research how the notes could be saved on Android locally. I decided to use CloremDB [2] for the project application, since I did not want to deal with SQL for such simple data (I would like to store a string and a date for each note).

**29.4.2022**

I finished the course project. In the end I decided to have a settings activity with font style and color as options. CloremDB turned out to be a very good choice for storing the notes. It was almost as easy to use as MongoDB (certainly easier than dealing with xml or SQL).

I decided to include a short video of my project working into the readme of my course repository.

## **References**

- [1] "Intent | Android Developers."  
<https://developer.android.com/reference/android/content/Intent> (accessed Mar. 23, 2022).
- [2] R. khan, *CloremDB ~ Firebase as local database*. 2022. Accessed: Mar. 23, 2022. [Online]. Available: <https://github.com/ErrorxCode/CloremDB>