DIPLOMA IN INFORMATION TECHNOLOGY

MOBILE APPLICATION ASSIGNMENT 2

SUBJECT CODE: DIT2223

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User Manual

Welcome to the To-do List App! This program is intended to help you organize your projects, manage your time, and boost your productivity. This user manual will take you through the app's features and functionalities.

Tutorial:

Adding a Task

1. Tap the "Add Task" button (typically indicated by a "+" symbol).

2. Enter task information.

3. Tap "Add List."

OR

1. Tap the "Kebab Menu" button (typically shown by a "⋮" symbol).

2. Tap the "Add Note" button.

3. Enter task information.

4. Tap "Add List."

Editing a Task

1. Tap on the task you wish to edit.
2. Make the necessary changes.
3. Tap "Add List."

Deleting a Task

1. Hold on the task you wished to delete
2. Tap "Yes" after the dialog pops up

OR

3. Tap "Cancel" if you doesn't wants to delete it

View About Us Page

1. Tap the "Kebab Menu" button (typically shown by a "⋮" symbol).
2. Select "About Us", then you can view the page.

Thank you for selecting our To-Do List Application! We are dedicated to helping you stay organized and productive. We hope you enjoy our software and find it useful for organizing your tasks.
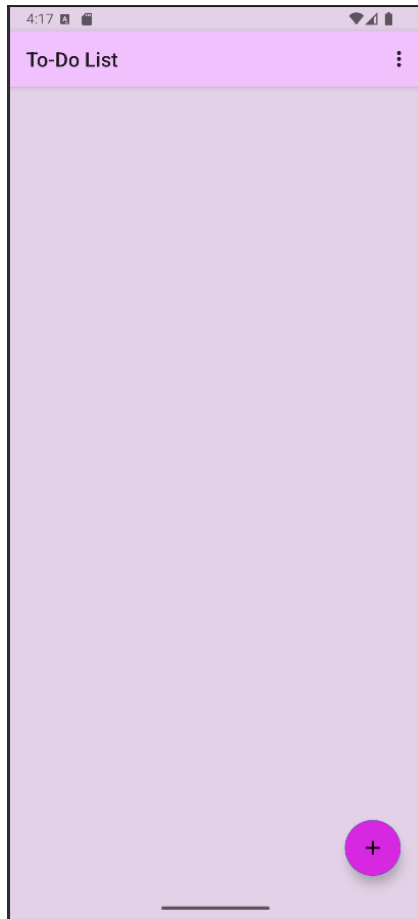
Sample Screenshots
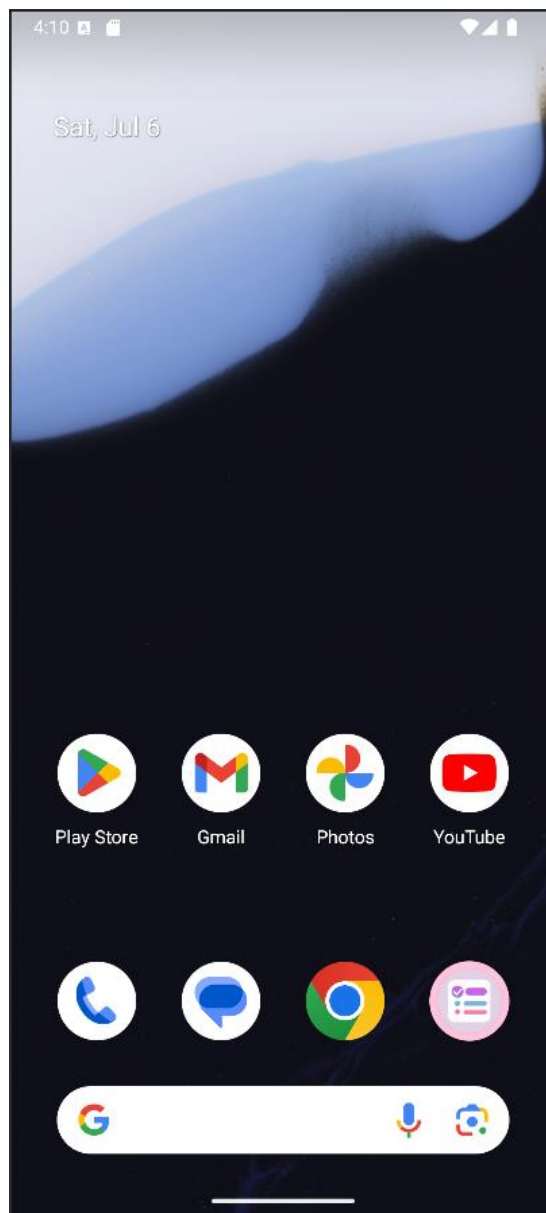
Figure 1: Icon of the app

