

Mobile Application Development

Higher Diploma in Science in Computer Science

Produced
by

Eamonn de Leastar (edelestar@wit.ie)

Department of Computing, Maths & Physics
Waterford Institute of Technology

<http://www.wit.ie>

<http://elearning.wit.ie>

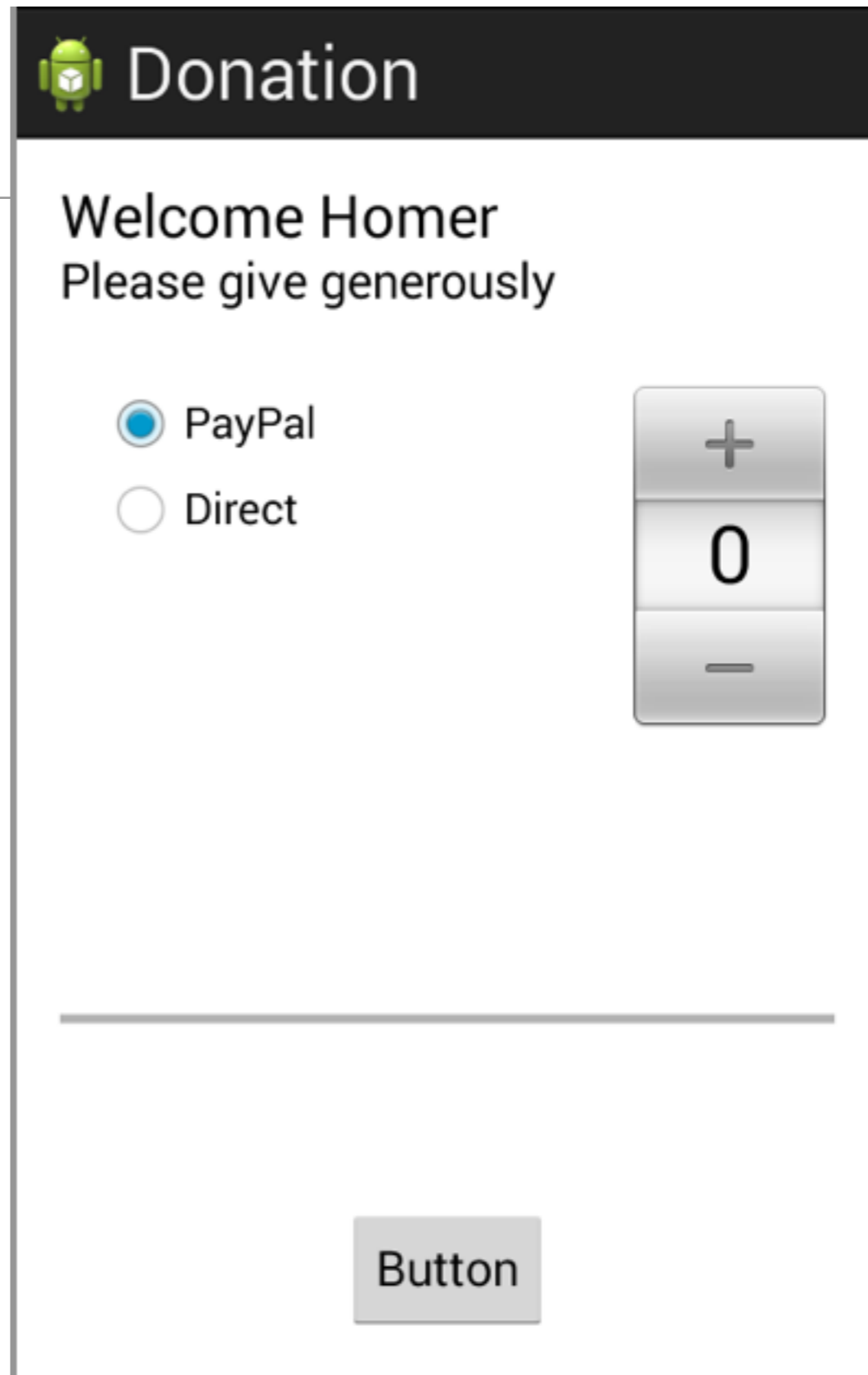


Waterford Institute of Technology
INSTITIÚID TEICNEOLAÍOCHTA PHORT LÁIRCE




donation-android - v3

Donation Android v1



Donation Android v2

 Donation

Donation App

Please give generously


PayPal 1000

Direct 0

1

Amount:

Total so far: 0

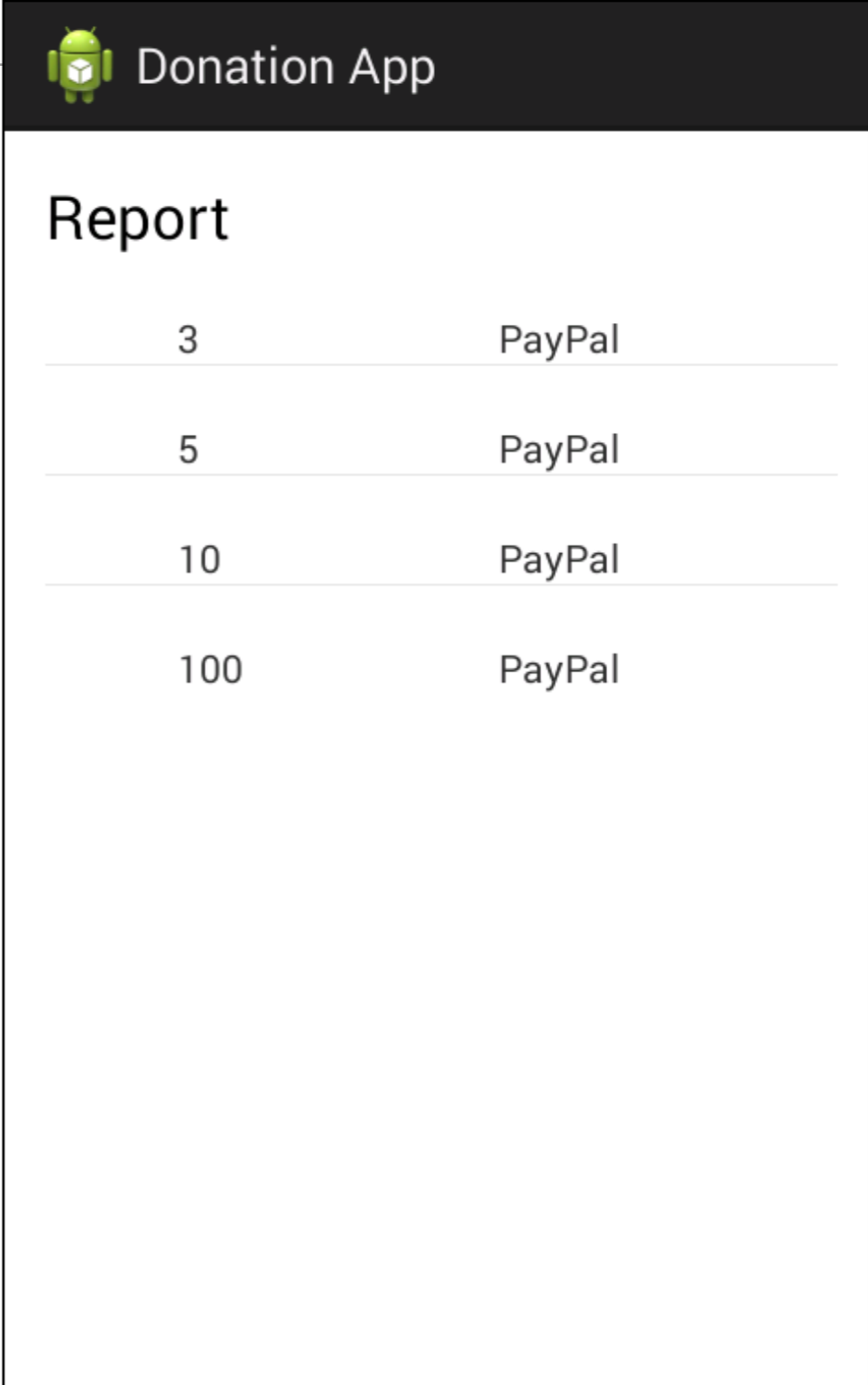
 Donation App

Report

3	PayPal
5	PayPal
10	PayPal
100	PayPal

Exercises 1

- Run the app and insert amounts of varying lengths (1, 222, 23, 2323). Note that the second column - payment method - may be displayed at different positions. If this happens, fix it.
- Hint: each row is laid out by a `row_donate.xml` layout. The easiest way to fix this would be to experiment with they layout, and have the text fields aligned with the edges and not with eachother.



