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Java App Development

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This final project was very helpful in testing my abilities, and allowing me to explore, and test my knowledge of aspects from class. For my app, I randomly generate a food choice for the user based on their input. This program is set up in Android Studio, and uses separate activities to display the food choice. In my original design I was going to have several classes, but ultimately changed that idea after each one would only be used to fill an array of strings. At first I was a bit unsure about doing the project in Android Studio, but after this experience I am glad that I chose this platform.

The structure of my project is set up so that the arrays are filled in ‘MainActivity.java.’ Three random numbers are generated for determining the type of food source, and two for the specific element of the arrays. After they are filled, the previously generated numbers are used to determine which food option to display to the user using an activity called DisplayActivity.java.’.

This set up differs from my original, multiple class hierarchy, design in that it has a simpler look, and functions more smoothly. Instead of running the program through several files to fill arrays, I have the setup in an easy to access location, that makes looping, to fill the arrays, much easier. To display the information to the user, I have set up the display activity to produce the string provided in a text view. Depending on the length of the option displayed a scrolling option will be available to the user.