## **Android Art App: Beatific**

Independent Study Report 2012 Fall

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### Part I. Introduction to Beatific

Beatific is an Android application, which is designed to help user to manage their art items and provide convenience to look over others' work. Actually, the main users of this app are two groups: The primary users will be Pitt Art Students who are busy and do not have time to go through many pages or get lost; Pitt non-Art students taking an introductory art course. Taking users' characteristics into consideration, this application is made in an image-oriented style. Moreover, users are supposed to be familiar with mobile apps even if they have not used them for educational purposes. Therefore, I use many images button whose image presentation is familiar to mobile app users.

### Part II. Technical Details of Beatific

- 1. Target: Android 2.2 (Level 8)
- Document storage: In File.
   Since the client did not give me the authority to connect to the web-system's database, I use file to store files.
- 3. For android app, interface is presented by XML file. In this app, I use a lot of nesting to design the interface. For instance, in every page, the banner and the footer menu are fixed in the screen and the middle part can scroll up and down. This is achieved by nesting three XML file in one main XML file. This method makes the app looks uniform and decrease the codes' redundancy.

- 4. In Beatific, the screen is always used to present plenty of items, which cannot show in one page. Therefore, I use scroll view to solve this problem. Scrolling up and down makes users to look over all the items and the complete menu.
- 5. In the process of developing this app, I tried to use a popular layout Waterfall Layout to show the gallery. Waterfall Layout maintains image's original shape which is more natural than traditional layout.

Unfortunately, I can only create in android level 10, and I cannot merge it with my general version. But I still want to show my achievement as follows.

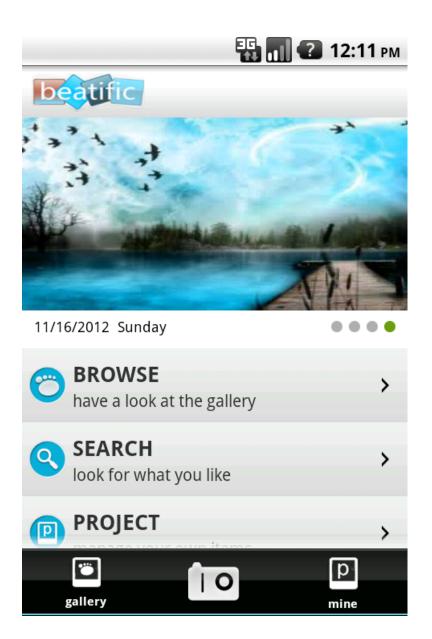


# Part III. Beatific Scenarios, Screenshots and System Details

#### 1. Home Page

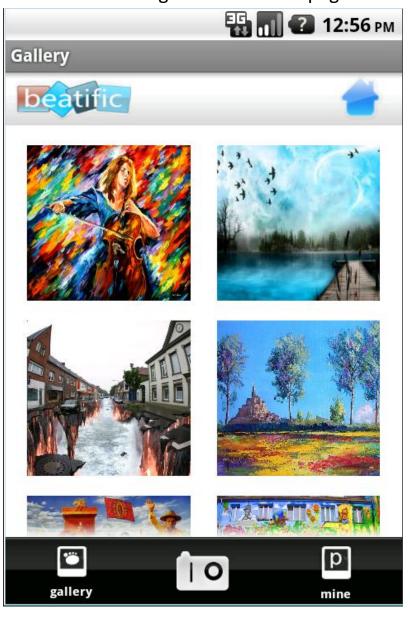
Home page includes mainly five parts: an app banner, an image auto-scrolling, a navigation menu, and a footer menu. The name of this application is on the banner. The image auto-scrolling shows four images on by one. Since this app is used by art students, I suppose these images are the top popular four images in this system which have the most click rates in one week. Under it, there displays the current date of the mobile phone which the app locates in. In the middle, the navigation shows the main four functions of this app: view gallery, search item and manage projects. They are presented in a select-list layout. User can click the image of the functions or the arrows to enter the next pages of these functions.

The footer menu has three buttons: view gallery, camera and manage projects. View gallery button and manage projects button have the same actions as the navigation. Besides, the camera button connects to the mobile phone's camera, and user can click this button and take a picture directly.



#### 2. Gallery Page

Gallery page is created to display all items in system. As the following image shows, the items are in two rows and user can scroll screen to have a look at all items. When user clicks on the item, it will jump to the item page to show the details. In addition, gallery page also includes a banner and a footer menu. The menu is exactly same as the home page, while the banner adds a home button which can go back to home page directly.



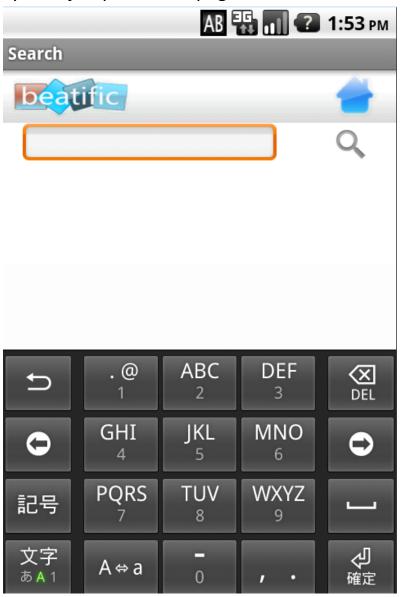
#### 3. Gallery\_item Page

Gallery item page shows details of each item in gallery switcher layout. In order to achieve artistic style, I present each image with its reflection. User can slide screen horizontally or click on item to look up the certain image.



