Lappeenrannan teknillinen yliopisto

School of Business and Management

Sofware Development Skills: Mobile 2022-23

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LEARNING DIARY, <CHOSEN MODULE NAME> MODULE

**LEARNING DIARY**

**PART I**

19.05.2023

I began the course. I have a tad of experience with Android studio before hand as I have applied to a mobile development course couple years prior, but never got to the point of actually making my own project and such. Android studio as a code editor is familiar for me, but there’s still a lot to learn to actually get something done with it.

I also created my git repository for this course and checked that I had everything ready to start learning.

22.05.2023

Watched the first lesson video and followed instructions. From previous experiences this was kind of old knowledge to me, but I’ll never skip a good recap, because you learn better the more you repeat something.

In the first lesson we started with an empty project and made a couple of text edit boxes where to write numbers. Also added a button and a text box so that pressing the button two numbers would be added together and the result would be shown in the text box. First lesson ended with a brief instruction to debugging on Android studio and I actually was not aware of the step over/step in/step out possibilities, so something useful learned there as well.

**PART II**

27.05.2023

This was actually an important lesson, since I did have some problems with the AVDs. I had one AVD set up previously from another Android introduction and thought to use the same one on this course. It all worked fine until this exercise, when I noticed that the Chrome in this AVD was not working well. I then went back to part 1 and added the recommended AVD to use and thankfully that fixed my problem, since I had followed the instructions religiously and did not find any faults in my code.

So in this part 2 we created another app with two buttons, one activity to open a new page within the app and one intent to lead us to another app outside of our app. As previously stated, I did encounter a problem when trying to get the Google button working, but thankfully it was a quick problem to fix.

**PART III**

28.05.2023

This time I followed the part 3 of the introduction lessons. I had some issues again, mostly due to different versions of Android studio being used (in the videos the version is older and for example ListView is considered “old-dated” and is found under Legacy header in the components rather than in Layouts like before). Also I’m not certain if it’s because of the version of Android studio or depending on your system, but for example when creating a new Java class I did not have the same options as was shown in the video and had to Google how to manually set inheritance for a Java class.

This time there was actually quite a lot of new information to take in so as I followed the instructions I decided I might have to go and do it again after, just to get a better understanding what actually is happening instead of just blindly copying what I’m being taught. This part was also a bit longer than the other two so today I only created and filled the list view and decided to do the interactive part next time.

12.06.

Today I continued to the last half of part 3, where you make the list app interactive. The whole part 3 was quite full of information compared to the previous two, so splitting the part in half was a good decision. On this half we learned how to import pictures to Android Studio projects and how to use them and scale them. This was another instance where you could not blindly follow the video instructions because one part of the code is outdated, the video has been uploaded 5 years ago after all. When choosing the image to show on click, the video shows to use getImg(); but it doesn’t exists (at least in my version of Android Studio). I did some googling and find to use setImage(); and it worked!

Now the last thing to do is begin the final project, I have the idea thought out but will have to start coding it soon.