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Mobile Proto
September 7, 2016

MobileProto Introduction

I'll be honest, I don't have many preconceptions about this class. I think a major goal for me is to publish an app in the Google Play Store. It would nice to be able to have a reasonably complex app to show for my work at the end of the semester.

I have attempted to learn how to make mobile apps many times, but I keep failing to follow through on it. I think that the boilerplate for Android development has turned me away again and again. I want to push through the initial pain of learning this stuff, and get to the great part of actually having a mobile app that is more complex than the usual one Activity "Hello World" that I always give up after.

I can't say that I'm worried about many things about this class, other than how it's situated in my schedule. I have three classes on Mondays and Thursdays, and the classes take up pretty much the whole day. If I don't get my work done in equal portions across the week, I'll be in quite a hell hole on Sundays and Wednesdays (as I am this week). I really hope that this written assignment is not indicative about the rest of the work for the class, as I find myself at a loss for what to write here, and I really don't find myself with 1-2 pages to write.

I have done a significant amount of software development in the past, and I have a pretty okay amount of Java experience. I'd probably rate my Java knowledge at like 3/10. I am not as excited about using Java 7 again, because Streams in Java 8 are just so nice. All of my Java experience is on the desktop, and making Dropwizard REST APIs for server things.