# Group Work

* What is Java? Why is it soooo special??
  + It’s a programming language
  + Object Orientated (Oriented)
  + Java virtual machine
  + Runs with android
  + It’s very well supported with a lot of IDE’s
* Directory Structure? What’s the point?
  + To store files in logical location that is known and can be referenced by files in the folder
  + Easy to find and reference files
  + Relative
  + Commonality of the directory between java apps allows for easier understanding of the project by other developers (consistency/ following the specification)
* Android XML? What is this? Why is it used?
  + Mark-up language
  + Used to set resource layouts, manifest, properties
  + Object notation
  + Set actions (refer to method in activity)
  + Styles and properties
* What’s a Resource? Where do they live?
  + It’s a file used by the app for things like string values, layout styles for different screen size, images and logo, launcher icons
  + They live in the apps generated apk, in a /res/ folder
  + Supports for different Android API methods

Testcases for UI

-Info easy to find?

-Number of clicks to get to main functions?

-How many pages, are they required, needed for what is required?

-Are the requirements met?

-Can it be expanded to fix the issues?

Checklist for UI issues

-Consistancy (Style, colour scheme, button size/placing)

-Navigation/Usability

-Clarity of task

-Functionality

-Security

-Crowded

-Ads

-Relevant info

-Easy to find