I modified the application's icon to a more prominent icon to make it clear to users that this is a To-Do List application.
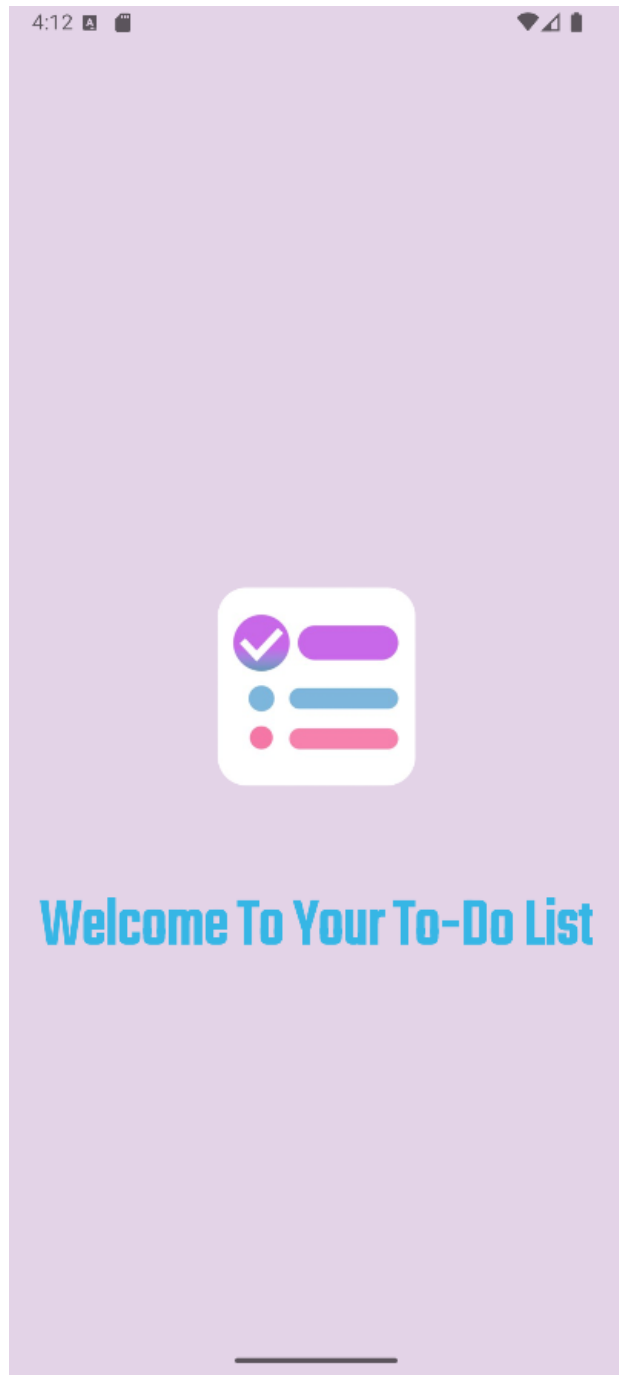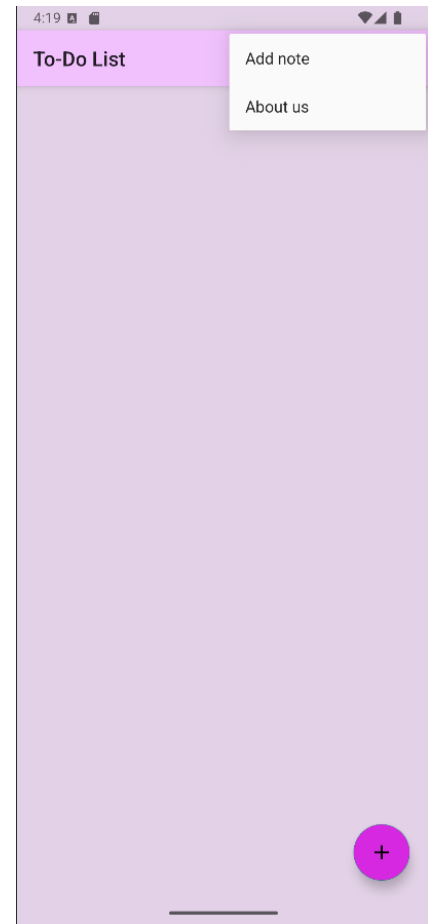
Figure 2: Splash screen of the app

