

LEARNING DIARY, MOBILE MODULE

Lappeenrannan teknillinen yliopisto

Software Development Skills Mobile, Online course

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Date: 21.4.2024

Activity: Setting up the environment + reading the course instructions and evaluation criteria + watching the first video (Part 1: Introduction)

Learning outcome: Created a simple calculator that adds up two numbers using Android Studio.

Date: 22.4.2024

Activity: Watching the second video (Part 2: Core Elements)

Learning outcome: Created a simple application that the user can use to switch to another activity that says “Hello world” or then just go to Google page.

Date: 23.4.2024

Activity: Watching the third video (Part 3: Lists, Layouts, and Images)

Learning outcome: Created a slightly more challenging listing application that lists three items (fruits and vegetables in this case), shows their names, descriptions and prices, and when clicked, switches to another activity to display the image of the product.

Date: 26.4.2024

Activity: Started working on the project and finished it.

Learning outcome: Learned how to use recycler view to display list of items + how to edit and delete these items + how to use for each -loops and comparators to sort items on a list in a specific way

LEARNING DIARY

21.4.2024

I checked the general information about the course and understood the contents and evaluation criteria of this course. I chose the mobile module because I’m going to complete all the Software Development Skill -courses and already completed the Front-End module.

I've also gone through the course Object-Oriented Programming so Java as a language is already very familiar and my favorite programming language so far. I created a new project in Android Studio environment and made sure that everything was built correctly. I then watched the first lecture video and by following the video I created a simple calculator.

22.4.2024

I watched the second lecture and by following the video I created a new project with two activities this time. I passed information from the main activity to the second activity by using `.putExtra()` function. From the main activity I also created an intent to switch to the other activity. Then another intent was created to redirect the application to `google.com` by using `Uri:s`. This was all new for me and it was super fun to practice.

23.4.2024

I watched the third and final video and by following the video I created a new project with three activities and three layouts to represent a list application where I added three different items to display information of. The items were created as string arrays, and the same trick was used to create an array of prices and descriptions of the items. An "ItemAdapter" -class was needed to display the images on the screen. Finally, at the end of the video I learned how to get the devices screen size and how to create a function to scale down images so that they will fit correctly to smaller screen sizes, that was really interesting to practice.

26.4.2024

For three days I was thinking about the project I wanted to do to really show what I've learned from this course. I came up with an application where a user can add products to a list (groceries, clothing etc.) with additional notes / details. I used a recycler view to display the items. The user can also edit the products and the details from the main screen and in addition to that the items can also be deleted or sorted either by the name or the time of creation. After the project was ready, I created a GitHub repository where I added the project files + any additional files and recorded a video showcasing the working application.