The screenshot shows the 'Donation App' interface. At the top, there is a dark header bar with the Android logo and the text 'Donation App'. Below the header, the word 'Report' is displayed. The main content area contains a table with four rows, each representing a donation. The first column of the table shows the donation amount, and the second column shows the payment method. The rows are: 3, PayPal; 5, PayPal; 10, PayPal; and 100, PayPal. The text in the table is not perfectly aligned, with the payment method text appearing to be shifted relative to the amount text in each row.

Report	
3	PayPal
5	PayPal
10	PayPal
100	PayPal

Exercise 1 Solution

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent" >


    <TextView
        android:id="@+id/row_amount"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignParentLeft="true"
        android:layout_alignParentTop="true"
        android:layout_marginLeft="48dp"
        android:layout_marginTop="20dp"
        android:text="@string/defaultAmount" />

    <TextView
        android:id="@+id/row_method"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignBaseline="@+id/row_amount"
        android:layout_alignBottom="@+id/row_amount"
        android:layout_alignParentRight="true"
        android:layout_marginRight="79dp"
        android:text="@string/defaultMethod" />

</RelativeLayout>
```

Exercise 2

- When a donation is accepted, set the amount on screen to 0 (in both picker and text field).

 Donation

Donation App

Please give generously

PayPal 1000

Direct 0

1

Amount:

Total so far: 0

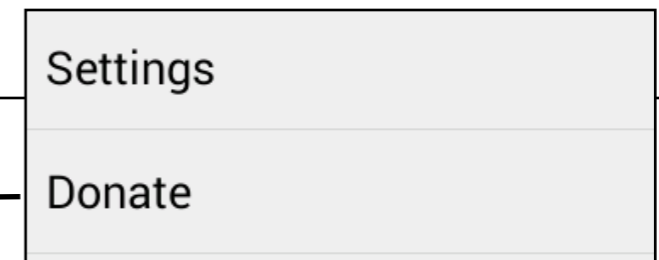
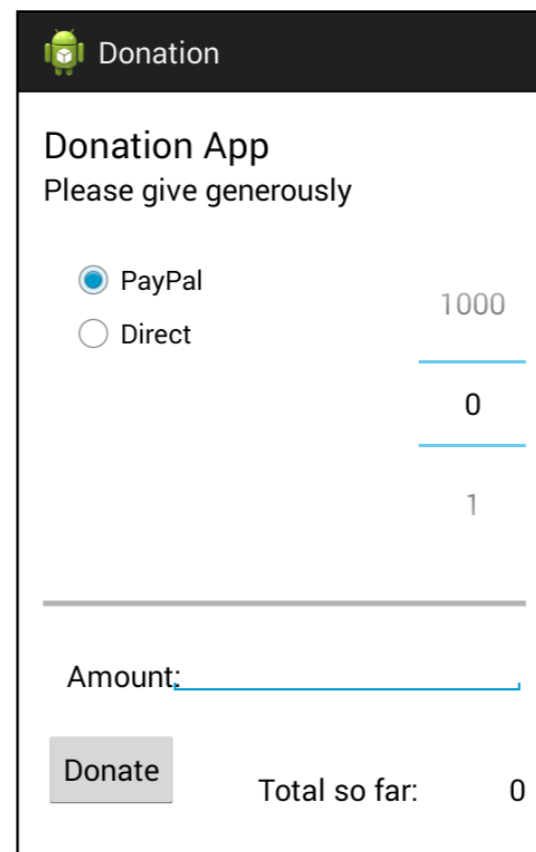
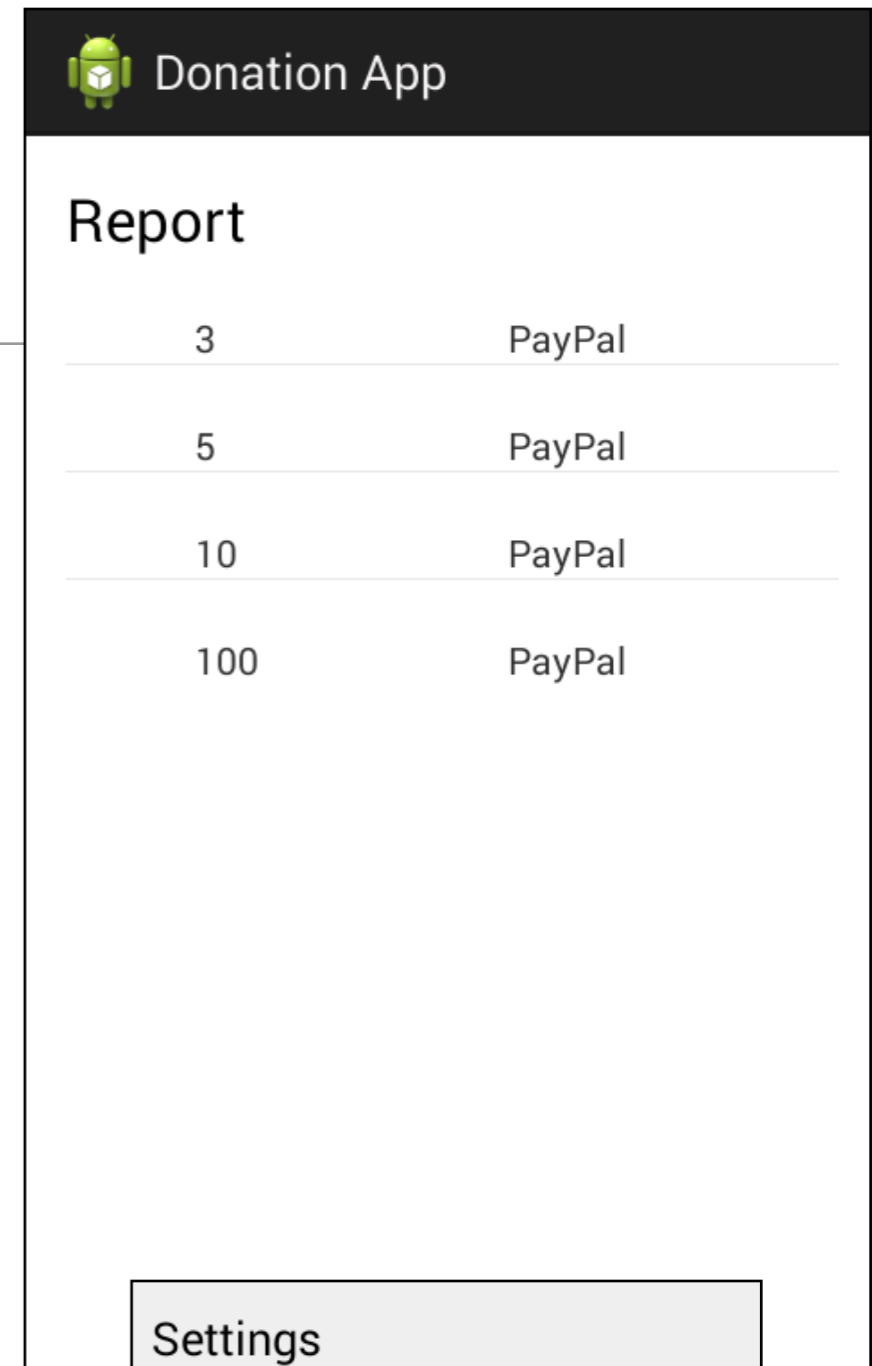
Exercise 2 Solution

- Add these two lines at the end of `Donate.donateButton()`

```
amountText.setText("");  
amountPicker.setValue(0);
```


Exercise 3

- When you navigate from the Donate activity to reports, there will be no menu available. Bring in a menu, with two options 'Settings' and 'Donate' - Donate should bring you back to the donate screen.



Exercise 3 Solution

- Introduce a new string constant into strings.xml:

```
<string name="menuDonate">Donate</string>
```

- Then a new menu - report.xml

```
<?xml version="1.0" encoding="utf-8"?>
<menu xmlns:android="http://schemas.android.com/apk/res/android" >

    <item android:id="@+id/action_settings"
          android:title="@string/action_settings"
          android:orderInCategory="100"/>
    <item
        android:id="@+id/menuDonate"
        android:orderInCategory="100"
        android:title="@string/menuDonate"/>

</menu>
```

Exercise 3

Solution

- The report activity will then need two new methods:

```
public class Report extends AppCompatActivity
{
    private ListView    listView;
    private DonationApp app;