I added a splash screen to the application to make the interface less boring.

*Figure 3: Page after the Splash Screen, List View Page*   *Figure 4: After clicking menu button*

I'm using light purple background color #E3D2E7 to let the page looks more cute and modern. Other than that, I've also changed the List View's element into a Card View, and provided a more darker purple and gave a Card Elevation for it to provide user a more better interface. Besides, I've also changed the Action Bar Menu's background color to a more relevant color to the theme. Moreover, I've also provided an add task button at the most bottom right corner. In order to prevent some users cant find the add note button in the menu. Other than that, I've also used Floating Action Button for the add note circle button. Hence, we can get the add button icon by creating vector asset in the drawable folder, it would be much more efficient than uploading the icon from other websites.
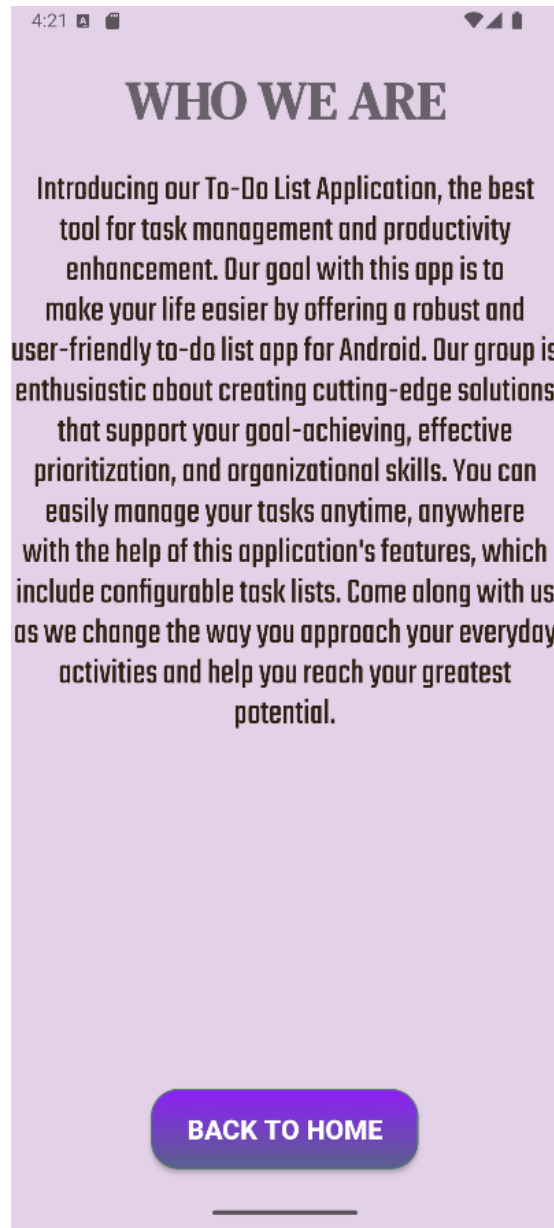
Figure 5: About Us Page

