

Mobile Application Development

Produced
by

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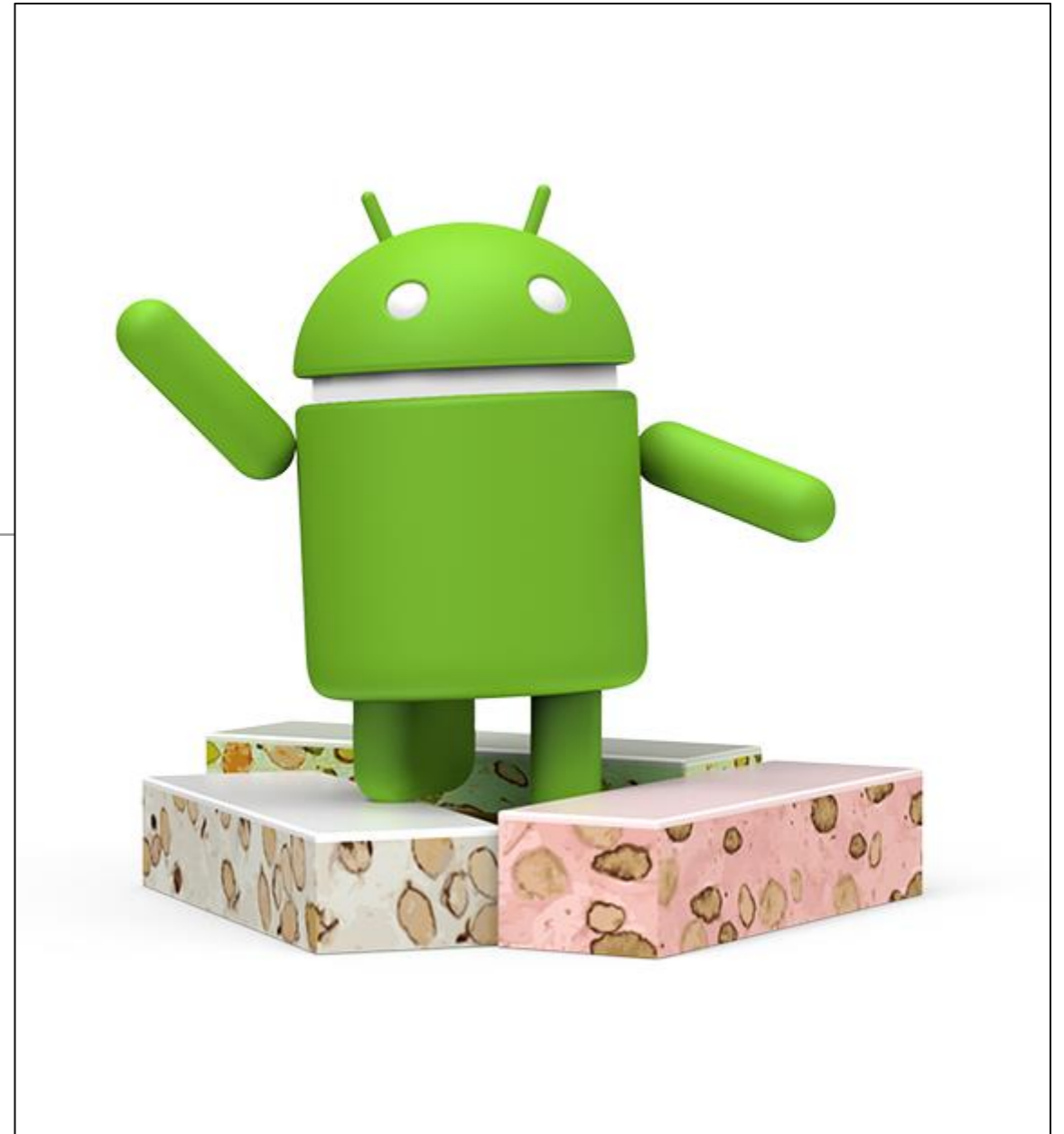
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A First Android Application

