My mobile application is a blood alcohol content calculator for those that like to imbibe or friends of those that indulge. This app exists on two main screens. The first screen is a series of prompts asking for the user’s gender, weight in pounds, type of drink consumed, number of drinks consumed, and the elapsed time since the user started drinking. As of now, I have every element exactly where I want it on both screens. All that is left is to write all the “heavy-lifting” code in the background. It will have multiple event listeners and use shared preferences to store data to be run through the BAC algorithm. I have notes on how to calculate this relatively accurately, so it shouldn’t be too hard. Upon reflection, I may insert a GridView in the “type” and “number” area so I can have three columns of two rows. This would allow a person to input three different beverages e.g. 4 (12oz) beers, 4 shots of whiskey, and 1 (16oz) porter. This makes more sense to me because it will make it a little bit easier on the user. Many establishments have a beer + shot deal and many people don’t consume the same drink all evening. The second screen is used to output the calculations. This screen will first display the user’s approximate blood alcohol content. Following this main calculation, I thought it would be a neat idea to determine how long this person could expect to wait to be at various stages of sobriety. The two BAC percentages that are most common in the United States in relation to driving/DUI/DWI are 0.08% and 0.04%. While neither of these numbers means that you are totally sober, I am also including how long until the user returns to 0.00% BAC. This last time amount represents the total time that the user will be intoxicated. Below are screenshots of the app running and of my notes on the calculations thus far. Since I have not completed coding it yet, we cannot proceed to the second screen, so the image of the second screen is from within the Android Studio activity.