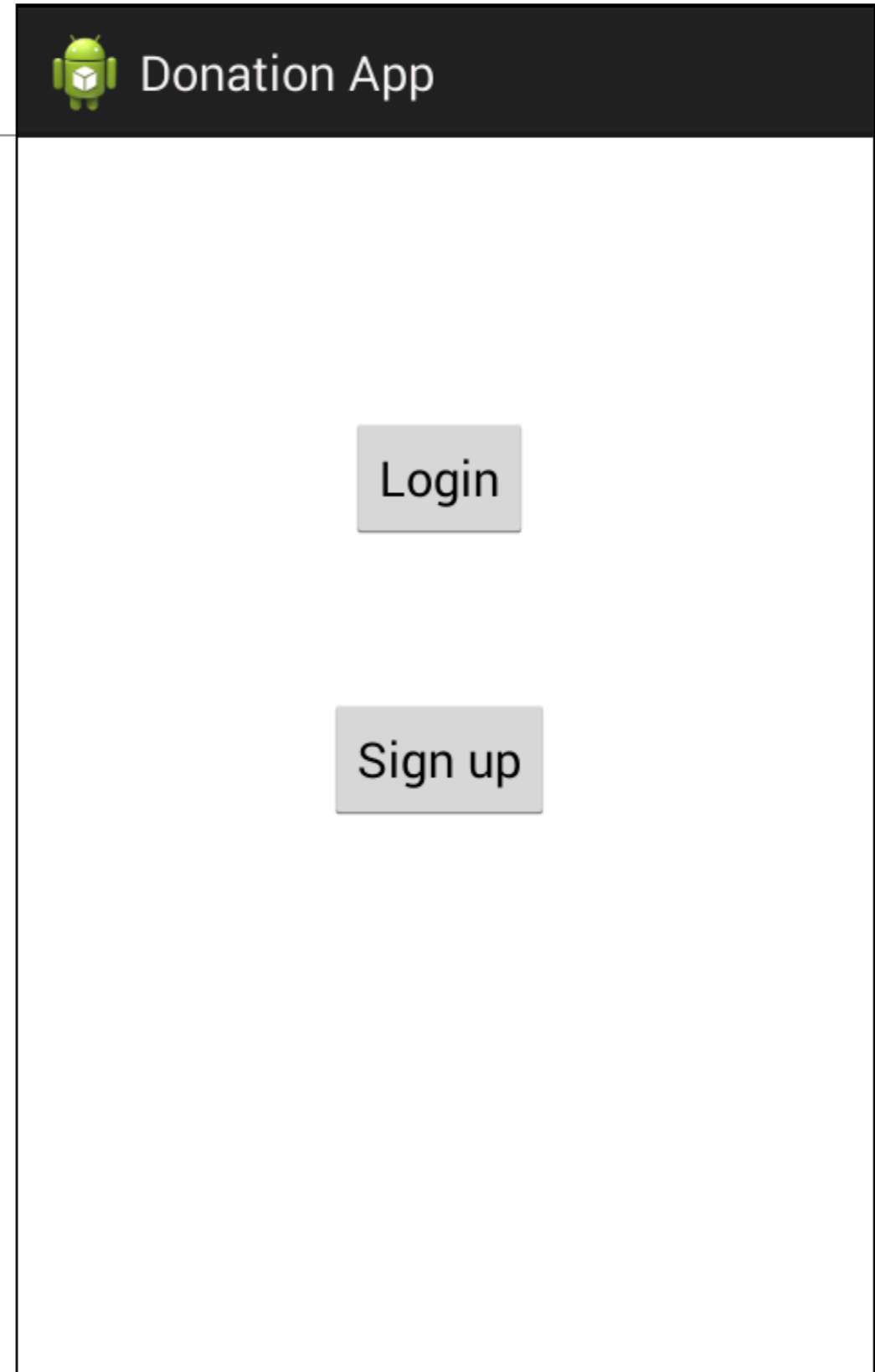
    @Override
    public void onCreate(Bundle savedInstanceState)
    {
        ...
    }

    @Override
    public boolean onCreateOptionsMenu(Menu menu)
    {
        getMenuInflater().inflate(R.menu.menu_report, menu);
        return true;
    }

    @Override
    public boolean onOptionsItemSelected(MenuItem item)
    {
        switch (item.getItemId())
        {
            case R.id.menuDonate : startActivity (new Intent(this, Donate.class));
                break;
            case R.id.menuLogout : startActivity (new Intent(this, Welcome.class));
                break;
        }
        return true;
    }
}
```

Exercise 4

- Introduce a new welcome screen - which should display a greeting + give the user 2 options (as simple buttons)
 - Signup
 - Login
- When Login is pressed, the app should take you directly to the Donate activity (for the moment).



- strings.xml

Exercise 4 Solution

```
<string name="welcomeLogin">Login</string>
<string name="welcomeSignup">Sign up</string>
```

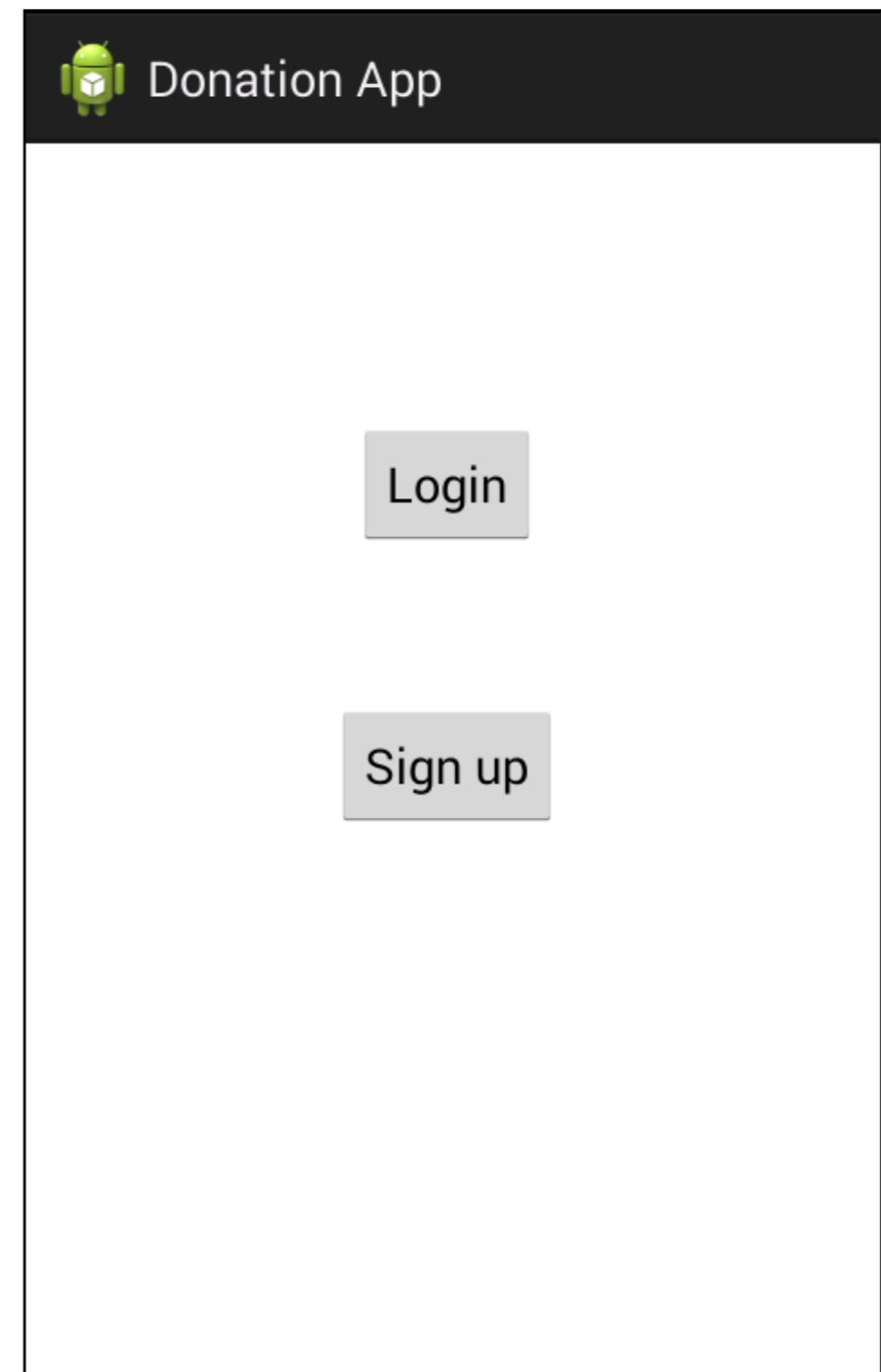
- activity_welcome.xml

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://sch....."
    android:id="@+id/RelativeLayout"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical" >

    <Button
        android:id="@+id/welcomeLogin"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignParentTop="true"
        android:layout_centerHorizontal="true"
        android:layout_marginTop="102dp"
        android:onClick="loginPressed"
        android:text="@string/welcomeLogin" />

    <Button
        android:id="@+id/welcomeSignup"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_centerHorizontal="true"
        android:layout_centerVertical="true"
        android:onClick="signupPressed"
        android:text="@string/welcomeSignup" />

</RelativeLayout>
```



```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="app.donation" >

    <application
        android:name=".main.DonationApp"
        android:allowBackup="true"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name"
        android:theme="@style/AppTheme" >
        <activity
            android:name=".activity.Welcome"
            android:label="@string/app_name" >
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
        <activity
            android:name=".activity.Donate"
            android:label="@string/app_name" >
        </activity>
        <activity
            android:name=".activity.Report"
            android:label="@string/app_name" >
        </activity>
    </application>
</manifest>
```

```
public class Welcome extends Activity
{
    @Override
    public void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_welcome);
    }
}
```

```

<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://
schemas.android.com/apk/res/android"
    android:id="@+id/RelativeLayout"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical" >

    <Button
        android:id="@+id/welcomeLogin"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignParentTop="true"
        android:layout_centerHorizontal="true"
        android:layout_marginTop="102dp"
        android:onClick="loginPressed"
        android:text="@string/welcomeLogin" />

    <Button
        android:id="@+id/welcomeSignup"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_centerHorizontal="true"
        android:layout_centerVertical="true"
        android:onClick="signupPressed"
        android:text="@string/welcomeSignup" />

</RelativeLayout>