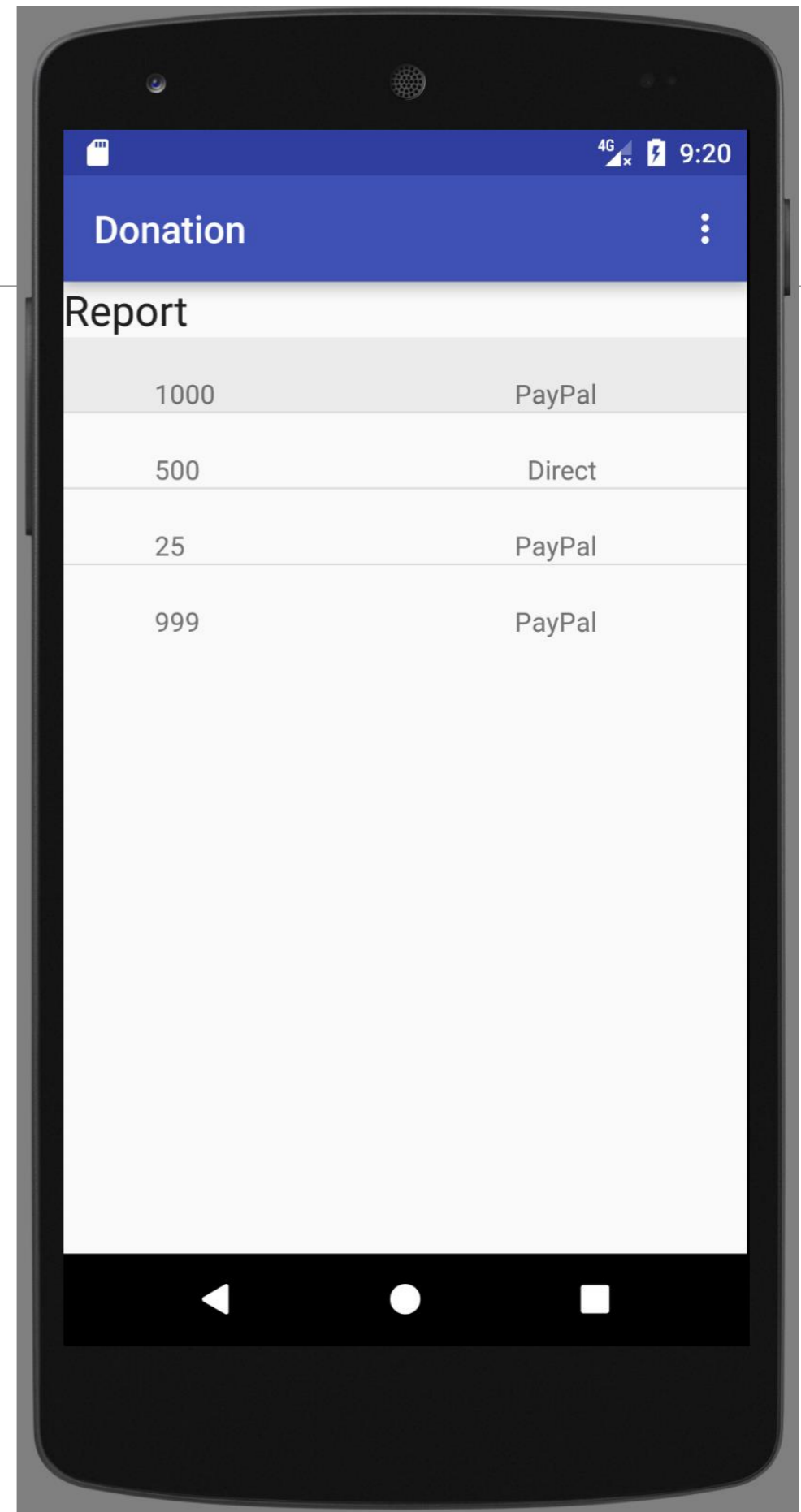
Donation 3.0

i.e. Lab 02 Exercises



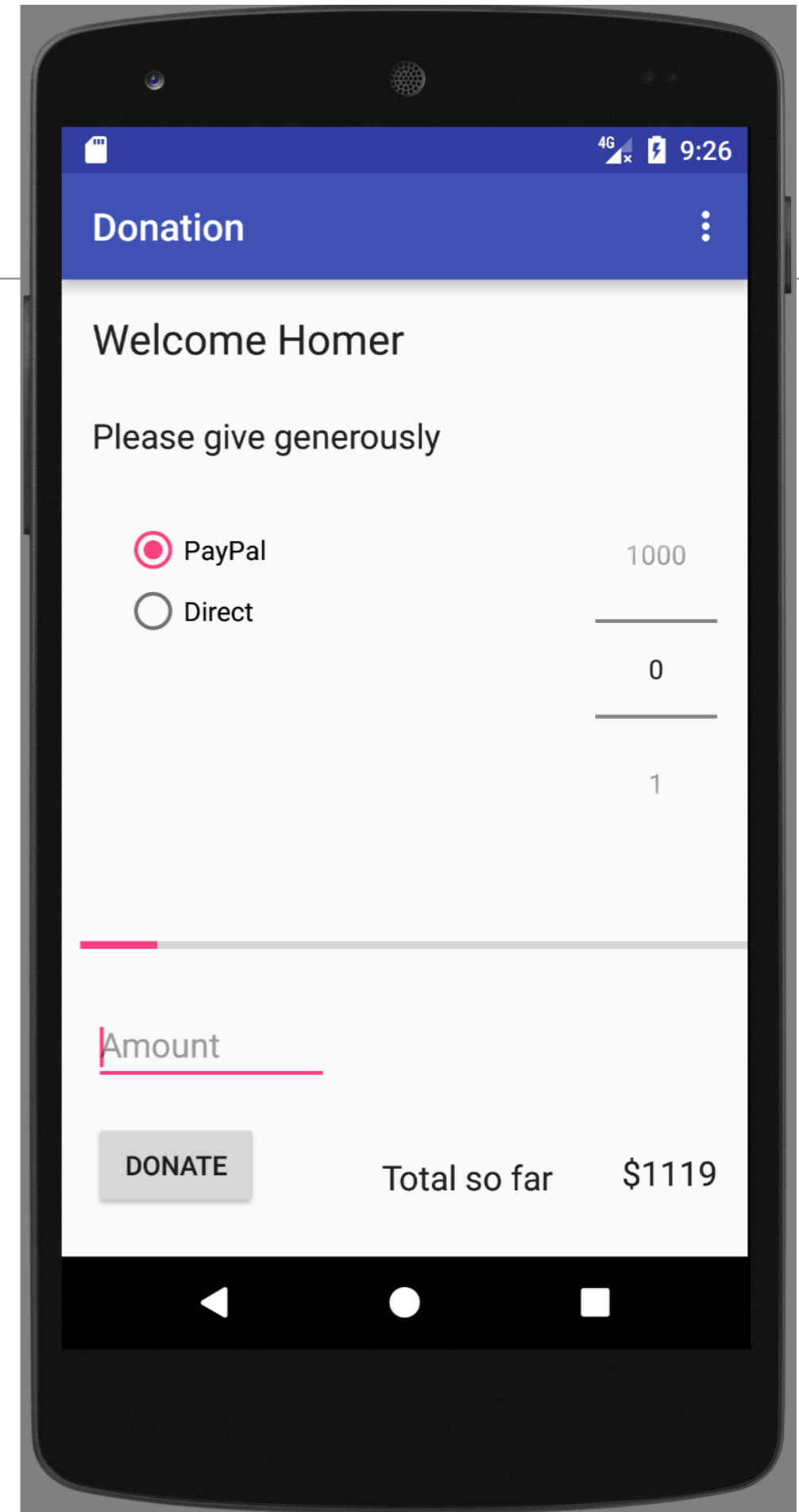
Exercises 1

- 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 that layout, and have the text fields aligned with the edges and not with each other.



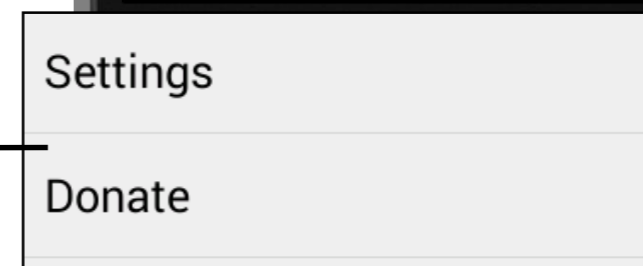
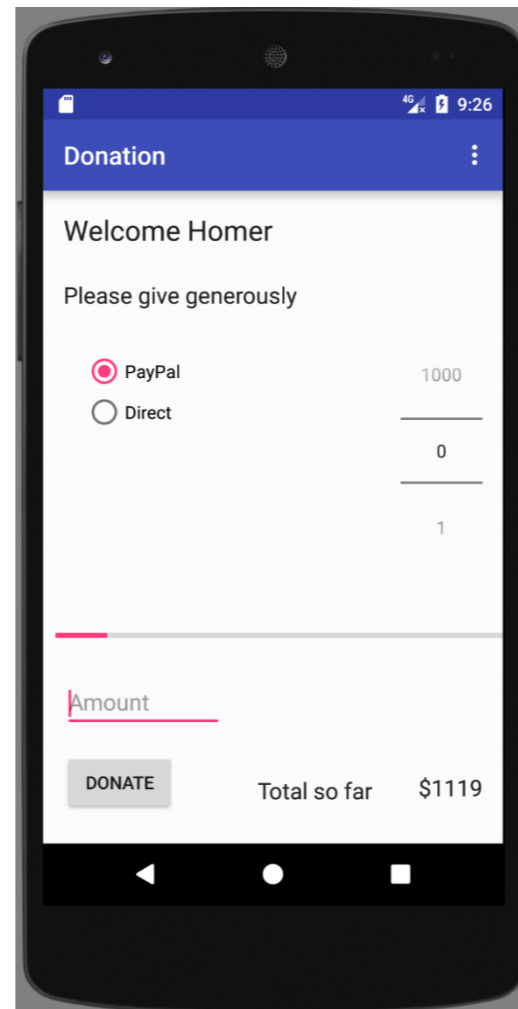
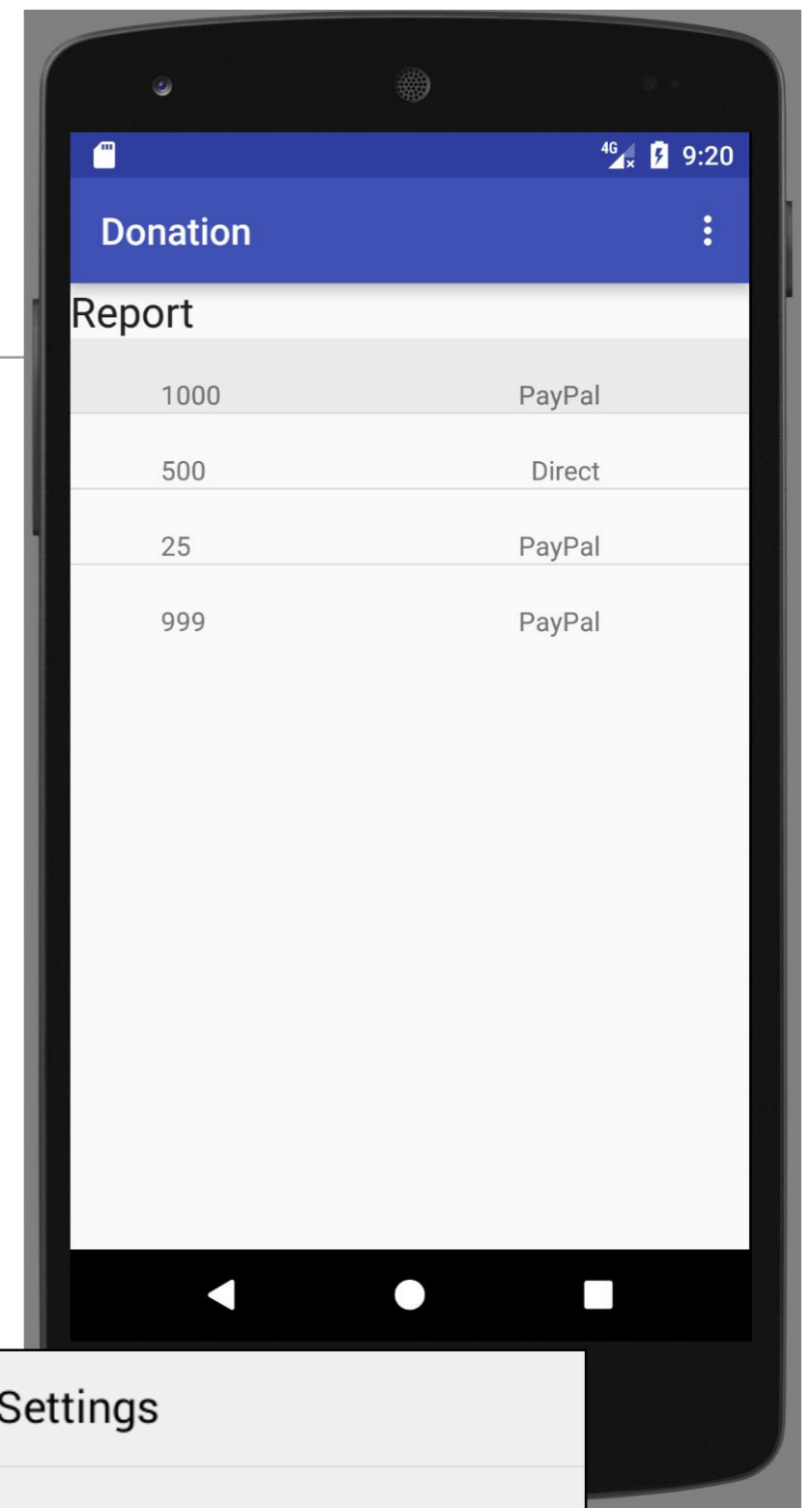
Exercise 2

