Overall, this was a bit more difficult than we had expected. I (Patrick Anderson) had not done the Android project in CS 2110 because it had been replaced with a Java Swing project instead, so I was completely new to everything, while my partner (Torry Yang) had already had a bit more experience. The crucial mistake that I made was that I wanted to jump right in to keep up and finish it as quickly as possible, without starting off with the fundamentals. I am changing my pace for the iOS app project, and this time I am learning how to use the basics of Xcode and Swift before I dive right into the full-fledged app. So far it is going much better.

Another lesson I learned is that I want to start developing my app before the information is covered in lecture. In lecture, we covered a lot of interesting ideas and topics, however I had no idea how they would relate specifically to my project until after I started working on it, such as with the app rotation fix. If I knew before, I would have gotten a lot more out of the lectures.

Torry learned a lot about the practicality of the app lifecycle. It was introduced in lecture, and we got a good grasp of it while making the app. Furthermore, Torry learned how to send info from one activity to another, which was very useful in transitioning from the main activity to the quiz activity.

Here are the links we used for some code reuse:

http://androidexample.com/Create_A_Simple_Listview_-_Android_Example/index.php?view=article_discription&aid=65&aaid=90

https://developer.android.com/training/index.html

https://collab.itc.virginia.edu/portal/site/689a8f12-dc6f-420f-8fa0-6d8a218d9bf3