```

```

public class Welcome extends Activity
{
    @Override
    public void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_welcome);
    }

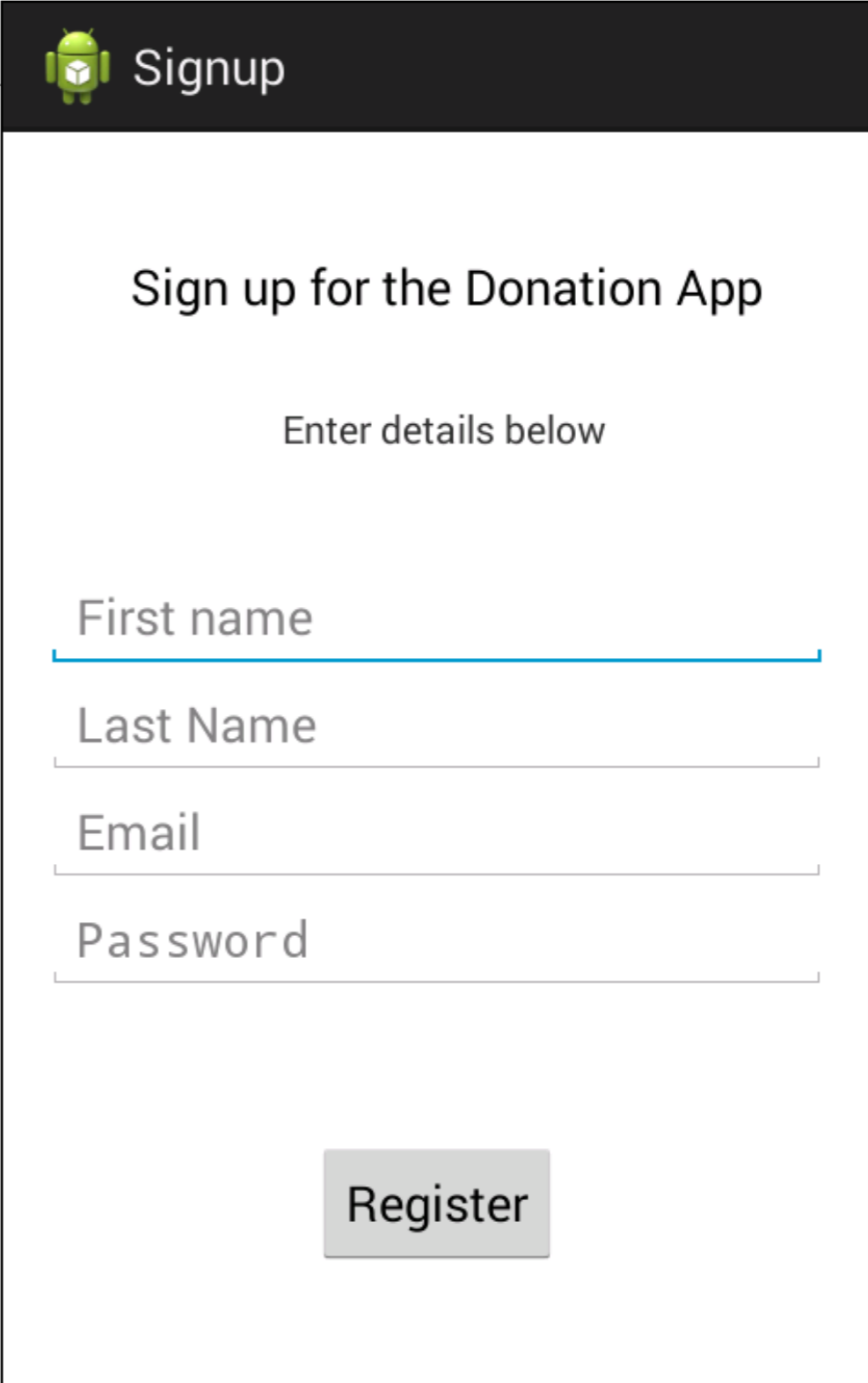
    public void loginPressed (View view)
    {
        startActivity (new Intent(this, Login.class));
    }

    public void signupPressed (View view)
    {
        startActivity (new Intent(this, Signup.class));
    }
}

```

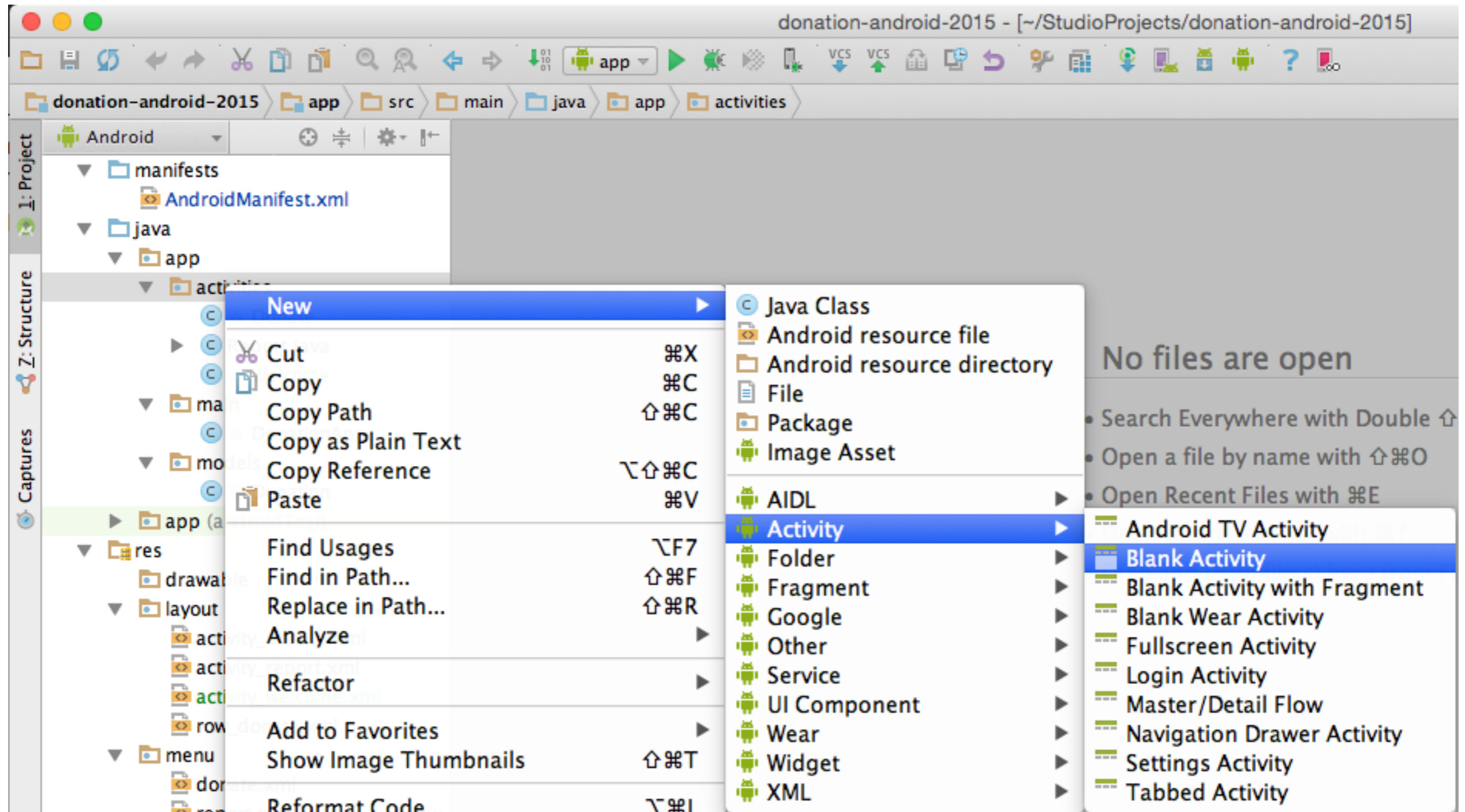
Exercise 5

- Introduce a Signup Activity, which should present the user with:
 - First Name
 - Last Name
 - Email
 - Password
 - + 'Register' button.
- Pressing Register should take you directly to "Donate" activity





The screenshot shows an Android application interface for a 'Signup' activity. At the top, there is a dark header bar with a green Android robot icon and the text 'Signup'. Below the header, the main content area is white and contains the following elements: the title 'Sign up for the Donation App', the instruction 'Enter details below', four text input fields labeled 'First name', 'Last Name', 'Email', and 'Password', and a grey 'Register' button at the bottom right.

