

Attempt 1	
-----------	--



7/21/2025

**NEXT UP: Review Feedback**Attempt 1 Score:  
N/A

Add Comment

**Unlimited Attempts Allowed**

7/10/2025 to 7/26/2025

**Details**

## Overview

This exercise is focused to test you on your knowledge of topics from [Module 3.b: Activities \(Lifecycle\)](#) (<https://dlsu.instructure.com/courses/214805/modules/973789>).

## Problem

You are asked to recreate the following application:

<https://youtu.be/76-9iTtdQJA>



<https://youtu.be/76-9iTtdQJA>

From the video, you should have noticed that the app presented is an extended version of exercise 2 -- the Instagram copycat app -- with a couple of extra features: (1) a grid display option to the feed and (2) a screen to handle the settings.

Before anything else, it's important to note that you're not going to be implementing the entire app from scratch. Most of the app (in terms of UI) is provided and your main focus will be on implementing the saving of preferences/settings, as well as making the appropriate adjustments based on when data is loaded in.

The following describes the different activities of the application. Please note, however, that the description of the base app won't go so much into detail (since this was partially discussed before) and more emphasis is placed on the handling of the settings.

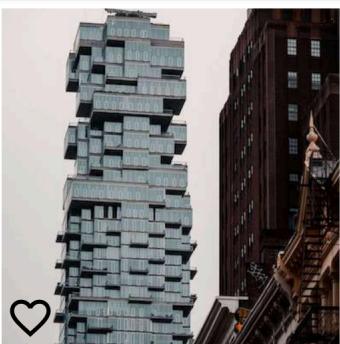
Activity / Screens	Details

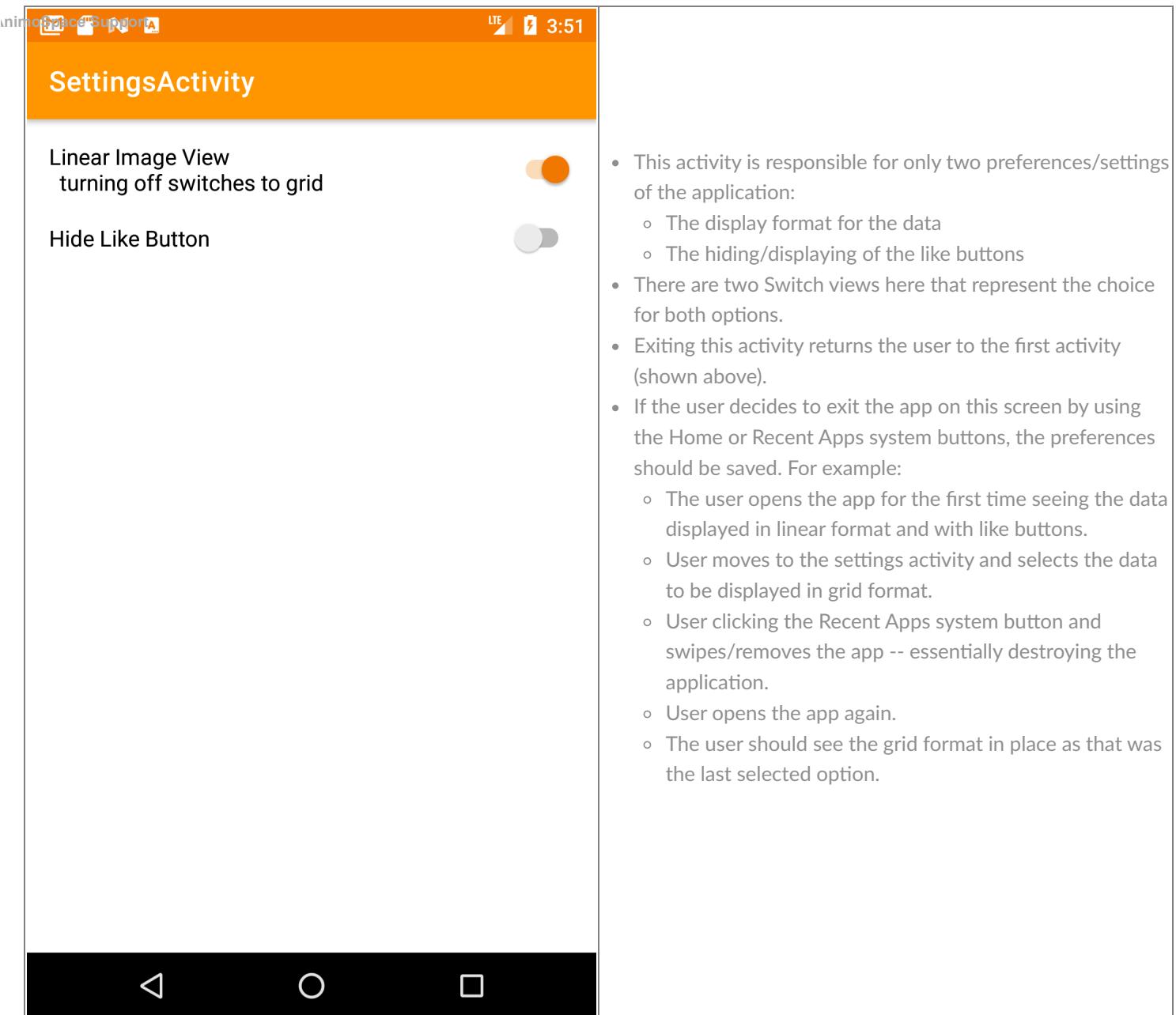
The screenshot shows a mobile application interface. At the top, there's a header bar with icons for signal strength, battery level, and time (3:51). The title of the app is "EPT-Exercise 3-Lifecycle+SP". Below the header, a user profile for "TravelingNomad" is shown, featuring a circular profile picture of a woman and the text "TravelingNomad Skógarfoss, Iceland". A large, scenic photograph of a waterfall (Skogafoss) cascading down a green cliff into a pool of water is displayed. Below the photo, there's a like icon (a heart outline) and a caption by "TravelingNomad": "after walking 274839173 many km, finally arrived. well worth the wait!!!". The date "October 29, 2020" is also present. Further down, another user profile for "WelcomeToMyLife" is shown with a circular profile picture of a woman and the text "WelcomeToMyLife". A small portion of a photograph showing green plants is visible. At the bottom of the screen, there are standard Android navigation icons: a triangle pointing left, a circle, and a square.