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



Exercise 3

- When you navigate from the Donate activity to reports, there is no menu available. Bring in a menu, with two options 'Settings' and 'Donate' - Donate should bring you back to the donate screen. Settings should display a Toast message indicating that Settings was selected.



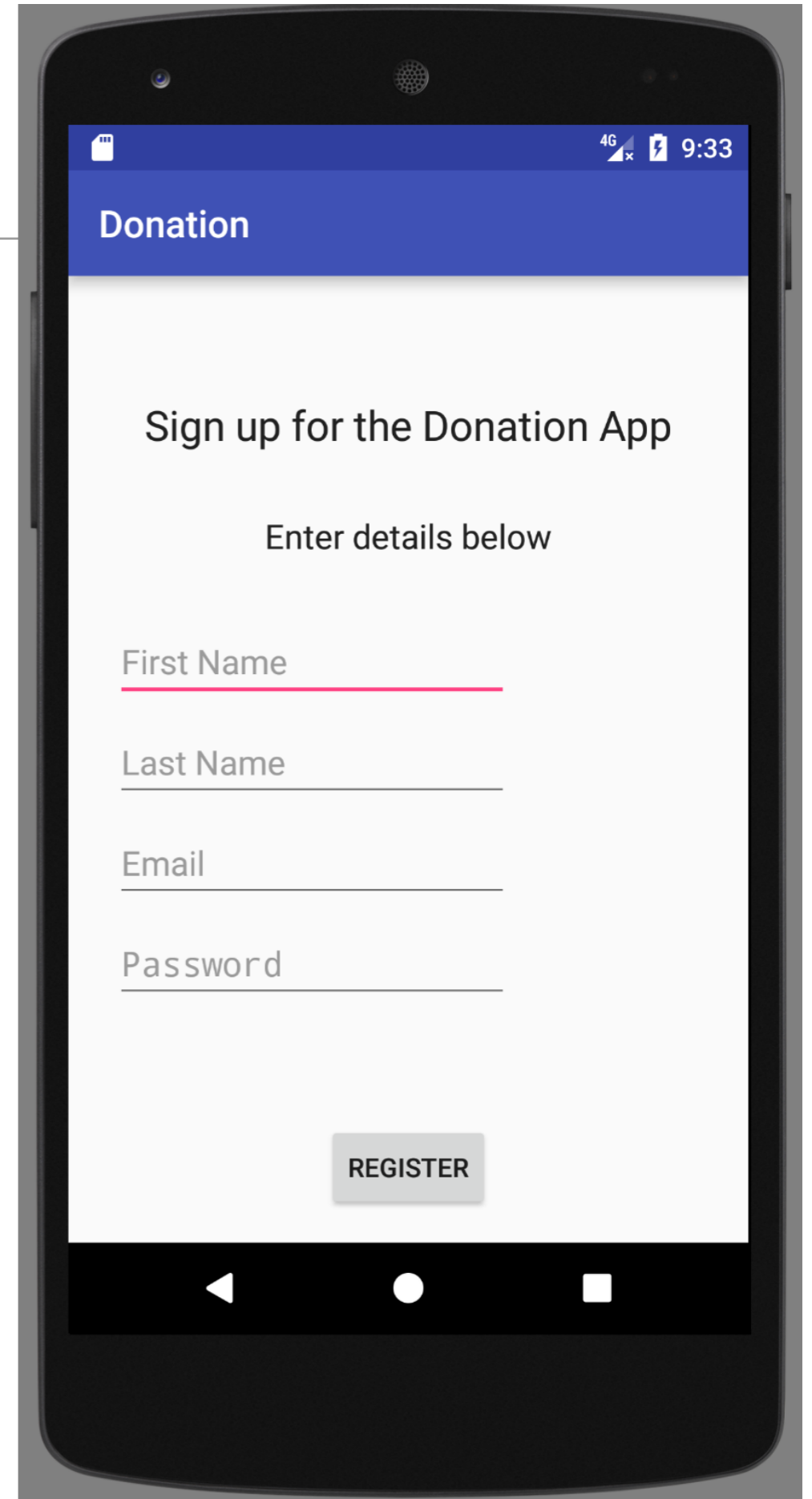
Exercise 4

- 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).



