Lappeenrannan teknillinen yliopisto

FiTech

Software Development Skills Mobile, Online Course

Sami Seppälä, x103333

LEARNING DIARY, CT70A9120 MODULE

Date: 20.5.2024

Activity: Course start, browse through the videos

Learning outcome: Introduction to Android Studio, setting up project

Date: 21.5.2024

Activity: App project start, continue videos and read documentation

Learning outcome: Began coming up with ideas for the app, Android core elements

Date: 23.5.2024

Activity: Work on first version of the app

Learning outcome: Learn in practice how the views and activities work in Android

Date: 15.6.2024

Activity: Continue on building the app

Learning outcome: Lists and layouts, themes and visual design, using Room for local device storage

Date: 18.6.2024

Activity: Re-design some parts of the app, finalize older parts

Learning outcome: User interface design, swipe gestures and RecyclerView

Date: 21.7.2024

Activity: Testing, refining and killing bugs

Learning outcome: Android Studio as a development tool, better understanding of the app structure

Date: 22.7.2024

Activity: Finish the app and write documentation

Learning outcome: -

**LEARNING DIARY**

20.5.2024

Started watching the course material, and set up my Android studio environment on my machine. Android Studio is pretty much like IntelliJ, a program I’ve used for a lot, so I felt right at home with it. On Linux, the setup was easy, the only thing that gave me trouble was the additional components that the emulator required to run properly.

21.5.2024

Continued with the course material, and began coming up with ideas for the app. I decided on writing the code on Kotlin (a first for me), since that was heavily recommended by the documentation. Always fun to try new things, and Kotlin has been on my list for a while.

23.5.2024

Began building the first version of my grocery list app. I had a vague idea on the design, and decided to refine my design as things went along. Managed to get the main functionality somewhat built, but still more on the rough side.

15.6.2024

The lists on the app were not working in the way I wanted, so I began working on them again and learned a lot in the process. The app also required a way to store data persistently, so I began implementing Room to the app; this gave me a lot of trouble, but I managed to get it going in the end.

Mobile apps are quite visual in their nature, so I decided to make the app look a bit nicer. At least the look is consistent and not too bad on the eyes of the user, but it is not going to win any prizes.

18.6.2024

I wanted the user interface to be more intuitive to use; having a massive array of buttons on a touch screen is not ideal. So I implemented gestures to the main list view; swipe right to mark the item picked up and swipe left to save it for later. It took a while, but in my mind a massive improvement over the previous state of the app. Also, it helped make the UI way cleaner.

Changing to RecyclerView from ListView also made the app function better.

21.7.2024

The app was nearly finished, but needed a lot of testing to iron out all the bugs. Android Studio is a great tool for that, so I could focus on fixing the issues and not on fighting with my IDE. In the end, the app is working as it should, and I’m pretty pleased with it.

22.7.2024

The project was done, so I wrote the documentation for it and sent it for grading.