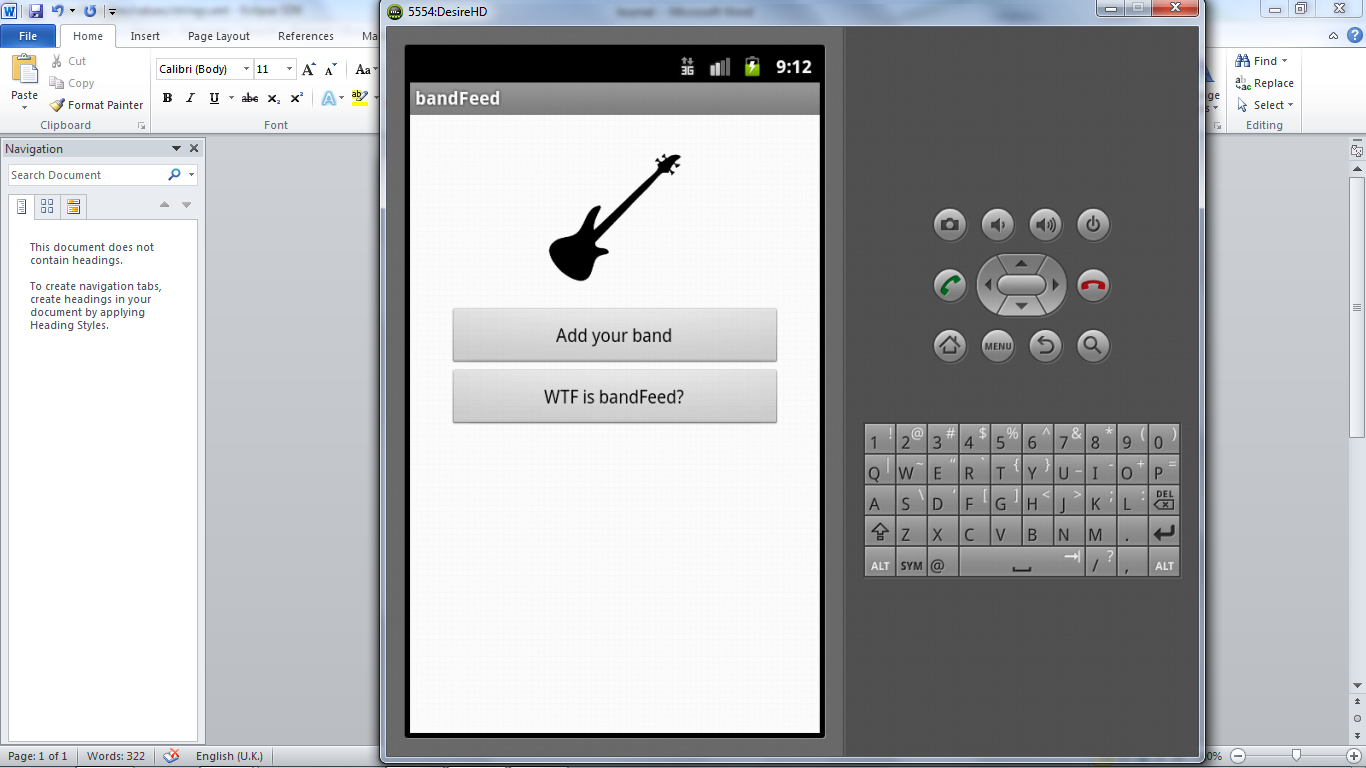
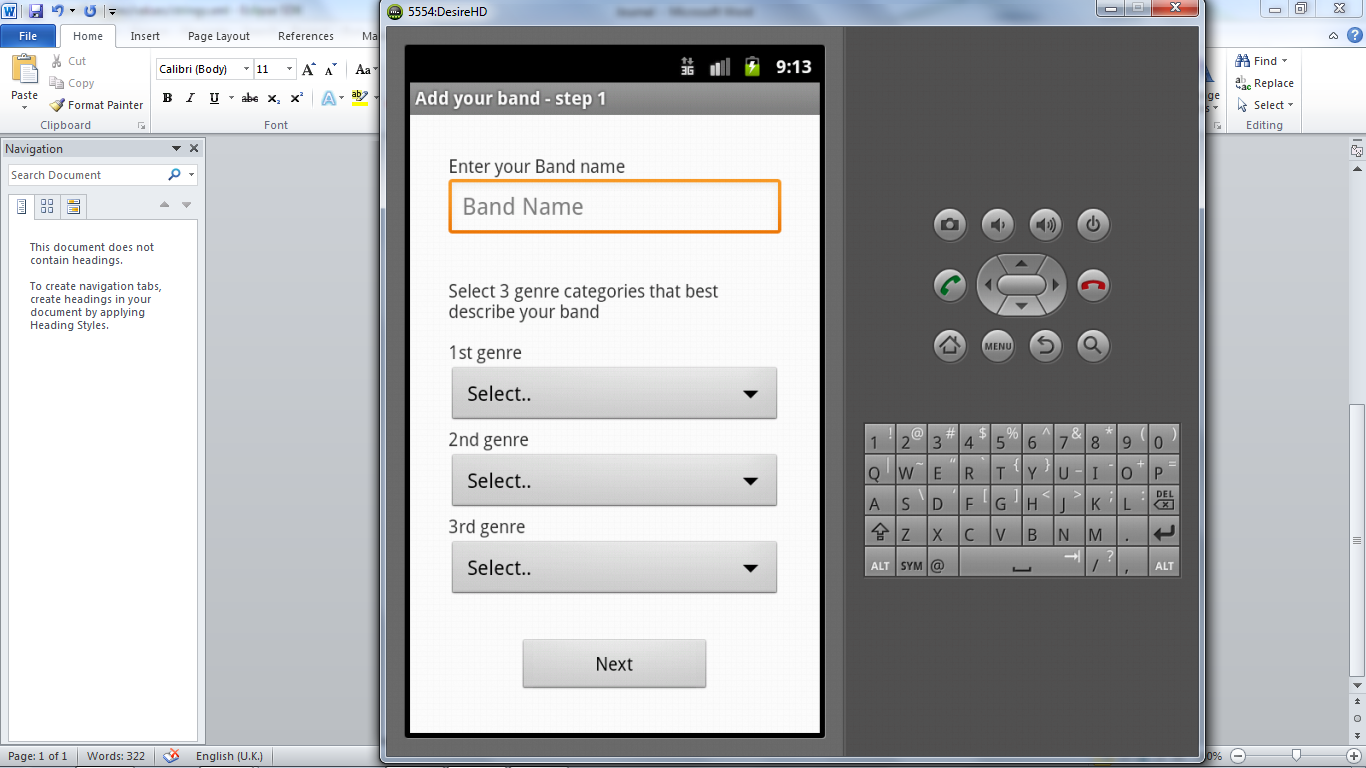
30/07/2012 – Saw Martin, discussed ideas. Started work on an Android app. <http://www.zazzle.co.uk/bass_guitar_bassist_card-137539554697266595> for app icon.