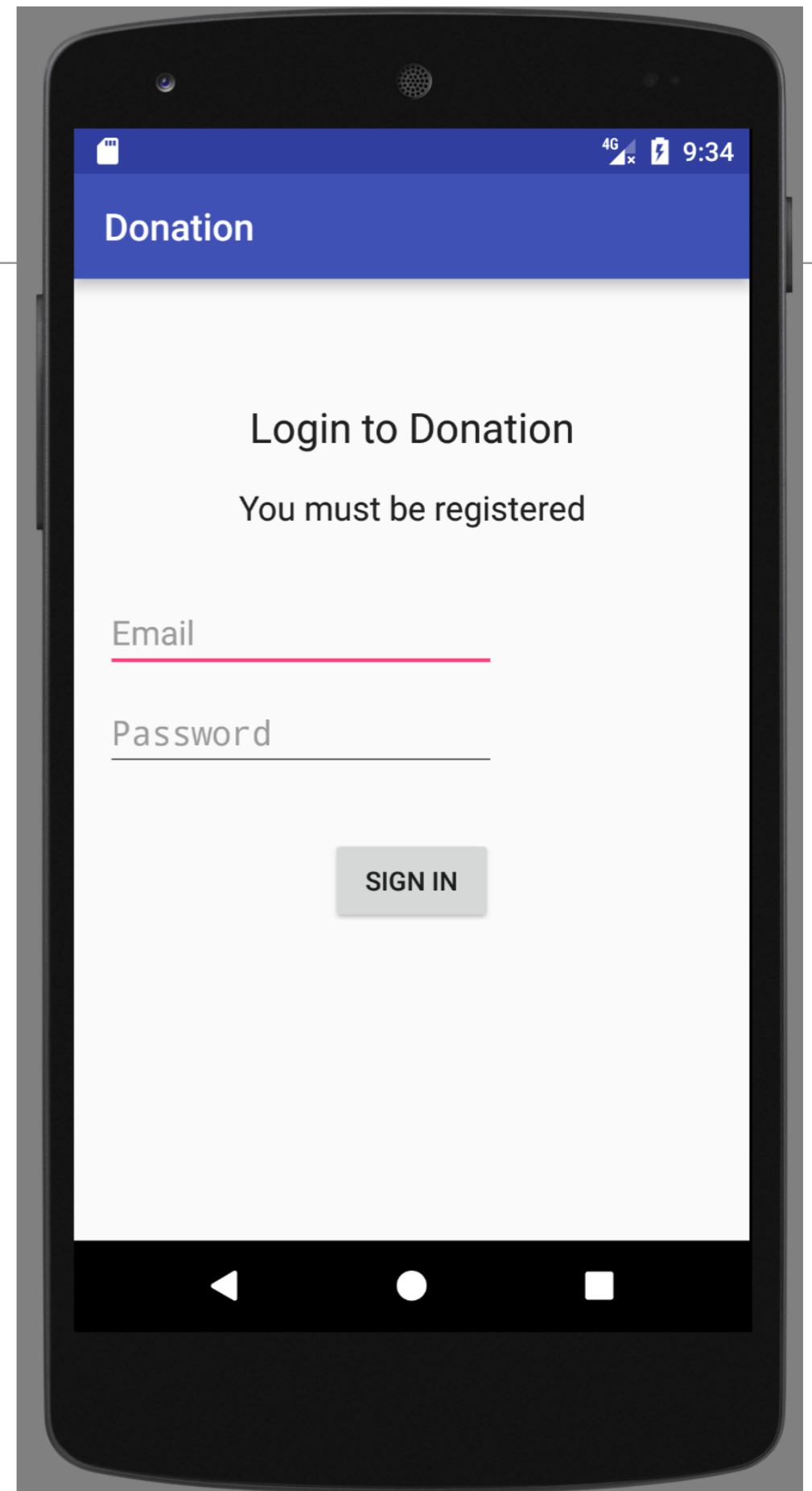
Exercise 5

- 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.
- Also, refactor the Welcome screen such that the 'signup' button takes you to this screen.



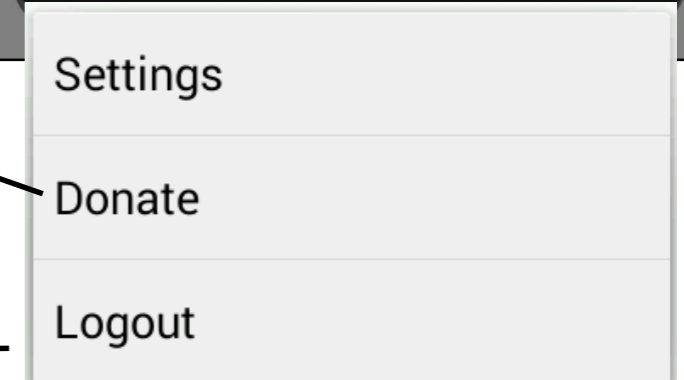
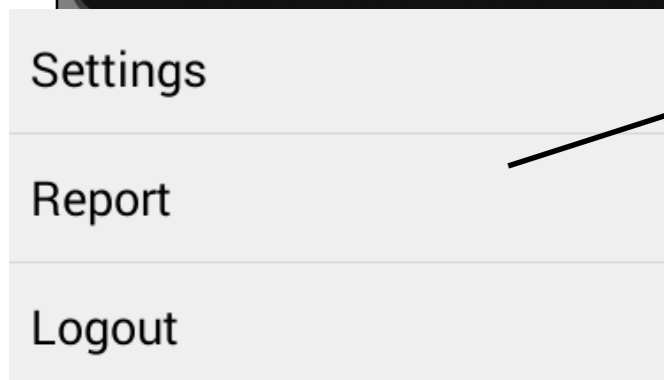
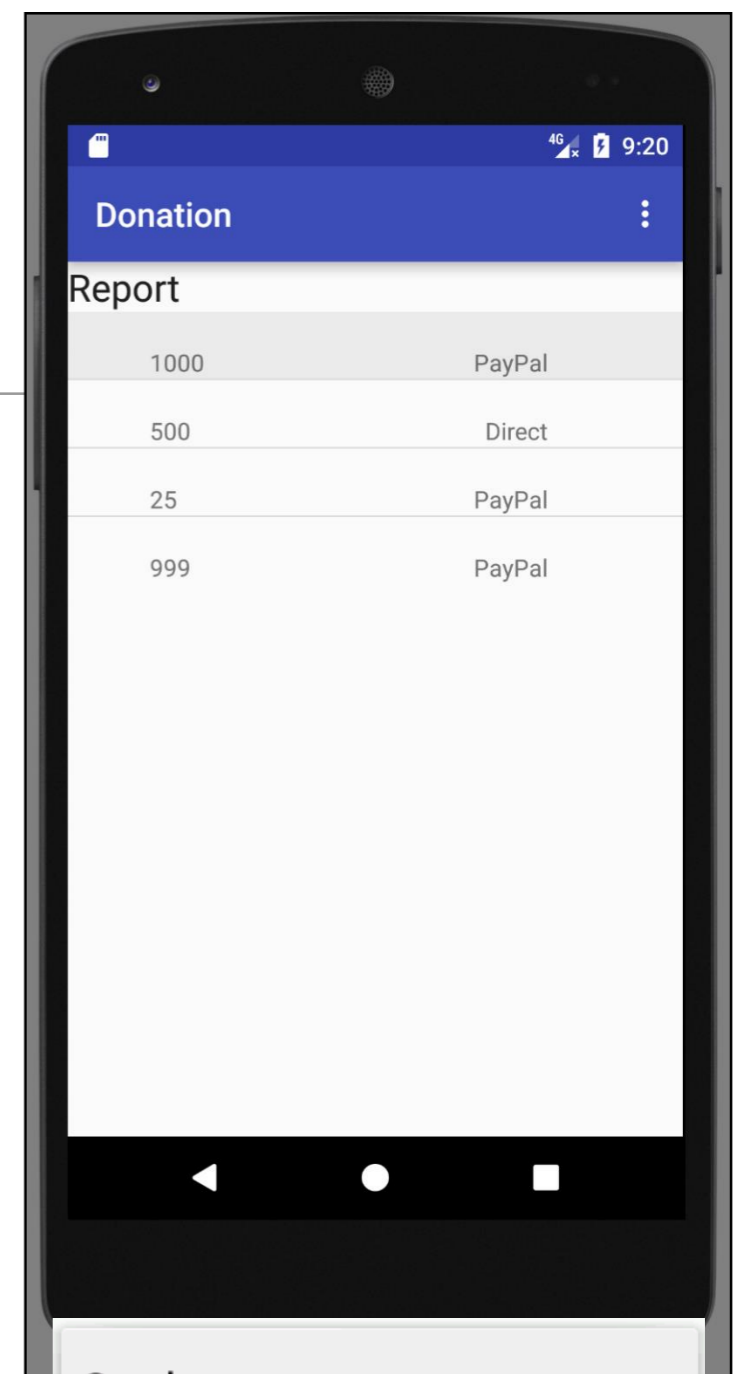
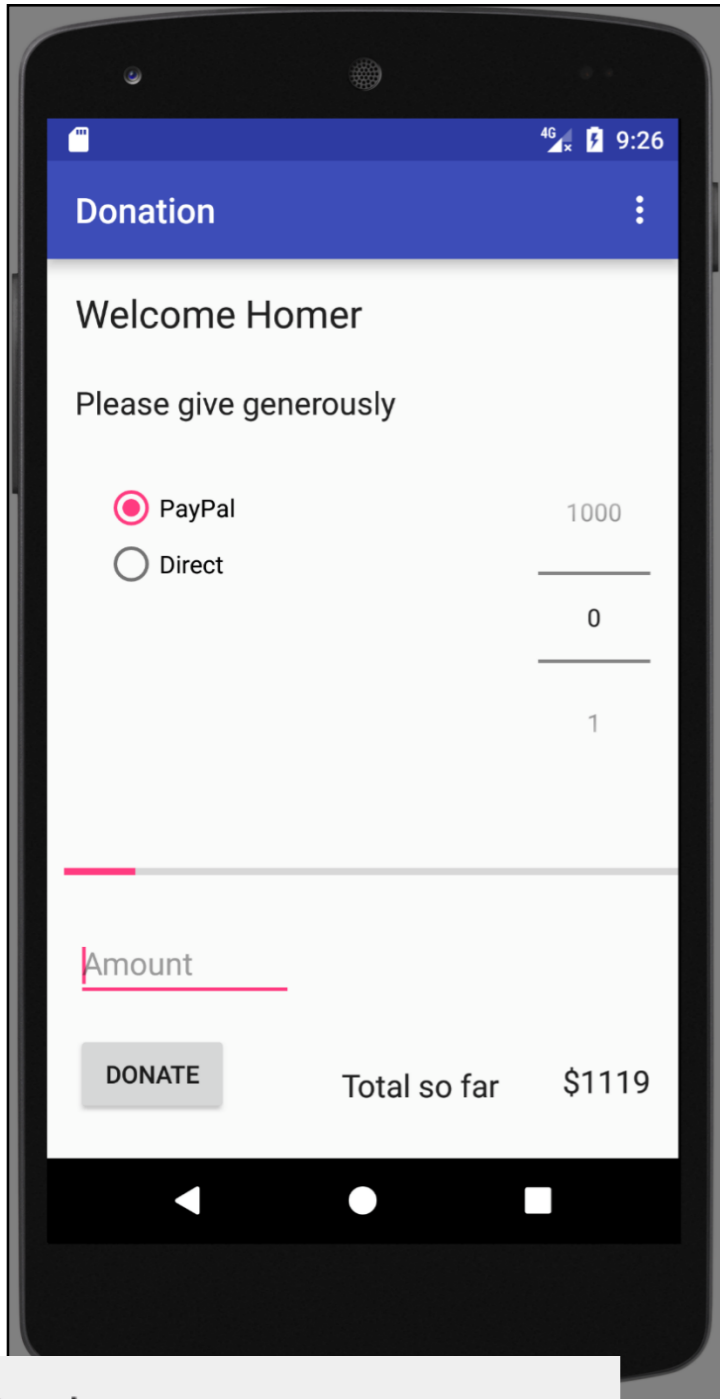
Exercise 6

