



School of Computing

Faculty of Engineering

UNIVERSITI TEKNOLOGI MALAYSIA

ExCEL Activity Mini Report

On

ANDROID WORKSHOP FOR BEGINNERS

By

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Submitted to

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Justification in joining the activities

On the 20th of December 2019, UTM Developer Student Clubs x IEM UTMSS x UTM XCITE organizing a one-day workshop with the purpose to provide an exposure to all the communities around UTM about Android Platform. Basic training on android application stage 1 workshop has been conducted at 9.30 am to 5.30pm via GDSC team. We have learnt some basic of android programming in this workshop and the most importance is we can try to build a simple android app.

GDSCs are university-based community groups for students. Students from all undergraduate or graduate programs with an interest in growing as a developer are welcome. By joining a DSC, students grow their knowledge in a peer-to-peer learning environment. This workshop was initiated by the Web and Media Committee.

The objective of the program was to expose the students with Android Application System and Innovation Project. May this program give benefit and enhance the knowledge of the participants in Android Software.

Graduate Attributes that are focused on:

- **Communication Skills:** Communication skills are one of the graduate attributes highlighted in this activity. This was important because we were attending the event with students from different age, country, and background. When we were doing this workshop, we often communicate with each other on how to build and debug this mobile application in a short time because our time was limited. From the beginning of the preparation for the event until the event ended, I communicated with my teammates from Application Development department and other departments. A good communication skill is needed to have a smooth conversation without any misunderstandings. Misunderstandings could cause a lot of problems to us, and we need to avoid it at all costs to make sure the event is successful.

- **Leadership and Team working Skills:** Leadership and Team working skill helped us in this activity. We divide our all participants into smaller group of 3 or 4 people and there was also another leader for that group who was providing instructions by himself if we miss out any steps and looking after his group members so that they can complete this workshop. It was just like a game because there was a winner group who received some nice gifts. So, we finished our whole activity just like a game because of the leadership and team working skills.

- **Adaptability:** When we are talking about an activity which is based on skill-based workshop the most important thing is adaptability. Moreover, our workshop with the purpose to provide an exposure to all the communities around UTM about Android Platform. For me, I adapt myself very nicely. In addition, I used/installed necessary software tools to build and debug a basic android application to complete this activity which focuses on my adaptability skills.
- **Thinking skill:** Thinking skill is also focused on during the preparation for the event. As a member of Application Development department for the event, I was teamed up with another member to create and built a game together. This skill is crucial when we were brainstorming the idea of our android application. After deciding on an idea which was to build a basic Android application.
- **Global Citizen:** As I am an international student of UTM, and the program was held by UTM Developer Student Clubs so there were so many people from different countries and different culture and all of us worked as a group. This helped us to learn the global citizen graduate attributes and the activity was learned basic android application process which focused on the development of my existing skills, and we did that as the global citizen.

Content of the activities:

On the 20th of December 2019, UTM Developer Student Clubs x IEM UTMSS x UTM XCITE organizing a one-day workshop with the purpose to provide an exposure to all the communities around UTM about Android Platform. The activity was conducted on S01, UTM EXCITE, Kolej Tunku Canselor, by the Developer Student Clubs. The entire workshop could be divided into three sessions.

Session 1 was a theory session conducted from 9:30 AM to 10:30AM. introduced the audience to the basics of Application Development using Android Studio. They also demonstrated how to install Android Studio for Windows and gave a tour of the Interface. Android Studio consists of a manifest file, java file, resources file and the Gradle.

Session 2 was a practical session conducted from 10:45 AM to 1:00 PM. In the Computer Laboratories the team of third years helped the participants set up Android Studio on the devices. They taught the participants how to use and manipulate the properties of the Widgets such as text view, buttons, edit text, image view, progress bar using XML code. Layouts for the user interface were discussed.

Session 3 was a practical session conducted from 1:45 PM to 5:00 PM. During the afternoon session more functionality was added to the basic login page by using Click Listener and Toast functions. Using the concepts learned throughout the day the participants designed a simple to-do list application.

At the end of the workshop the organizers provide certificates to the participants and took a couple of group photos. In short, I was glad to have taken part in this activity because it has taught me many valuable lessons and has contributed to my growth and development into a better student.