Exercise 5 Solution




Exercise 5 Solution

New Android Activity

 Customize the Activity 

Creates a new blank activity with an action bar.


Blank Activity



Activity Name:

Layout Name:

Title:

Menu Resource Name:

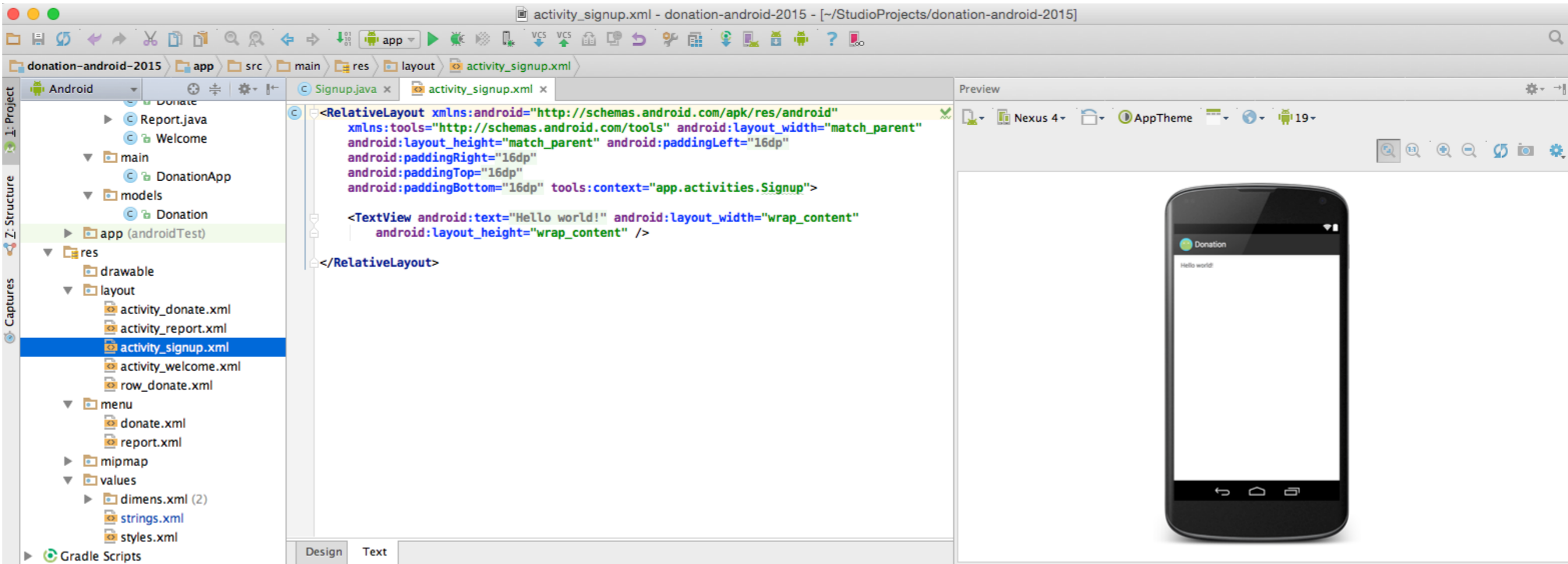
Launcher Activity

Hierarchical Parent:  

Package name:

The name of the resource file to create for the menu items

Exercise 5 Solution



Exercise 5 Solution

Add a hint (placeholder)

Component Tree

- Device Screen
 - RelativeLayout
 - signupTitle (TextView) - @string/signupTitle
 - signupSubtitle (TextView) - @string/signupSubt
 - firstName (EditText)**
 - lastName (EditText)
 - Email (EditText)
 - Password (EditText)
 - register (Button) - @string/signupRegister

Properties

focusableInTouchMode	<input type="checkbox"/>
fontFamily	
gravity	[]
height	
hint	@string/signupFirstname
id	firstName
importantForAccessibility	

`<string name="signupFirstname">First name</string>`

Add hint in Properties

Exercise 5 Solution

strings.xml

```
<string name="title_activity_signup">Signup</string>
<string name="signupTitle">Sign up for the Donation App</string>
<string name="signupSubtitle">Enter details below</string>
<string name="signupFirstname">First name</string>
<string name="signupLastName">Last Name</string>
<string name="signupEmail">Email</string>
<string name="signupPassword">Password</string>
<string name="signupRegister">Register</string>
```

```
public class Signup extends Activity
{
    @Override
    protected void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_signup);
    }

    public void registerPressed (View view)
    {
        startActivity (new Intent(this, Welcome.class));
    }
}
```

```
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingBottom="@dimen/activity_vertical_margin"
    android:paddingLeft="@dimen/activity_horizontal_margin"
    android:paddingRight="@dimen/activity_horizontal_margin"
    android:paddingTop="@dimen/activity_vertical_margin"
    tools:context=".Signup" >
```

```
<TextView
    android:id="@+id/signupTitle"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignParentLeft="true"
    android:layout_alignParentTop="true"
    android:layout_marginLeft="32dp"
    android:layout_marginTop="28dp"
    android:text="@string/signupTitle"
    android:textAppearance="?android:attr/textAppearanceMedium" />
```

```
<TextView
    android:id="@+id/signupSubtitle"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignLeft="@+id/signupTitle"
    android:layout_below="@+id/signupTitle"
    android:layout_marginLeft="55dp"
    android:layout_marginTop="30dp"
    android:text="@string/signupSubtitle"
    android:textAppearance="?android:attr/textAppearanceSmall" />
```

```
<EditText
    android:id="@+id/firstName"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignParentLeft="true"
    android:layout_alignParentRight="true"
    android:layout_below="@+id/signupSubtitle"
    android:layout_marginTop="40dp"
    android:ems="10"
    android:hint="@string/signupFirstname"
    android:inputType="textPersonName" />
```

```
<requestFocus />
```

```
<EditText
    android:id="@+id/lastName"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignLeft="@+id/firstName"
    android:layout_alignParentRight="true"
    android:layout_below="@+id/firstName"
    android:ems="10"
    android:hint="@string/signupLastName"
    android:inputType="textPersonName" />
```

```
</EditText>
```

```
<EditText
    android:id="@+id/Email"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignLeft="@+id/lastName"
    android:layout_alignParentRight="true"
    android:layout_below="@+id/lastName"
    android:ems="10"
    android:hint="@string/signupEmail"
    android:inputType="textEmailAddress" />
```

```
<EditText
    android:id="@+id/Password"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignLeft="@+id/Email"
    android:layout_alignParentRight="true"
    android:layout_below="@+id/Email"
    android:ems="10"
    android:hint="@string/signupPassword"
    android:inputType="textPassword" />
```