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



Exercise 7

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



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.

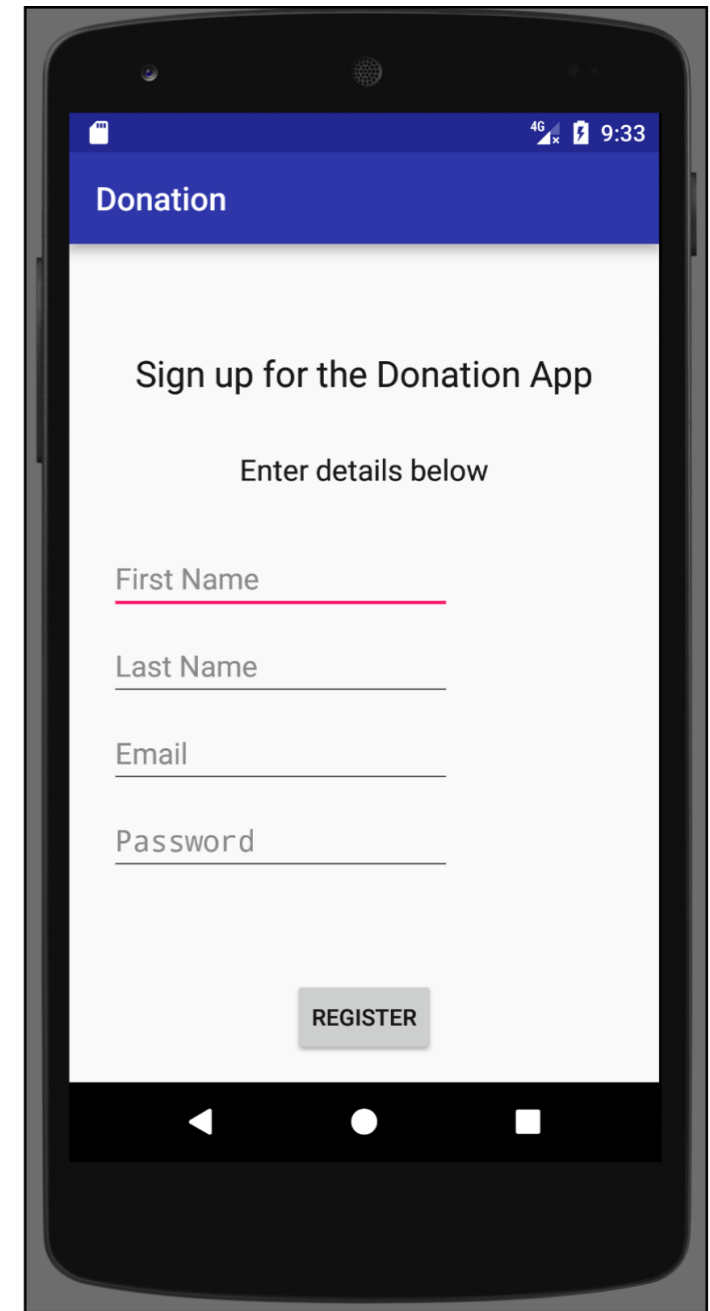
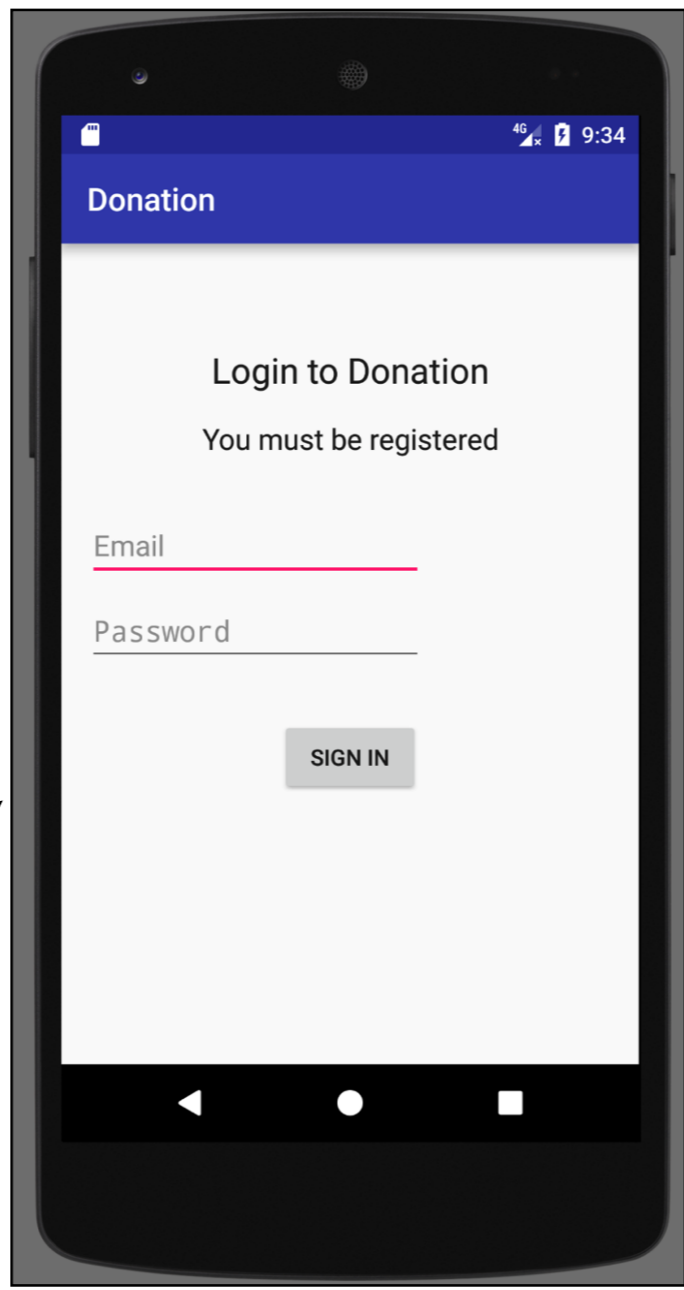
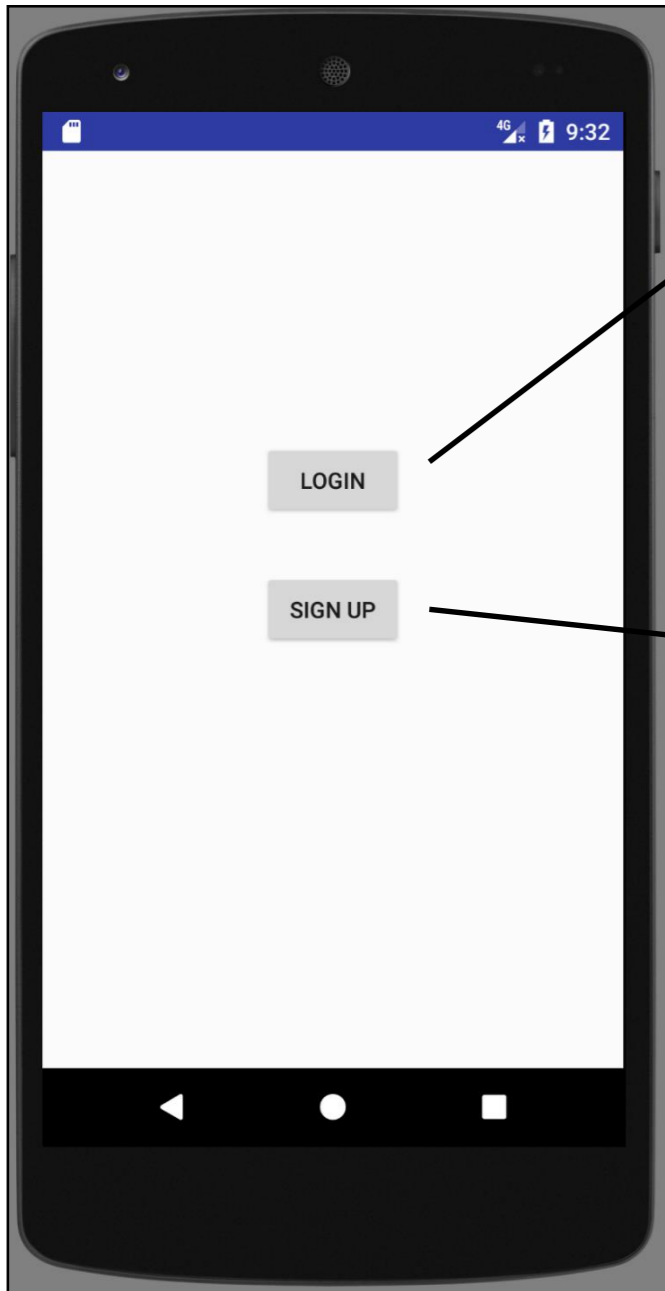
Exercise 9

