Work Completed

This week was spent reading the Palm OS Programming reference text. The beginning chapter was scanned through during the previous week. This chapter covered information related to the Palm device itself. Information included memory, operating system, screen, user expectations, how to partner the device with a desktop application, input devices, data storage, Palm applications, and varying versions of the Palm OS. The chapter was reread since the following week and notes were made within the Senior Design Notebook.

The second and third chapters of the Palm OS Programming reference text was also read throughout this week. The second chapter contained information regarding the creation of a Palm OS application. The chapter made references to the Eclipse workbench with respect to creating a new project, importing existing files, and verifying that the software works. The next part of the chapter discussed how to build a Palm application. The discussion targeted building standard and managed makes. The second chapter concluded by discussing how to use other Palm tools and how to use your own tools.

The third chapter was focused on Fields, Menus, and Alerts. The beginning section of the chapter discussed how to add a field resource to resource files, how to add a shift indicator to the resource file and how to modify a source file. It went on to discuss runtime experimentation, event information, focus, restricting input, and dynamically sized fields. There was also a section on putting text into fields. The middle of the third chapter discussed menus, which was followed by a section on alerts and errors. The chapter concluded with a section regarding the final result of building an application for the Palm OS.
**Future Work**

Over the next week, chapters four through five will be read and will prepare for the Medication Reminder Application to be begun. Chapter four covers important aspects of design including the creation of generic main routines, reusable menu resources, reusable menu code, adding application icons with respect to color and resolution of the Palm OS and big versus small icons. The chapter also discusses running your application on the Palm OS and finally concludes with code listings.

The fifth chapter contains information regarding bitmaps, labels, and buttons. After the conclusion of these two chapters, there will be enough information to get started on the Medication Reminder Application. Once a sample portion of the Medication Reminder Application has been written and tested to work appropriately under the simulated conditions, the sample Medication Reminder Application will be loaded onto the Palm device.

**Project Review**

In review, the time spent working on the Medication Reminder Project was devoted to referencing Palm OS Programming from the reference text selected for this project. A smaller amount of time was spent reading the general C++ programming reference text that has been used throughout the course of the project. The research on Palm OS Programming has progressed well over the past week and serious steps towards writing the Medication Reminder Application will be made over the next couple of weeks.

**Hours Worked**

15 hours