**Prototype 1**

01/08/2012 – Started working on Band app. Implemented the Main class which asks the user whether they wish to add their new band, view WTF (about page), or if the user has already added a band their band will be listed to be selected. These are all 3 buttons which take the user to another activity. ‘Add New Band’ button takes you to the activity\_step\_one.xml (the first step of setting up a band profile), ‘WTF’ button takes you to the activity\_wtf.xml (which is an about page).

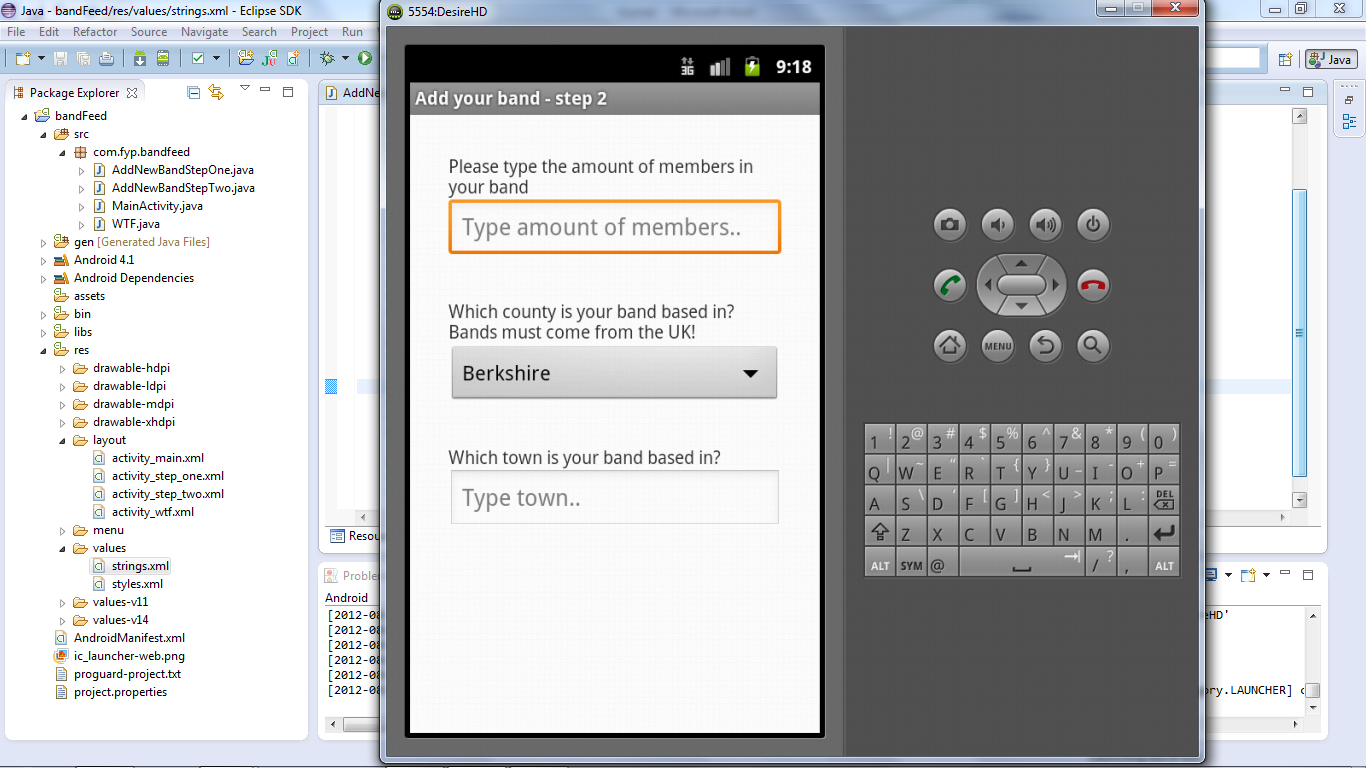


02/08/2012 – Added Spinners (drop down boxes) to the activity\_step\_one.xml to allow the user to select 3 genres that best describe their band. I had to work out how to incorporate a standard Java ArrayList to a spinner (formed in XML). The result was that I had to use an adapter to add the String objects held in the arrayList to the spinner. Latter into the project I may draw the genre data from an external course such as SoundCloud. A button was used which displays the text ‘Next’, this takes the user to the next step of setting up a band profile (see below).



