CS-360-H7351 Mobile Architect & Programming

3-2 Assignment: Android Studio Introduction

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Graphical user interface, application, Teams

Description automatically generated

This most challenging issue I had with Android studio was aligning the UI elements, partially this was due to the fact I chose a constraint layout as the layout. However, it didn’t take me long at all to figure it out. Another thing that made it more challenging was I am so used to creating elements for web applications and I found out rather quickly you must throw that knowledge out the window when considering android apps. I guess that is the reason why I chosen languages like flutter in the past because it is strongly tied to web applications and it will create all the necessary code for android apps on the backend.

The one good thing about Android Studio is that it is built on JetBrains IntelliJ which I love and use as my primary IDE, so navigating the IDE itself is one thing I found extremely easy. Adding plugins such as wakatime in which I can track the amount of time I spend on an IDE or project for each day was super simple because of my familiarity with IntelliJ.

In conclusion, I believe if I can get out of the mindset of html or C++ application development and get my head wrapped around the syntax of creating android apps is the only real challenge I can see in the future.