Searching Earthquake Data

Summary

Developing Classes and Programs

- Develop classes using Has-A and Uses-A

  - Creating new objects and storing them in instance and local variables

  - Using object-oriented principles for design

- Reading streaming data, parsing data

  - Use APIs, read documentation

  - Store data to have repeatable process for debugging and smaller data for debugging

Software Licenses and APIs

- We used the Android Location.java class

  - Licensed with Apache 2.0 license

  - Allows for reuse, changing code, more

- We used the Apache Commons CSV too

  - Also licensed with Apache 2.0

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Processing Quake Data

- Searching for earthquakes satisfying properties: magnitude, location, more
  - Returning ArrayList of QuakeEntry objects
- Finding closest N quakes
  - Avoid side effect of modifying data, make a copy
- Foundation for further work in searching and sorting data