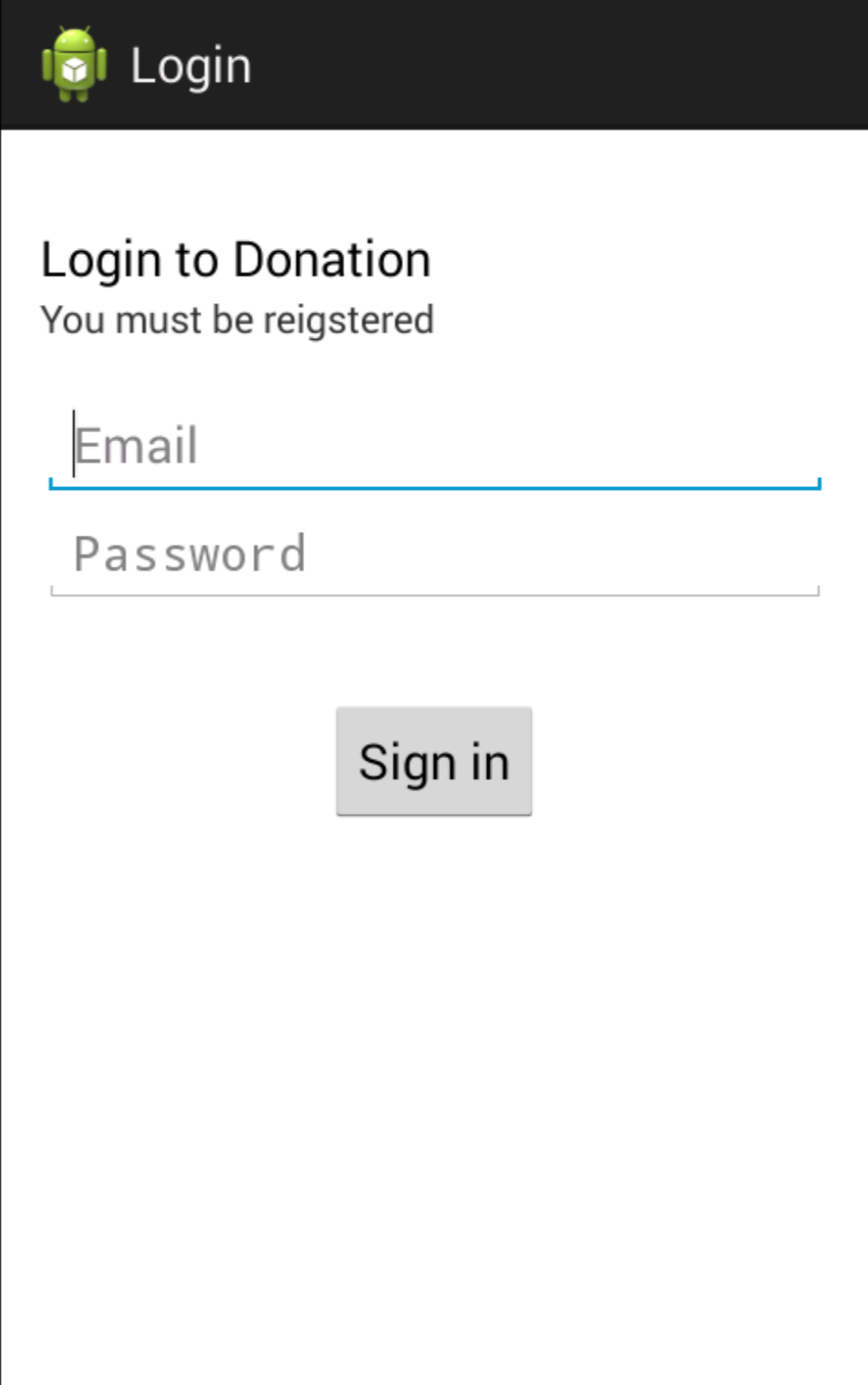
```
<Button
```

```
    android:id="@+id/register"
    android:layout_width="wrap_content"
```

activity_signup.xml

Exercise 6

- Introduce a Login activity, which should just look for
 - email
 - password
 - + a 'Sign in' button
- Pressing Login should take you directly to "Donate" activity.



Android icon Login

Login to Donation
You must be registered

Email

Password

Sign in


```

<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingBottom="@dimen/activity_vertical_margin"
    android:paddingLeft="@dimen/activity_horizontal_margin"
    android:paddingRight="@dimen/activity_horizontal_margin"
    android:paddingTop="@dimen/activity_vertical_margin"
    tools:context=".Login" >

    <TextView
        android:id="@+id/loginTitle"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignParentLeft="true"
        android:layout_alignParentRight="true"
        android:layout_alignParentTop="true"
        android:layout_marginTop="18dp"
        android:text="@string/loginTitle"
        android:textAppearance="?android:attr/textAppearanceMedium" />

    <TextView
        android:id="@+id/loginSubtitle"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignLeft="@+id/loginTitle"
        android:layout_alignParentRight="true"
        android:layout_below="@+id/loginTitle"
        android:text="@string/loginSubtitle"
        android:textAppearance="?android:attr/textAppearanceSmall" />

    <EditText
        android:id="@+id/loginEmail"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignLeft="@+id/loginSubtitle"
        android:layout_alignRight="@+id/loginSubtitle"
        android:layout_below="@+id/loginSubtitle"
        android:layout_marginTop="17dp"
        android:ems="10"
        android:hint="@string/loginEmail"
        android:inputType="textEmailAddress" >

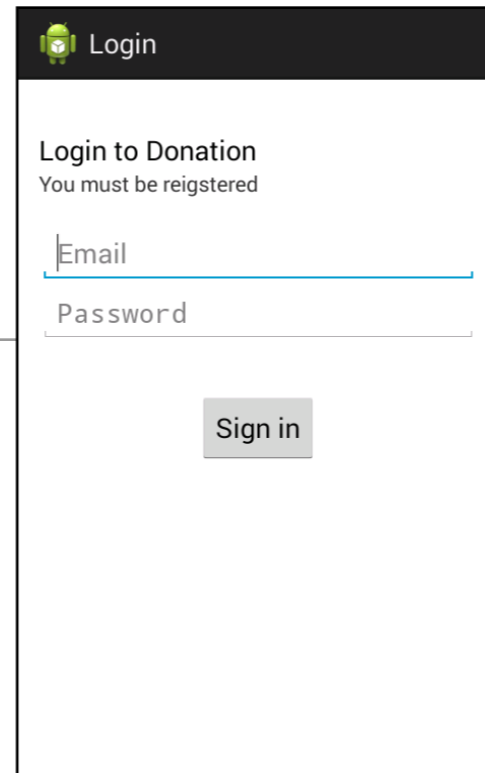
        <requestFocus />
    </EditText>

    <EditText
        android:id="@+id/loginPassword"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignLeft="@+id/loginEmail"
        android:layout_alignRight="@+id/loginEmail"
        android:layout_below="@+id/loginEmail"
        android:ems="10"
        android:hint="@string/loginPassword"
        android:inputType="textPassword" />

    <Button
        android:id="@+id/login"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_centerHorizontal="true"
        android:layout_centerVertical="true"
        android:onClick="signinPressed"
        android:text="@string/loginSignin" />

</RelativeLayout>

```



Exercise 6 Solution

```

public class Login extends Activity
{
    @Override
    protected void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_login);
    }

    public void signinPressed (View view)
    {
        startActivity (new Intent(this, Donate.class));
    }
}

```

Donation App

Please give generously

PayPal

Direct

1000

0

1

Amount:

Donate

Total so far:

0

Settings

Report

Logout

Exercise 7

- Bring in a new menu option - 'logout'. It should take you to the welcome screen.

Report

3

PayPal

5

PayPal

10

PayPal

100

PayPal

Login

Sign up

Settings

Donate

Logout

Exercise 7 Solution

strings.xml

```
<string name="menuLogout">Logout</string>
```

donate.xml

```
<item  
    android:id="@+id/menuLogout"  
    android:orderInCategory="100"  
    android:title="@string/menuLogout"/>
```

report.xml

```
@Override  
public boolean onOptionsItemSelected(MenuItem item)  
{  
    switch (item.getItemId())  
    {  
        case R.id.menuReport : startActivity (new Intent(this, Report.class));  
                                break;  
        case R.id.menuLogout : startActivity (new Intent(this, Welcome.class));  
                                break;  
    }  
    return true;  
}
```

Donate

Report

```
@Override  
public boolean onOptionsItemSelected(MenuItem item)  
{  
    switch (item.getItemId())  
    {  
        case R.id.menuDonate : startActivity (new Intent(this, Donate.class));  
                                break;  
        case R.id.menuLogout : startActivity (new Intent(this, Welcome.class));  
                                break;  
    }  
    return true;  
}
```

Exercise 8

- Introduce a 'User' into the models package to represent the user in the usual way. Maintain a list of Users in the DonationApp object. Whenever anyone registers, then create a new User object in this list.

Exercise 8 Solution

```
public class User
{
    public String firstName;
    public String lastName;
    public String email;
    public String password;

    public User(String firstName, String lastName, String email, String password)
    {
        this.firstName = firstName;
        this.lastName = lastName;
        this.email = email;
        this.password = password;
    }
}
```

Exercise 8 Solution

```
public class DonationApp extends Application
{
    public final int     target      = 10000;
    public int          totalDonated = 0;

    public List <User>   users       = new ArrayList<User>();
    public List <Donation> donations = new ArrayList<Donation>();

    public void newUser(User user)
    {
        users.add(user);
    }

    //...
}
```

