The first personal mini project of the course CS426 – Mobile Device Application Development

In this project, I create a Google Map project and work mainly on MapsActivity.java and activity\_maps.sml.

**MapsActivity.java**

At the beginning *getDeviceLocation(),*  I try to get user’s permission then getting current location then move the camera to this place. After the screen has been moved, initialize searching bar in *init()*.

After that, if both permissions(access to location) are given by using *locationPermission()*, then I continue to initialize the map.

After initializing the searching bar, I have the new location that has been requested by the user. Inside *geolocation(),* I try to get the coordinates of the new location then move the screen to that location using *moveCamera().*

moveCamera() is a function which is used for moving the screen to the requested location then notifying user with a marker.

**activity\_maps.sml**

I create a relative layout with 2 parts, the Google map fragment and the searching bar.

The searching bar is create of a relative layout. An image of searching icon is put at the left to notify user that this is a searching bar. To the left of that is an editText which allows user to input their new location.

The searching bar shape is created in *white\_border.sml.* I create a rectangular with rounding corners.