

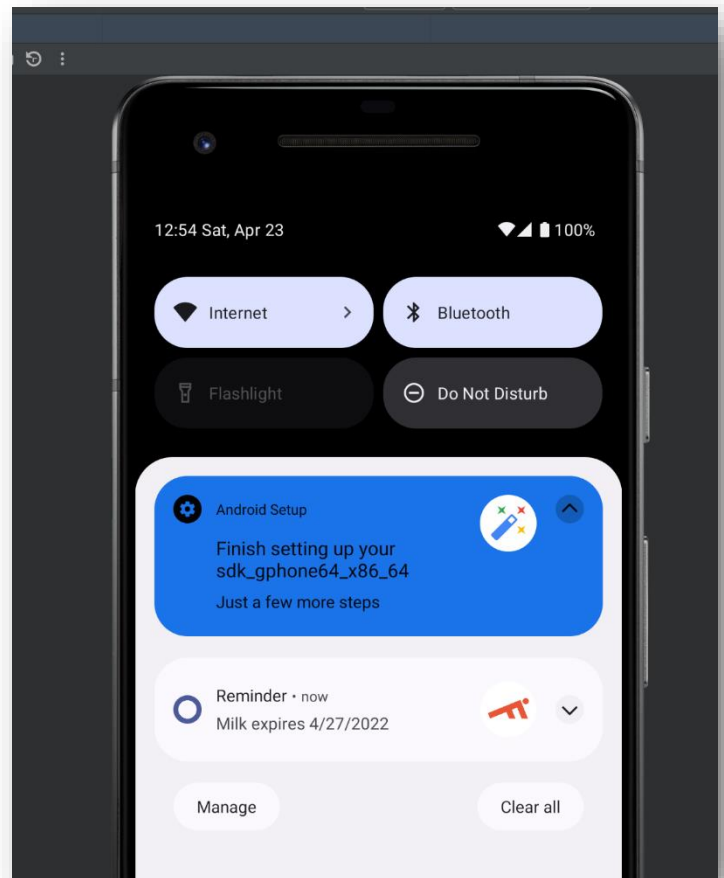
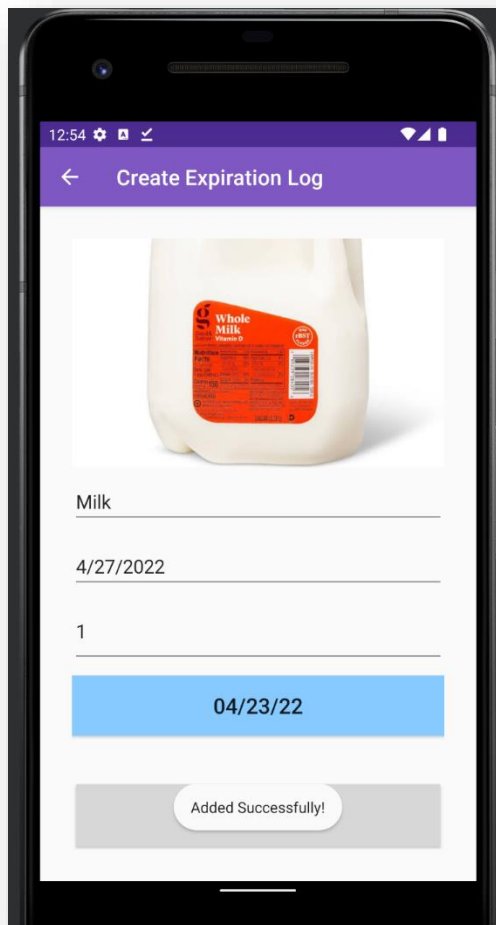
Food Expiration Tracker Final Project

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CS 372

PDF for Referencing files and code I used for the App

Example of app working in emulator (only for purpose of this PDF and powerpoint, live presentation will be done on real hardware 4/27/2022)