Exercise 8 Solution

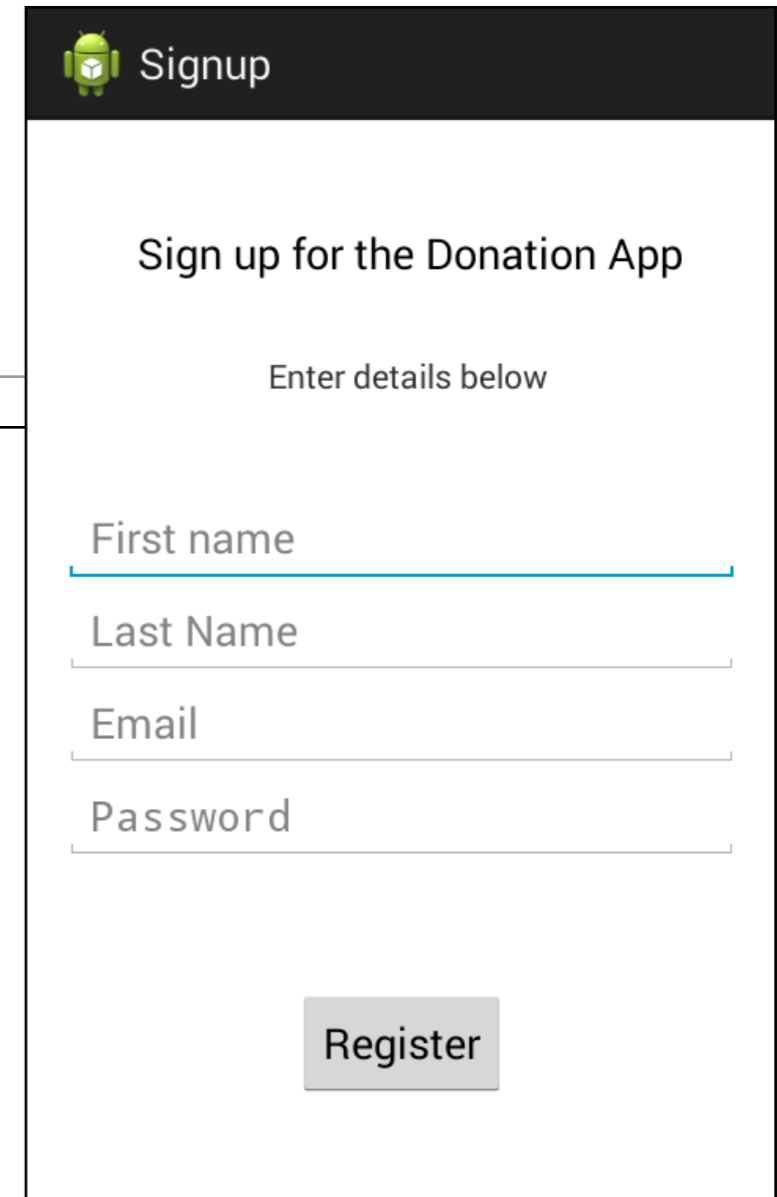
```
public class Signup extends Activity
{
    @Override
    protected void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_signup);
    }

    public void registerPressed (View view)
    {
        TextView firstName = (TextView) findViewById(R.id.firstName);
        TextView lastName  = (TextView) findViewById(R.id.lastName);
        TextView email     = (TextView) findViewById(R.id.Email);
        TextView password  = (TextView) findViewById(R.id.Password);

        User user = new User (firstName.getText().toString(), lastName.getText().toString(),
                             email.getText().toString(), password.getText().toString());

        DonationApp app = (DonationApp) getApplication();
        app.newUser(user);

        startActivity (new Intent(this, Welcome.class));
    }
}
```



Signup

Sign up for the Donation App

Enter details below

First name

Last Name

Email

Password

Register

Exercise 9

- Implement the Login activity, to now only let users in to Donate if they are registered (i.e. a matching email + password in the list of users maintained by DonationApp)

Exercise 9 Solution

```
public class DonationApp extends Application
{
    public final int     target     = 10000;
    public int          totalDonated = 0;

    public List <User>   users      = new ArrayList<User>();
    public List <Donation> donations = new ArrayList<Donation>();

    public void newUser(User user)
    {
        users.add(user);
    }

    public boolean validUser (String email, String password)
    {
        for (User user : users)
        {
            if (user.email.equals(email) && user.password.equals(password))
            {
                return true;
            }
        }
        return false;
    }

    //...
}
```

