

MOMO SOFTWARE

Weekly Progress Report – April 5, 2011

Burak Kerim AKKUŞ, Ender BULUT, Hüseyin Can DOĞAN

This week we worked on user interface implementation and database connections. Burak focused on user interface, Hüseyin worked on MySQL and Ender tried an alternative SQLite.

Burak

I have worked on user interface of the android application. As notified last week, we switched to Canvas class to implement the interface. Android Canvas provides a 2D drawing environment where you can control every pixel on the screen. It is usually recommended for game developers where a lot of painting and refreshing is needed for user interface. On the other hand, we need to get out of the standard View class and its predefined members. We will be able to implement our buttons, text objects and others more freely and creatively to achieve a higher adaptation rate. Canvas lets all your drawings and images to be projected onto the screen as bitmap images. With Canvas, we are now fully able to control the interface by inserting any image we like, drawing any line or painting any shape as we desire.

Ender

Ender has tried to use SQLite to connect to database due to the problems that we faced with MySQL last week. Ender has developed a simple code which can connect the database in the same domain with the code. However, after some research, he realized that SQLite connections just consist of library calls and there is no network connection supported (nor authentication). SQLite is an embedded database so using SQLite on a network is not an efficient method and may have problems depending on file systems. In summary, we cannot make connections with a server and it is determined to use the right tool for this work, such as PostgreSQL (recommended in the internet).

Hüseyin

This week, i have concentrated on connecting MySQL database and Android application by using PHP as a bridge between these two layers. I have told about details of this subject in the previous week report. Previous week there were some problems and we could not even run the code correctly. However, now we can able to connect MySQL and Android application. Moreover we can easily send or retrieve data between these components. Firstly, we launch WAMP server and start its services. Moreover we have updated the HttpPost's URL argument by changing localhost part to IP address of the machine. Since, when we are running the emulator the emulator itself is localhost, we use ip of the workstation to create connection. This info is important because in our web-browser we can run PHP code on MySQL by giving it an URL which includes localhost. However as i said, the situation is different for the Android part and we can handle it now!