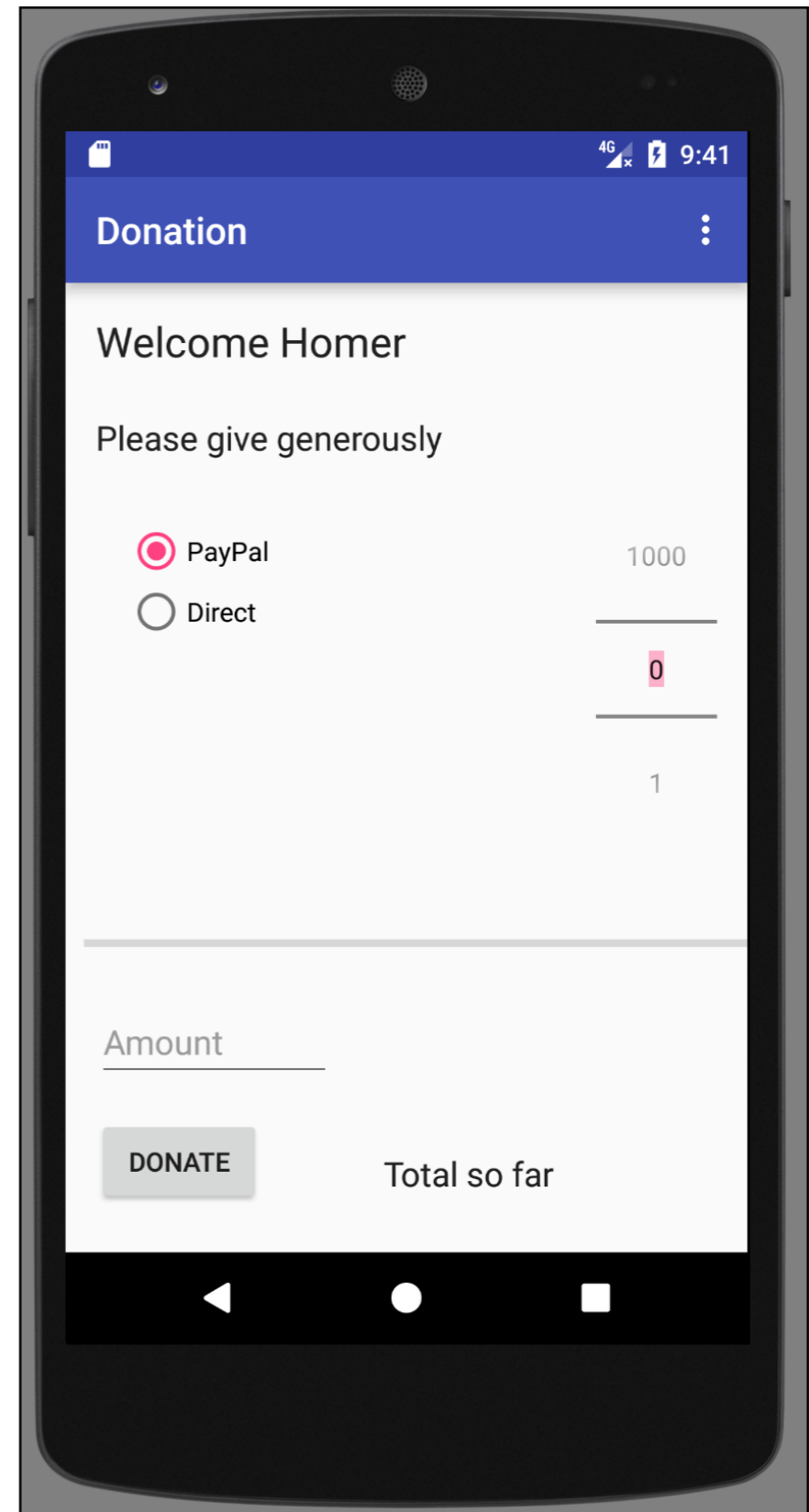
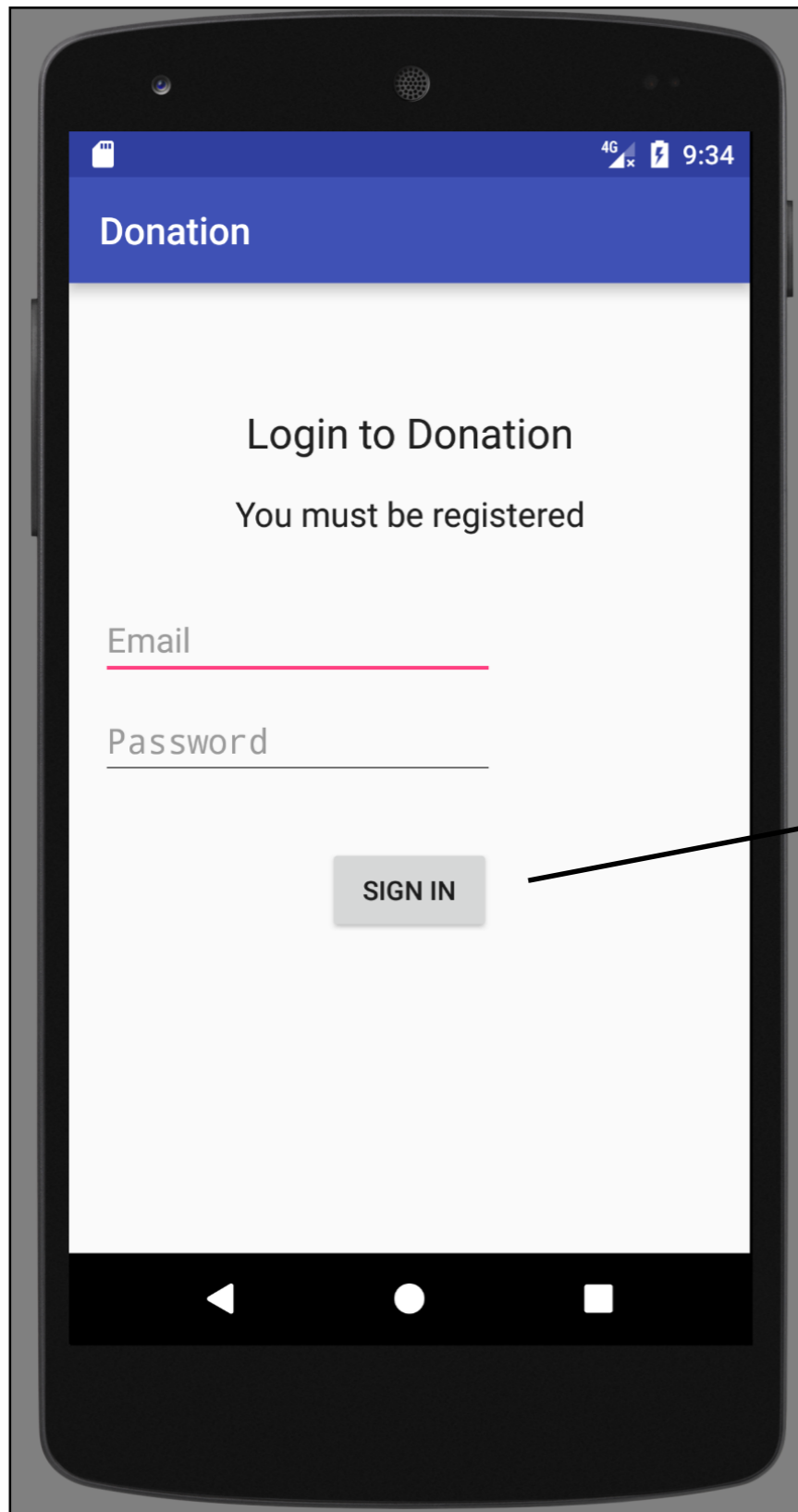
- Implement the Login activity, to now only let users in to Donate if they are registered (i.e. a matching email + password in the list of users maintained by DonationApp)