Exercise 9 Solution

Login to Donation
You must be reigstered

Email

Password

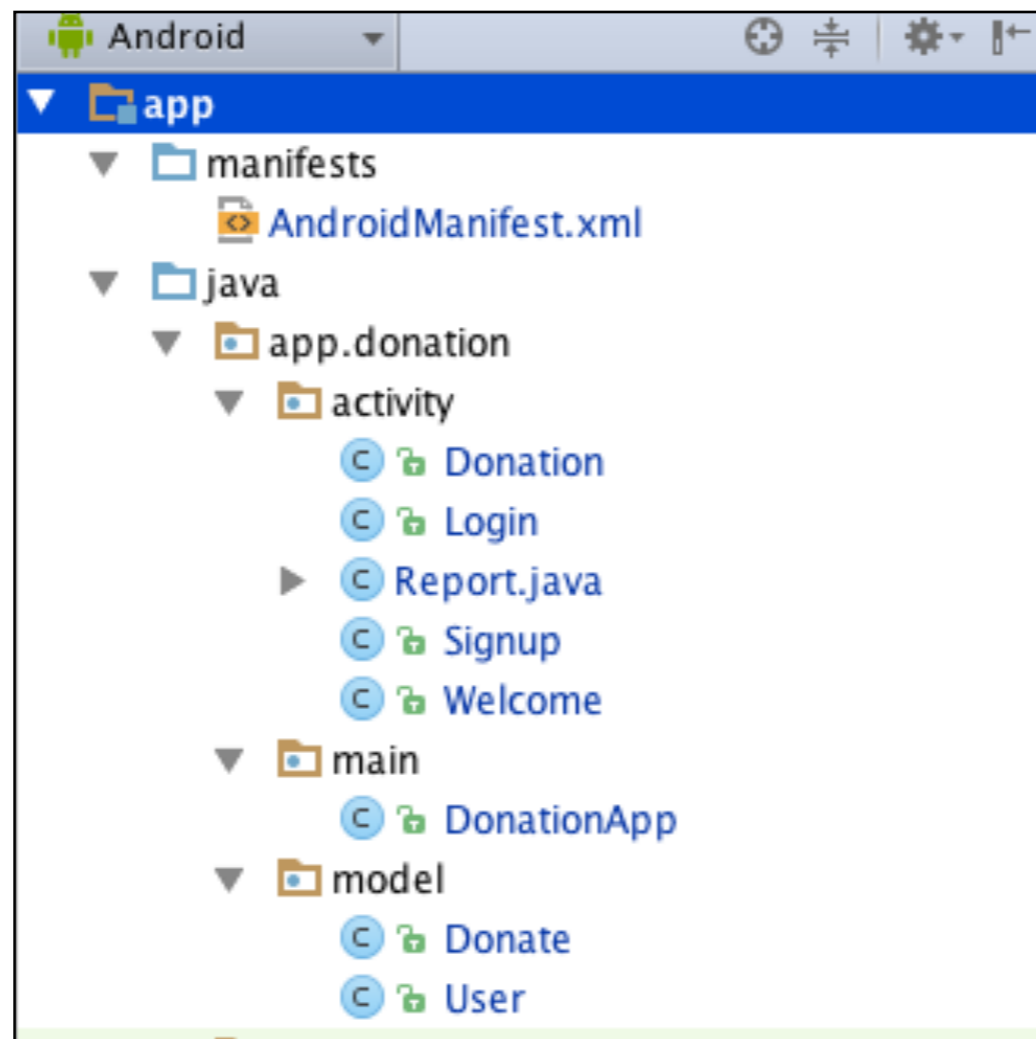
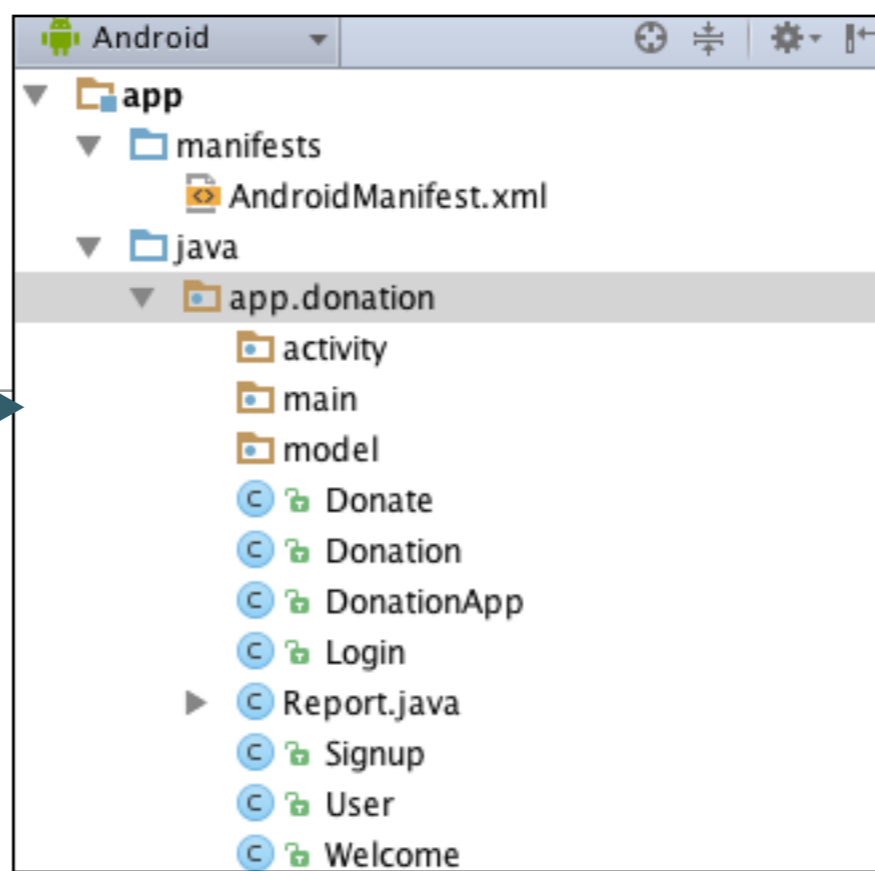
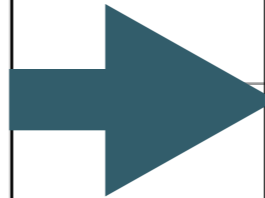
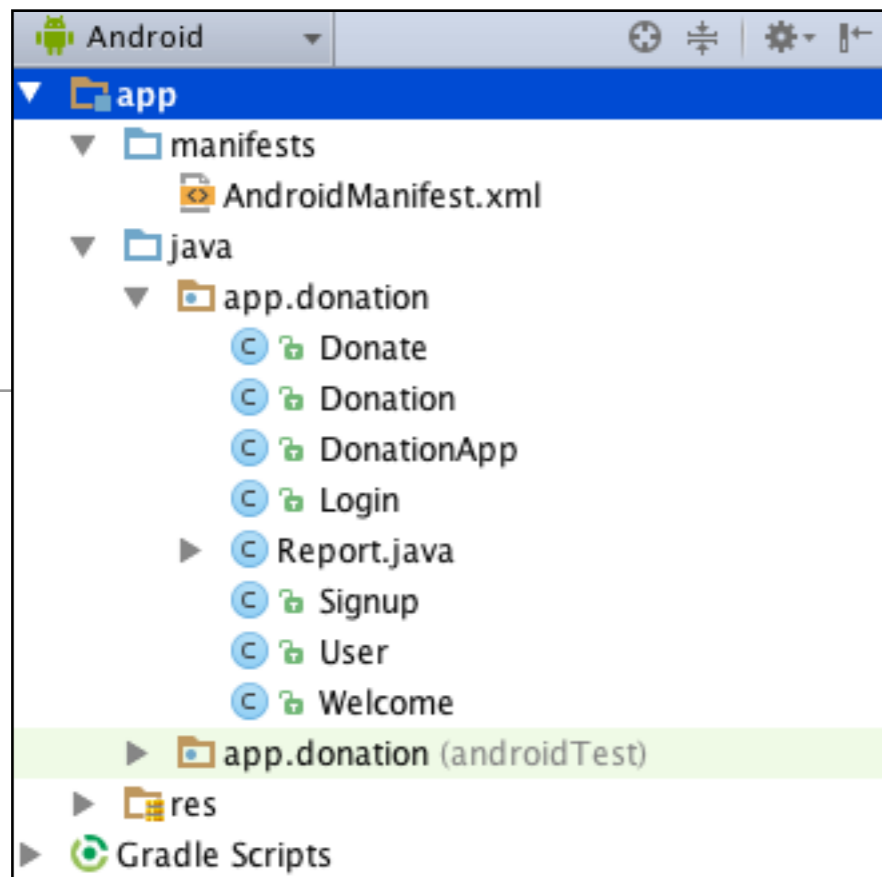
Sign in

```
public class Login extends Activity
{
    @Override
    protected void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_login);
    }

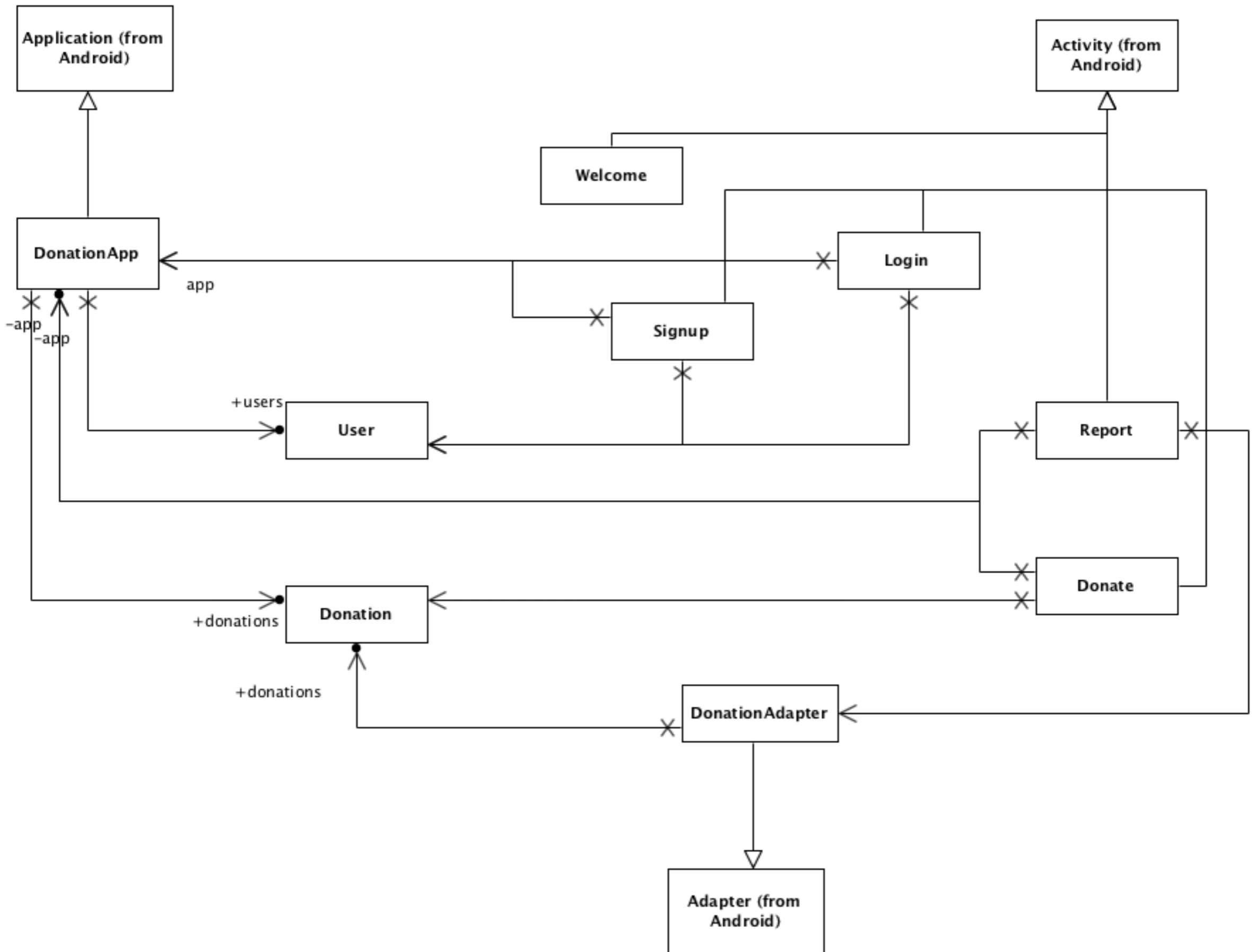
    public void signinPressed (View view)
    {
        DonationApp app = (DonationApp) getApplication();

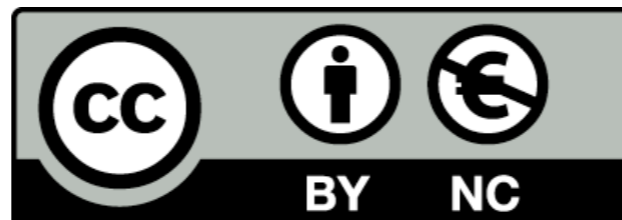
        TextView email      = (TextView) findViewById(R.id.loginEmail);
        TextView password    = (TextView) findViewById(R.id.loginPassword);

        if (app.validateUser(email.getText().toString(), password.getText().toString()))
        {
            startActivity (new Intent(this, Donate.class));
        }
        else
        {
            Toast toast = Toast.makeText(this, "Invalid Credentials", Toast.LENGTH_SHORT);
            toast.show();
        }
    }
}
```

Refactor Package Structure





Except where otherwise noted, this content is licensed under a Creative Commons Attribution-NonCommercial 3.0 License.

For more information, please see <http://creativecommons.org/licenses/by-nc/3.0/>