In this page, the users can see all the information about what can this application do. Additionally, I've also increased the font's weight by using textStyle bold, to let the user able to see it nicely. By pressing the "Back To Home" button, user will be navigate back to the List View Page.
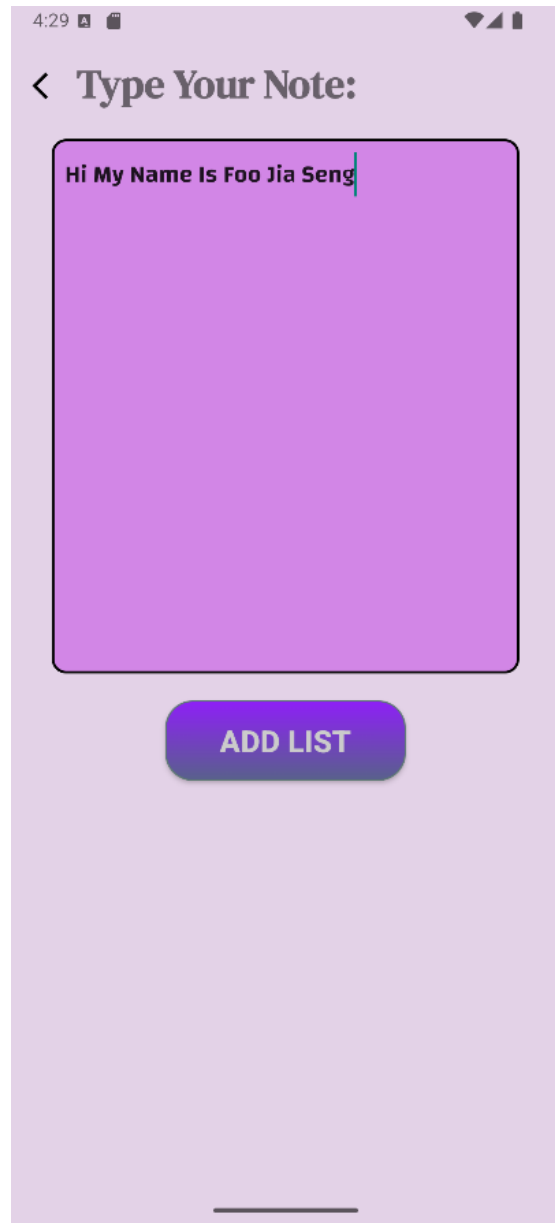
Figure 6: Note Editor Page

I've added a new Card View box for Edit Text, as well as a hint, to help the user know where to enter their remarks. Aside from that, I've supplied a stroke or solid border for it. In addition, to allow the user to perceive the contrast, I filled the Edit Text with #D286E6. After typing their notes, simply click the "Add List" button to store them.
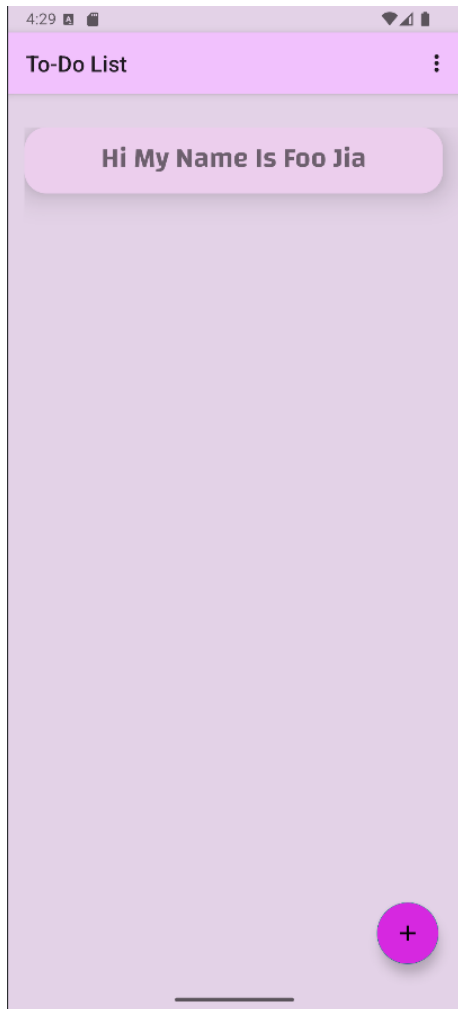
Figure 7: After adding notes
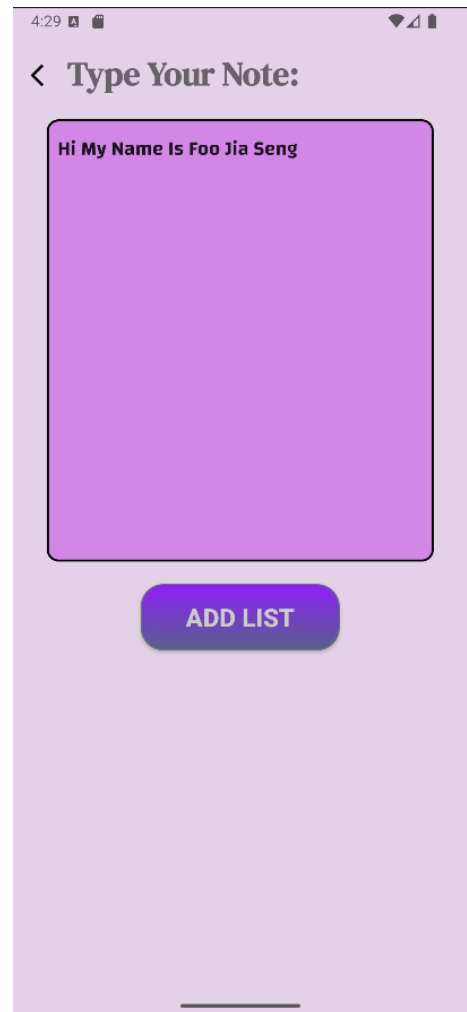
Figure 8: After clicking in the notes