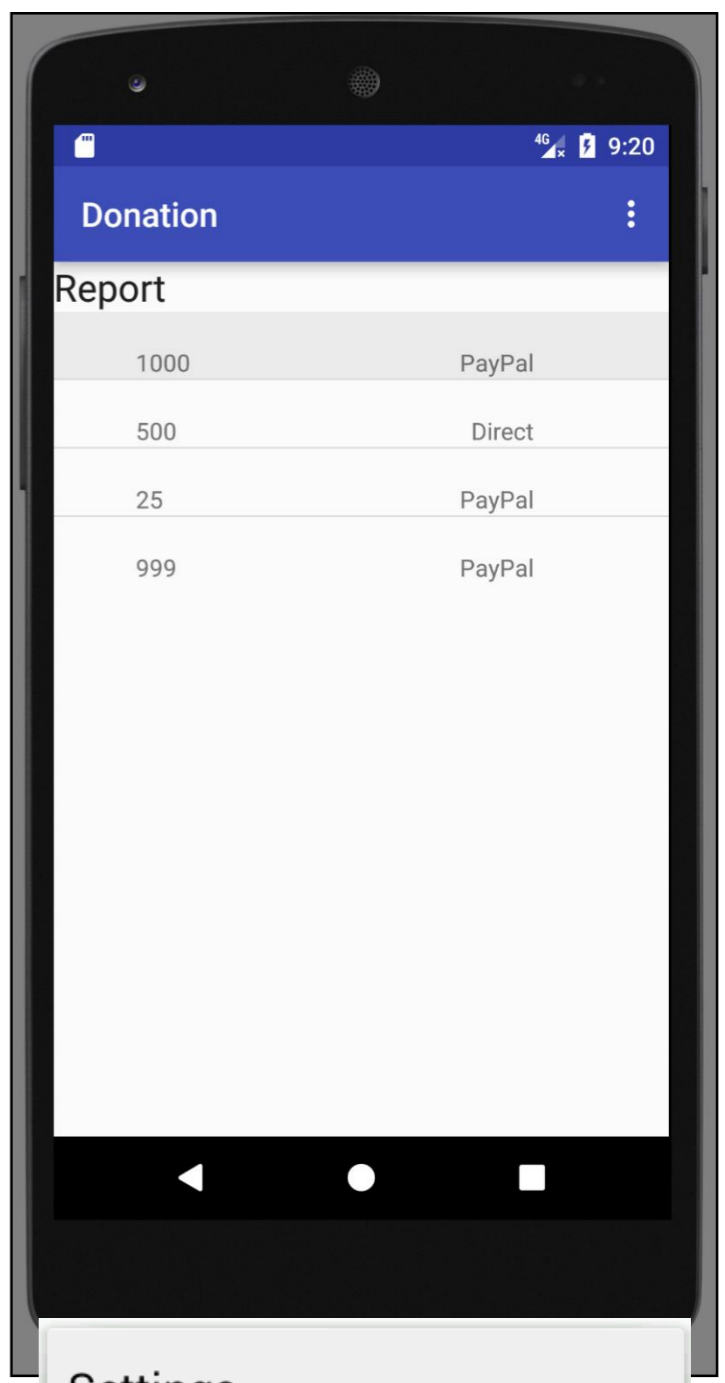
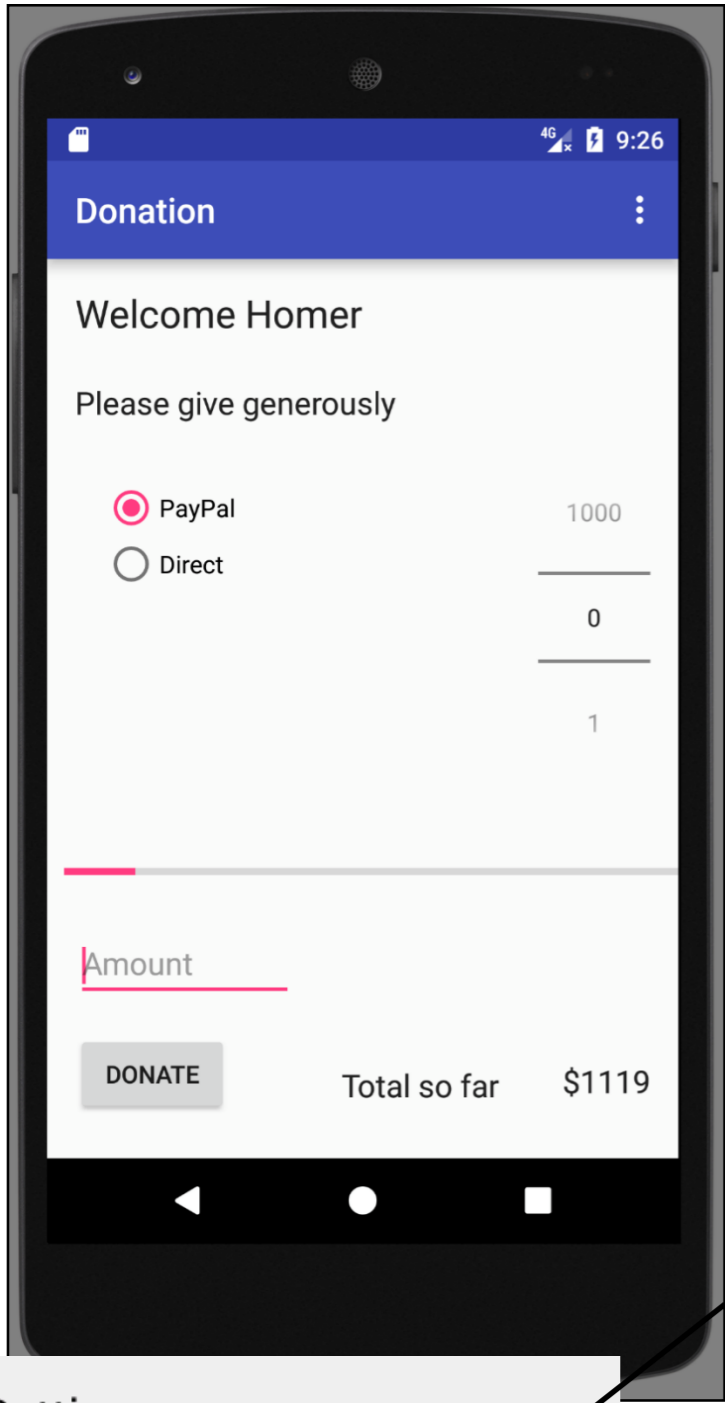
Exercise 10