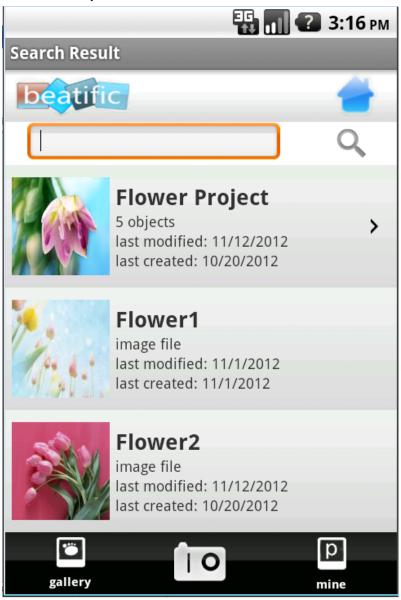
#### 4. Search Page

Search page provides a input box for user to enter keywords and find the relating items. Clicking on the magnifier button makes system jump to result page.



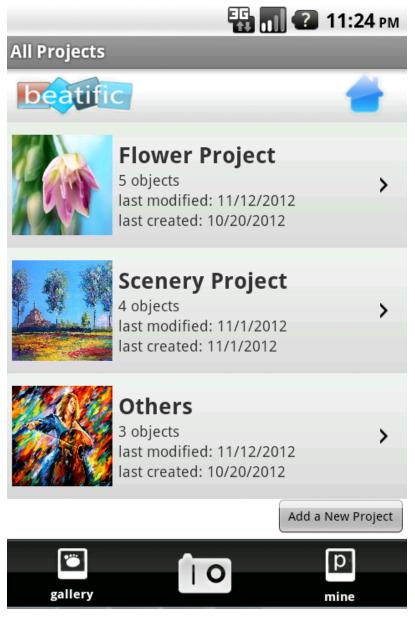
#### 5. Search Result Page

As the following image shows, a user searches all the objects about "flower". The page shows all the relating project and images. Besides, there is also an input box on top of this result page, which brings convenience to user to search other items continually.



#### 6. Project Page

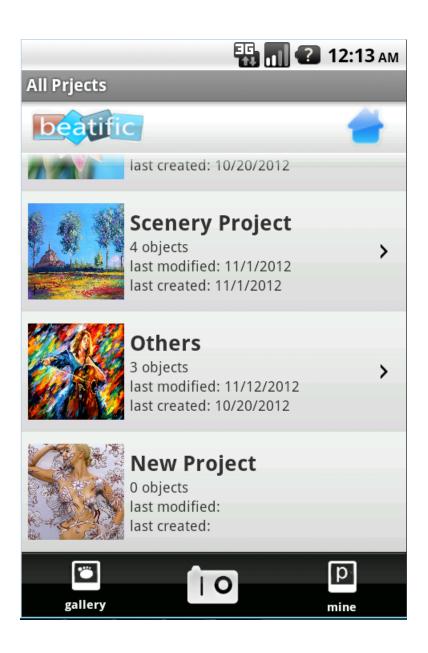
Project page presents user's projects and put the items which do not belong to any project into "Others" automatically. Except the looking-over function, there is an add-new-project button in this page.



#### 7. Add New Project

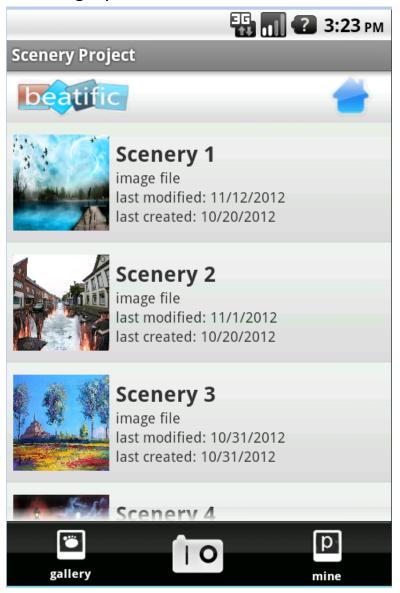
Clicking the new project button, a float window will pop out. User can write down the new project's name and submit or exit from this window.





#### 8. Items in Each Project

Clicking on the button of each project in All Project Page, it goes into the related project. All items are displayed with their name, file category, last modified date and last created date.



#### Part IV. Future Work and Improvement

#### 1. Database Issue:

In next development, I want to connect this app with the web database and obtain items from website. Then the app and the web will be a holistic system, which own the same database, and update information in time.

In the current app, the gallery just shows the items in my file. In the real world, the gallery should present the items on the website. Connecting to the database, this app can be more applicable.

#### 2. Add more details in gallery item page:

In the current version, I only show the items in a gallery layout without any details. After learning more to handle gallery layout, I think it's better to present some other information, like creator, view amount, date, in the gallery item page.