Lappeenrannan teknillinen yliopisto

School of Business and Management

Sofware Development Skills

<Jinseok Yang>, <000720225>

LEARNING DIARY, <MOBILE> MODULE

**LEARNING DIARY**

01.5.2022

I checked the general information and understood the main focus of the course, which is to find my passion as a software developer and create a unique project to represent my skills. I chose mobile module because it was the most interesting project offered. I’ve also tried to set up my environment, but I could not decide which code editor I would like to use.

20.5.2022

I have chosen Android Studio as my code editor for this course, I learned how to set up addons by googling how to do it. I searched the web for best addons and chose the best addons that I think fits me best. I started to watch the first part of the example project to understand the technologies better.

26.5.2022

I have fully set up my Android Studio environment, including connecting to Github, which needed some googling to log in via token. I have chosen Nexus 5 and API version 24 as my AVD environment. After that, I finished watching the Introduction video and followed the codes written. Everything went well except the part I forgot to make constraints to the layout when using ConstraintLayout, so I had to make additional commit. After that, all functions such as number input and sum the numbers worked smoothly and showed the result properly.

For the second module ‘core elements’, I followed the video and created two buttons ‘second activity’ and ‘Google’. These two buttons are meant to learn how intent works. ‘Second Activity’ button starts intent and shows the second activity. Also sending information was able by putExtra function. Next, ‘Google’ button redirects user to a webaddress which in my case ‘google.com’, and I learned that I can resolve the activity by checking the value of getPackageManager function is notnull. As usual, all the function worked well.

On the third module ‘Lists, Layouts, and Images’ I have learned a way of using listView. I had to create additional Class called ItemAdapter in order to make a template of adding items. This class extended BaseAdapter Class and had to override getView function to set the items. After setting the items, the next step was to give detailed information, which was the picture of the vegetables, when the item has been clicked. For this DetailActivity class has been made. By using switch-case function, it was able to get the .jpg files from drawable resources directory, and made an additional function to scale the images. All of the codes worked perfectly and was committed to Github.

6/21/2022

I have finished my project work. I have designed an application for helping while drinking. This application has a unique calculator called AlCulator (Alcohol Calculator) which makes you easy calculating percentage of alcohol in your blood system using the Widmark equation. You have to choose your gender, weight and the alcohol percentage of the drink you drank. With the image buttons, you can easily count the amount you drank while you are drunk. This app shows you a result of percentage of alcohol and if it exceeds a dangerous amount, it shows an easter egg to warn you. Also, the app automatically compares the amount of alcohol to beer and Soju (A Korean alcohol which Koreans always uses as a standard measure of drinking) so you can easily check your capacity of your drinking ability. For stupid people who wants to do drunk driving, I made a button that says ‘am I able to drive’ and no matter what amount that exceeds 0ml of alcohol, it automatically shows a warning message and redirects you to addiction center for help.

For second view, I have added various kinds of drinks by using listView to help what you want to drink today. It shows you basic information such as alc% and some text, and when you click it, it shows you a picture of the drink. Later this could be upgraded to a cocktail menu that lists more information.

Finally, I implemented some easter eggs so users could have fun while using the app. If you have interest in this app, try finding the second character ‘Bluy’ 😊.