- If you have any "RelativeLayout" layouts, convert them to "ConstraintLayout". There is a conversion function in Android Studio to do this for you.

Navigation Structure





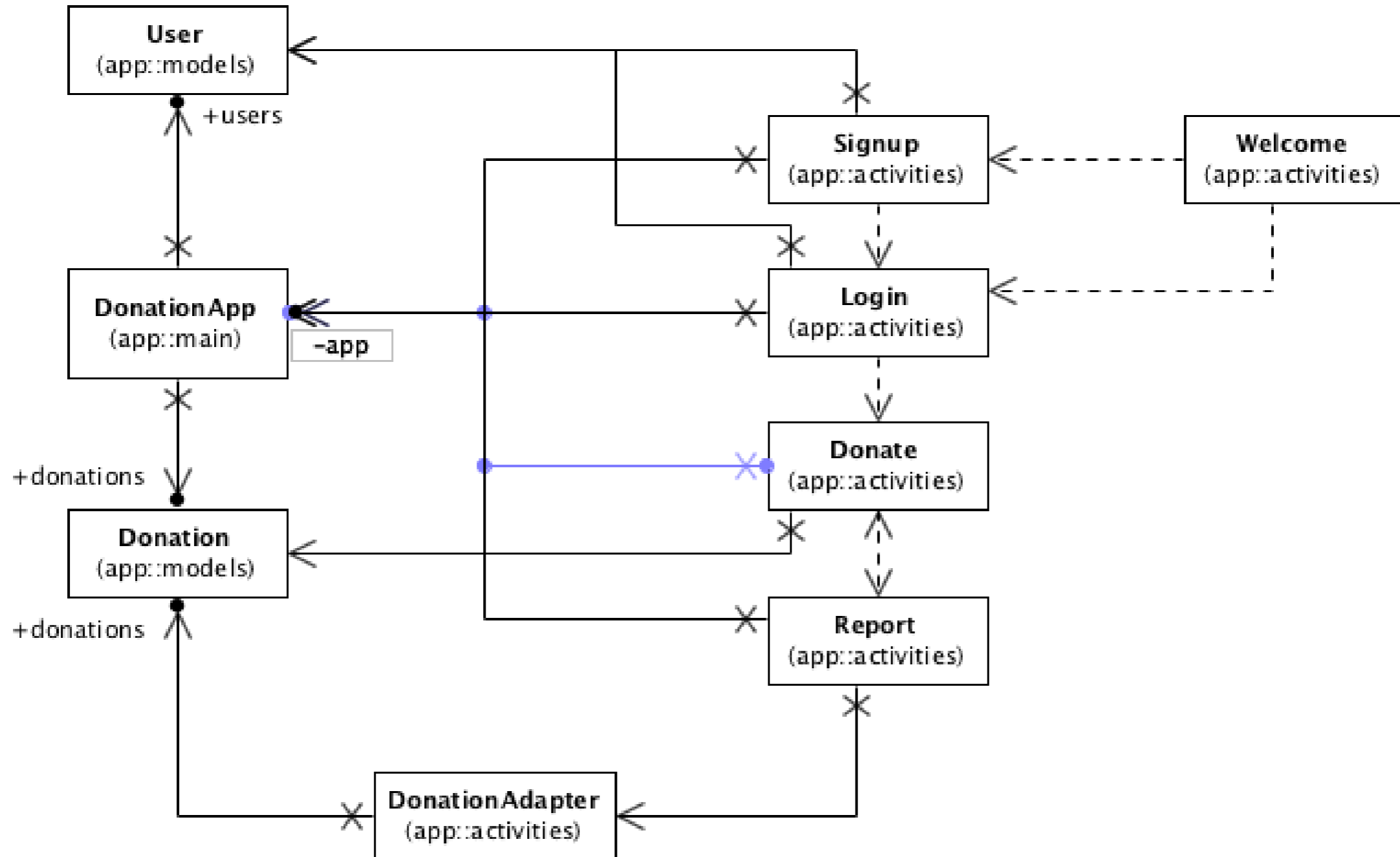


- Settings
- Report
- Logout



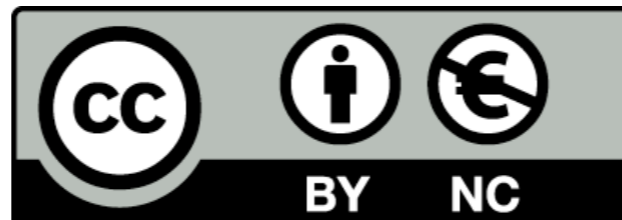
- Settings
- Donate
- Logout

UML Model of donation-android-v3



Questions?





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