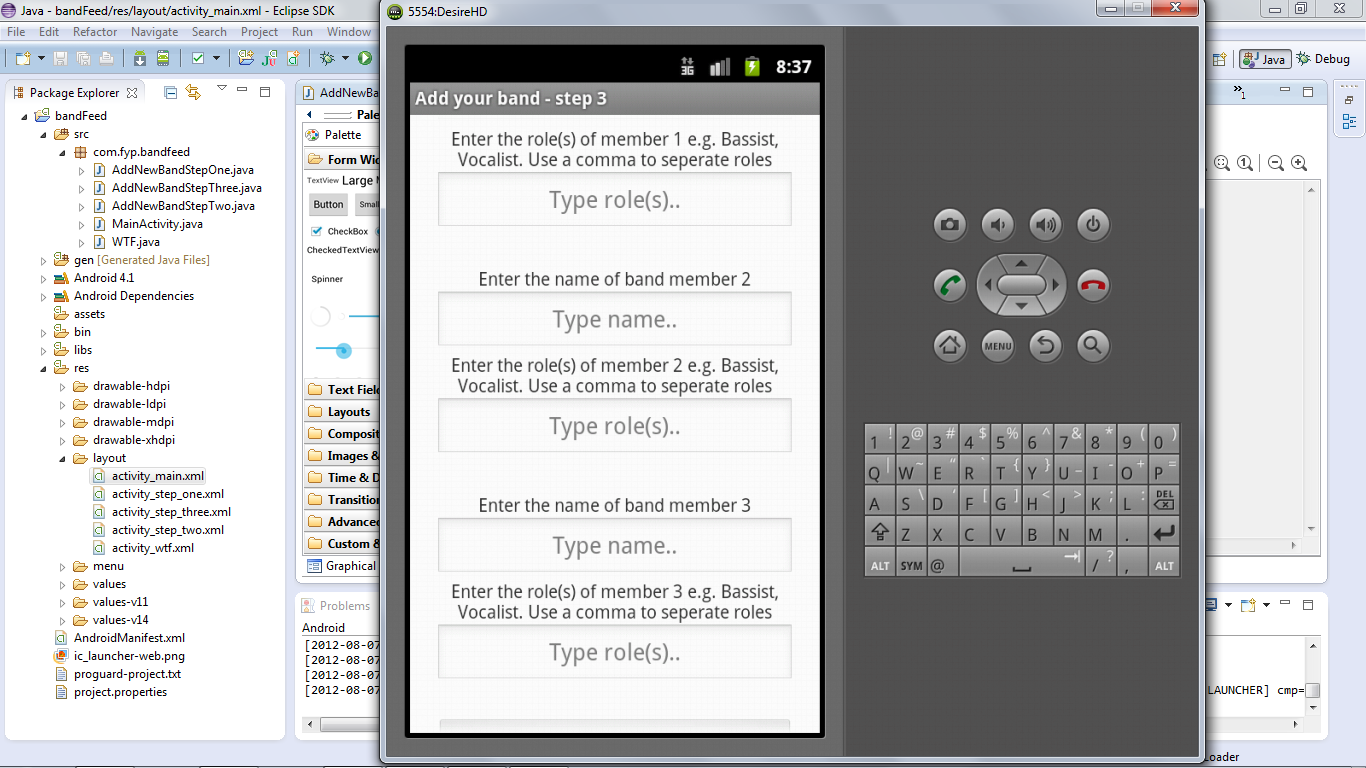
This new activity (activity\_step\_two.xml) asks for the amount of members in the band (using an editText for input). This activity leads on from activity\_step\_one.xml (as mentioned above). Like step one this activity includes a spinner linked to a java array using an adapter to display all the counties of the UK. This will be used for users to find bands in their area. Again, later into the project I may draw up the county data from an external source.

03/08/2012 – set up a Git repository. Continuation with activity step two of the setting up a new band profile process, adding an edit box for the user to provide their town that the band is based in.



05/08/2012 – ‘next’ button added to the bottom of step 2 (imagine the picture above with a button at the bottom just like step 1). Spent the rest of the day researching something I didn’t need to.. I tried looking for a way to add variables to XML but found out you can’t the hard way as these files are static. Consequently I discovered a tutorial on creating a dynamic layout in java which allows me to create / change activities on-the-fly. This is useful if the next activity depends on the user to input something.

07/08/2012 – Put the tutorial to use (mentioned in the previous journal entry). Step 2 of the band profile set-up process requires the user to input the amount of band member which is then used to create the Step 3 activity which requests the user to input the names of members in the band and their role(s) e.g. are they the guitarist or vocalist. The ‘next’ button in Step 2 uses the Intent method putExtra() which passes the amountOfMembers to Step 3 where the needed amount of editText’s can be created to enter the band member’s details.  
This is the first layout that uses scrollView. This allows the user to scroll down the page with their finger should they have many members in the band.