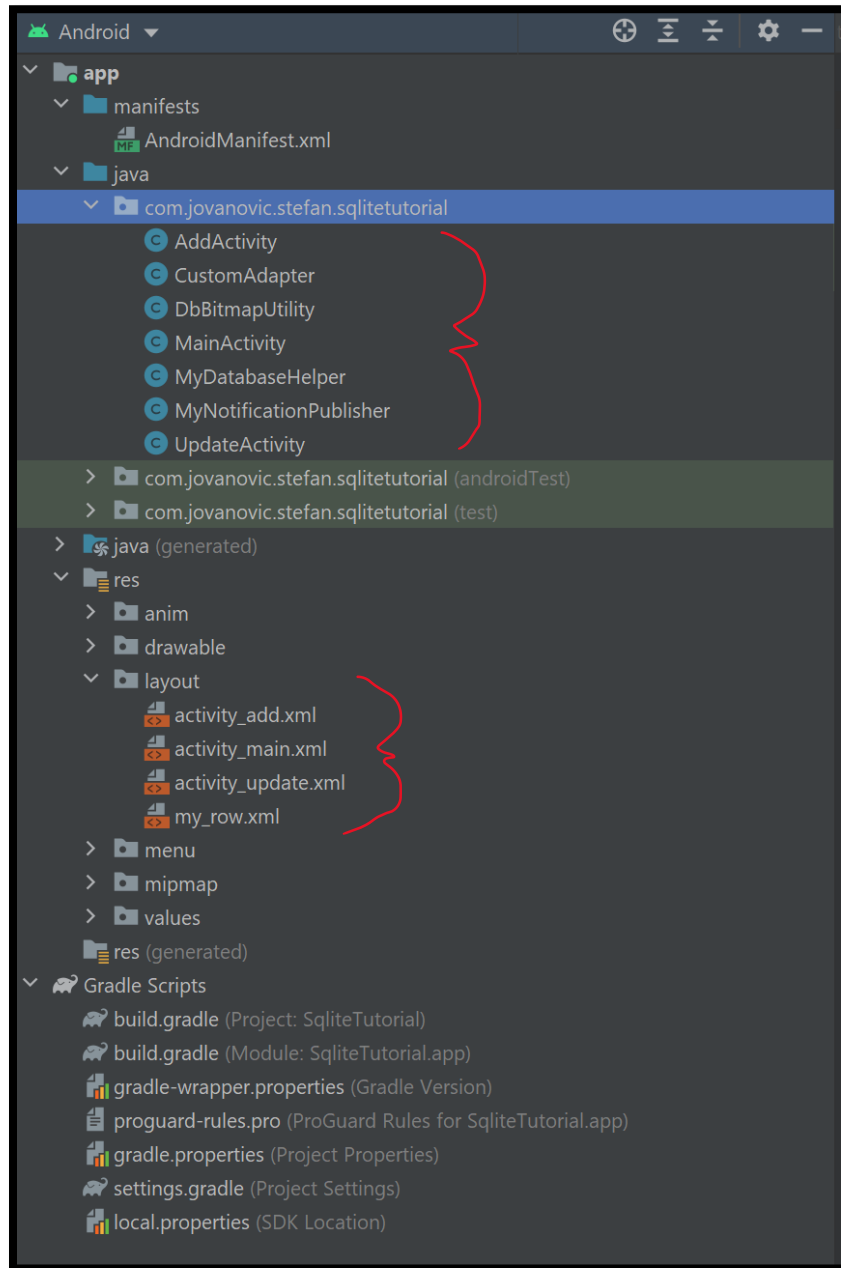
Preliminary Information:

I used Java in Android Studio for the Majority of the work on this project.

To implement the Notifications I had to use both AlarmManager and WorkManager, to tie the selected date to the notification alarm on the device. However due to WorkManager in particular requiring API

beyond what my 6 year old Android tablet can reach the physical tablet I have will not display my notifications despite it working through the emulator.

My app uses 4 layouts that are useable both in vertical and horizontal orientation, and I utilized 7 different Java files to implement various actions.



To store the various food entry information together I utilized a database, SQLite.

The main activity layout uses a RecyclerView to display each row of information of the Food Database.

Activity_add is where the user initially does the data entry for the food expiration. For the Image that can be from the camera or Gallery, I used an Image Button that requires permission from the user to access their camera and photo albums. On activity_update and activity_main the user can choose to delete items they've entered in the app, which will also remove those rows from the database. Additionally activity_update can instead update the data entered into a row instead of deleting it if the user chooses to.