By using tapping in the notes, user's previous notes that he entered will still be there, so user are able to make changes efficienctly
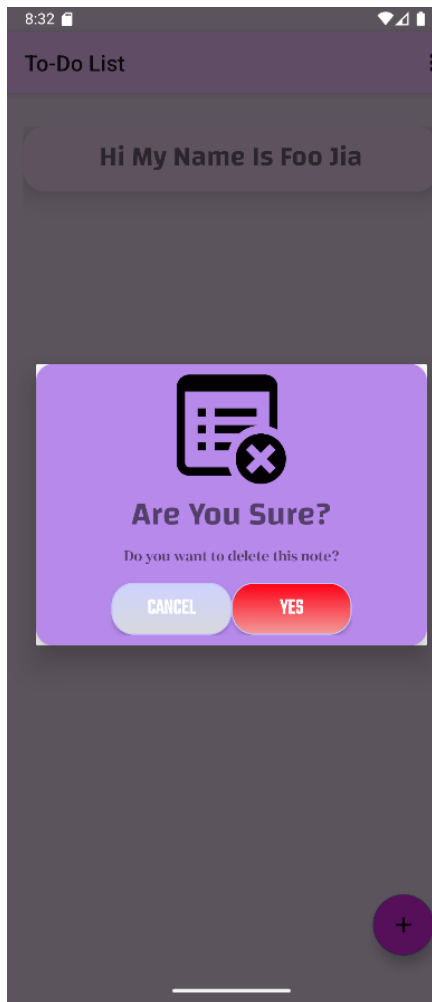
Figure 9: When user holds the note   Figure 10: After Clicking Yes
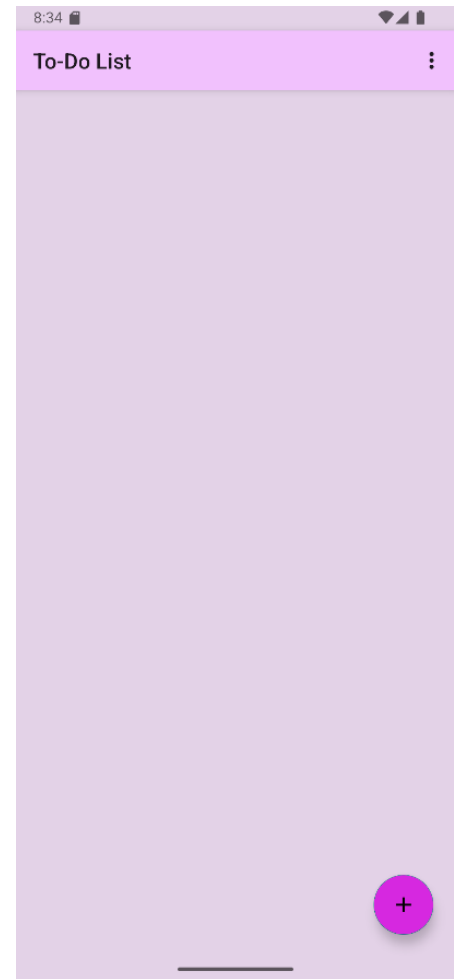
When user taps and holds for a few second, the alert dialog will pops up and user can delete the notes by clicking the yes button and also cancel it by clicking the cancel button. When user presses cancel, it will close the alert dialog and no changes will I think that the default alert dialog looks quite simple, so I decided to do a new dialog for it by using Card View. I've also added fade color for cancel and yes button to make the button not that boring with just the plain background.

