

Lappeenranta teknillinen yliopisto  
School of Business and Management

Software Development Skills

**Jasmin Martens, 003347977**

**LEARNING DIARY, SOFTWARE DEVELOPMENT SKILLS:  
MOBILE MODULE**

## LEARNING DIARY

02.12.2025

I looked for ideas on what kind of Android app to create for this module and also more modern tutorials, as the one linked in the course was from 2018 and most likely does not implement the latest workflow.

03.12.2025

I followed the Android Guide on how to create a basic “Hello World” app. Currently I don’t really know if I should use Java or Kotlin, or what advantages/disadvantages each bring to the table. I have previous experience in Java but not Kotlin.

04.12.2025

I looked into jet composables because it seems like something people are using in app development nowadays. I tried to follow some tutorials, but in the end scrapped the initial project because it ended up being too much for the course requirements. I might just go back to basic xml layouts.

06.12.2025

In the end I decided to create a simple Task List App because while it’s pretty basic, it is also the one thing I think will be useful to me and I can create with my current level of understanding for Android Apps.

I followed this tutorial: <https://www.youtube.com/watch?v=UU3FzCBKhEw> and finished the basic app along with it. Now I plan to expand on it to make it more “my own”.

07.12.2025

I changed the layout of my app by using google’s material chips. It was a bit tricky to grasp the implementation at first, but after a couple of hiccups I began to understand how they work and it became pretty intuitive.

08.12.2025

I added icons to the chips to give the app a more polished look. At first I tried just adding an image asset, but then changed it to a vector asset with the included icon sets Android Studio provides, as it made the implementation much more streamlined.

11.12.2025

I updated the colour palette of the app and did a couple of refactorings, mostly on the UI side of things. Though I change the alert dialog to a bottom drawer, with the help of the google material documentation.

I cleaned the project and created a git repository, took some screenshots and pushed it to the repository. With that, I am done.