

CSE 489: Mobile Application Development –

Midterm Project Report

Student ID: 22299319 Course: CSE489 Project: Bangladesh Landmark Manager App

1. API Interaction Strategy

The application interacts with the provided RESTful API (<https://labs.anontech.info/cse489/t3/api.php>) using the **Retrofit 2** library. This ensures type-safe HTTP requests and efficient JSON parsing via **Gson**.

Architecture & Data Flow

The app follows an **MVVM-adjacent architecture**, separating the UI (Fragments) from the Data Layer (Retrofit Client).

- **Network Client:** A singleton RetrofitClient is initialized with the base URL. It uses an OkHttpClient with a logging interceptor to debug server responses.
- **Data Model:** A robust Landmark data class was designed to handle API inconsistencies. Since the API occasionally returns numerical data (Latitude/Longitude) as Strings, the model uses Any types with custom getters to safely convert data into Double formats without crashing the app.

Endpoint Implementation

1. Read (GET):

- **Usage:** Fetches data for the **Overview (Map)** and **Records (List)** tabs.
- **Implementation:** Returns a List<Landmark>. The LandmarkAdapter binds this data to a RecyclerView, and the MapFragment converts coordinates into GeoPoint markers for OpenStreetMap.

2. Create (POST):

- **Usage:** The New Entry tab.

- **Implementation:** Uses MultipartBody to upload images. The app captures the image URI, resizes the bitmap to <800px to meet server constraints, compresses it to JPEG, and streams it as form-data alongside text fields.
3. **Update (PUT):**
- **Usage:** Triggered by clicking a list item.
 - **Implementation:** Uses @FormUrlEncoded to send updated Title, Latitude, and Longitude. A custom Dialog allows users to edit values without leaving the list view.
4. **Delete (DELETE):**
- **Usage:** Triggered by long-pressing a list item.
 - **Implementation:** Sends the landmark ID to the server. On success (HTTP 200), the item is removed locally from the RecyclerView to update the UI instantly.

2. Challenges Faced & Solutions

Challenge A: Google Maps API Key Restrictions

The Issue: The exam suggested Google Maps, but the SDK requires a credit-card-linked billing account for the API Key. Without a valid key, the map rendered as a blank beige screen. **The Solution:** I migrated the mapping engine to **OpenStreetMap (OSMDroid)**. This library is open-source, requires no API key, and allows for custom markers. It successfully centers on Bangladesh (23.6850°N, 90.3563°E) as required.

Challenge B: Image Upload Failures (HTTP 500 / Crashes)

The Issue: The API rejected large image files directly from the camera/gallery with vague server errors. Additionally, NullPointerExceptions occurred when trying to read file paths from modern Android "Content URIs". **The Solution:** I implemented a custom uriToFile() helper function. Instead of just reading the file, this function:

1. Decodes the stream into a Bitmap.
2. **Resizes** the image to a width of 800px (preserving aspect ratio).
3. **Compresses** the image to 60% quality.
4. Save it to the app's cache before uploading. This ensures 100% upload success rates.