Reflection Essay

My diploma course's mobile application development subject has helped me understand the fundamentals of Android application development. I am grateful for the opportunity to design and construct a To-Do List Android Mobile Application for the second project, which has substantially increased my technical knowledge, problem-solving skills, and understanding of software development processes. This journey not only broadened my understanding of mobile app development, but it also taught me valuable lessons in perseverance, creativity, and continuous learning.

Reflecting on the performance of the application I designed, I would give myself an 8 out of 10. This grade considers successful components such as the well-designed edit note page and alert dialog, the capability of adding and removing notes, and a visually appealing splash screen. However, I fell short in some areas, receiving a 3 out of 10, including problems such as upgrading the user interface owing to time limits and my present knowledge level. This review emphasizes the necessity of continuous learning, focusing more on courses, and honing my skills so that I can produce enhanced applications in the future.

During this project, I had a significant challenge when attempting to use my custom alert dialog layout in MainAcitivity.java. To overcome this difficulty, I did extensive online research, investigated the Log Cat, and discovered getLayoutInflater(). Converts a layout XML file to View objects. It is never used directly. Instead, I defined View dialogView as getLayoutInflater().inflate(R.layout.custom_alert_dialog, null); to obtain a standard LayoutInflater object that is already attached to the current context and configured for the device being used. Furthermore, I discovered in the Log Cat that if you want to initialize the data of a button in an alert dialog, you needs to use buttonName = viewObject.findViewById(R.id.idName);. This experience not only solved my immediate problem, but it also reinforced my capacity to perform independent research and resolve technical challenges, which is an important talent in software development.

Finally, I am grateful for the challenges and successes that have impacted my understanding of mobile application development, inspiring me to pursue new breakthroughs in this dynamic sector. Moving forward, I intend to improve my programming skills using tools such as YouTube tutorials and proactive learning from my lecturers, assuring continued progress and success in future projects.

Marking Rubric for Assignment

The assignment will be marked based on the following criteria. Include this sheet as the last page of your submission.

Criteria	Very Poor	Poor	Good	Expert	Allocated Marks
Program Execution	(0 – 4 marks) Weak Program execution with major flaws	(5 - 9 marks) Average Program execution with some flaws	(10 - 14 marks) Good Program execution with minor flaws	(16 - 20 marks) Excellent Program execution	
Program Correctness (compliant with the specifications stated in assignment)	(0 – 4 marks) Little coverage of assignments requirements with weak implementation	(5 – 9 marks) Comply some of the assignment requirements with average or below average implementation	(10 – 14 marks) Comply with the most of the assignment requirements with good implementation	(16 - 20 marks) Fully comply with the assignment requirements with excellent implementation	
Creativity & Innovative	(0 – 4 mark) Weak creativity product produced	(5 – 9 marks) Average product with average creativity	(10 - 14 marks) Good product with good creativity idea	(16 – 20 marks) Excellent product which full with creativity and fresh idea	
Output & Layout	(0 – 4 mark) Weak/no output & layout produced	(5 – 9 marks) Poor/Average output & layout produced	(10 - 14 marks) Good output & layout produced	(16 – 20 marks) Excellent output & layout produced	
Reflection Report (* students' marks will be varied here)	(0 – 1 mark) Weak report provided with major omission	(2 marks) Poor/Average report provided but some aspects are not elaborated in details	(3 marks) Good report provided with minor omission in certain aspects	(4 – 5 marks) Excellent reflection report provided	
Presentation (* students' marks will be varied here)	(0 – 7 mark) Weak and unable to demonstration product clearly	(8 marks) Poor/Average in overall presentation	(9 – 11 marks) Good in overall presentation	(12 – 15 marks) Excellent in overall presentation	