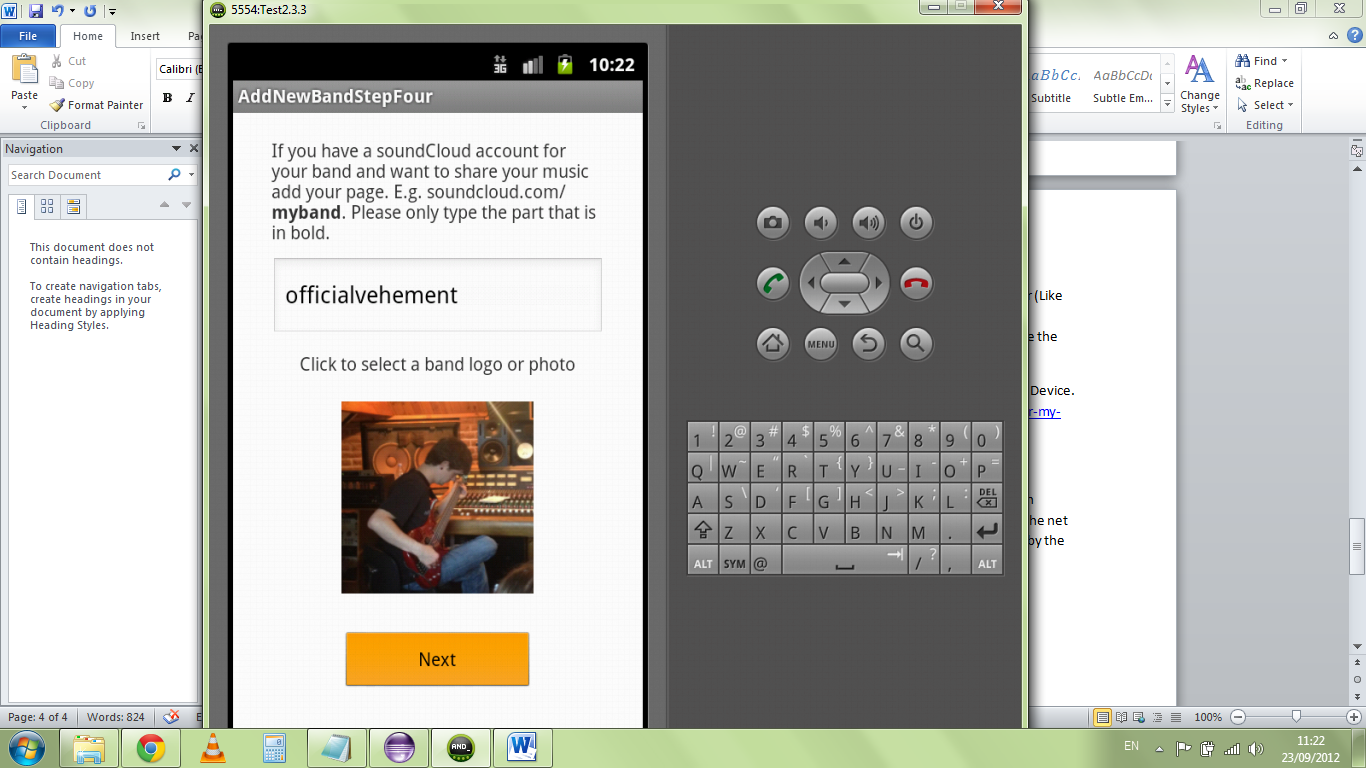


17/08/2012 – Start to think about changing the way I go from one activity to another during the setting up of band profile process. I’ve currently been carrying across important data held in variables to each activity (un-bundling the extras) regardless of whether the next activity needs it. The reason behind this is so that the very last step in this process will then write all these variables to file. I’ve decided to stop carrying over these variables and instead write them to file straight away as the steps are carried out. I have spent time researching and have found this page: <http://www.anddev.org/working_with_files-t115.html>

While researching I have discovered that you can not use the standard Java filewriter because.. “Each \*.apk File that is installed on the Emulator/Device gets its own User-ID from the Linux System. This ID is the key to the sandbox of the application. This 'sandbox' protects the application (and its files) from other bad apps, that i.e. want to manipulate the files we created in a bad manner (Like writing into them: "Whos reads this is... dumb ! Hhahaha").” Taken from <http://www.anddev.org/working_with_files-t115.html> But writing to an SD Card can be done the usual java way!

I’ve also done to some research into how to select an image from the gallery on the Android Device. <http://stackoverflow.com/questions/2507898/how-to-pick-a-image-from-gallery-sd-card-for-my-app-in-android>

23/09/2012 – Progress has been slow as I’ve found myself having to do a lot of reading which involved buying a another book due to the last not being detailed enough and examples on the net not being very intuitive. I have finally got step4 of the band profile process complete where by the user now inputs a biography, their url to SoundCloud and select a picture.



Once the user has completed the final step of the band process, the ‘Next’ button is clicked and the program creates a new folder under the name of the band and saves the image selected and creates a file to hold the data the user has inputted. The files in this folder will now be used by the band profile to display the appropriate data.

The reason for creating a new folder per profile was that the user may be several bands and each band profile would at least consist of a data file and an image file with the possibility of the amount of files increasing as the project evolves. I felt this kept things cleaner and with the possibility of many users creating band profiles the server would becoming quite cluttered without each band having their designated folder.

Trying to get the program to write this files correct was a real pain and with little and unintuitive examples the task took a long time.