- The first activity the user sees can be either of the images to the side.
- Every post has...
  - User's username & image
  - Location
  - Image of the post
  - A like button
  - Caption of the post
  - Date posted
- The data can be shown in either...
  - Linear format (with more data shown)
  - Grid format (with less data shown)
- The common things between both the linear format and the grid format are:
  - Please note that there is an option that completely removes the like button regardless of which format the data is being displayed with.
  - Post image
  - Like button
- Both list formats are implemented using a RecyclerView.
  - The logic for this is already provided.
- On first start of the application, the data should be displayed in linear format with the like button being shown.
  - Changing of either component is done in the 2nd activity.
- When switching between display formats, the likes of the post should be observed. For example:
  - User starts the app for the first time -- seeing a linear format view.
  - User likes post 1.
  - User moves to settings and changes view to grid format.
  - User moves back to first activity.
  - Post 1 should still be liked and all data should be in grid format.
- Clicking the system's back button here should exit the application.
- After exiting the application, the last selected format (i.e. linear or grid) and the presence or absence of the like button should be observed. For example:
  - User starts the app for the first time.
  - They should see the data in linear view.
  - User moves to the 2nd activity, changes view to grid format, and hides the like button.
  - User moves back to the 1st activity seeing the data in grid format and no like buttons.
  - User exits the application.
  - User returns to the application and should see the data in grid format and no like buttons present.

## EPT-Exercise 3-Lifecycle+SP

⋮





- This activity is responsible for only two preferences/settings of the application:
  - The display format for the data
  - The hiding/displaying of the like buttons
- There are two Switch views here that represent the choice for both options.
- Exiting this activity returns the user to the first activity (shown above).
- If the user decides to exit the app on this screen by using the Home or Recent Apps system buttons, the preferences should be saved. For example:
  - The user opens the app for the first time seeing the data displayed in linear format and with like buttons.
  - User moves to the settings activity and selects the data to be displayed in grid format.
  - User clicking the Recent Apps system button and swipes/removes the app -- essentially destroying the application.
  - User opens the app again.
  - The user should see the grid format in place as that was the last selected option.

## Files Provided

You are provided a zip file containing an Android Project. Please use this as a template for answering the assessment. The project contains a number of files, so they're not discussed here. However, important (and some non-important) portions have comments to aid in understanding how everything works. As a **HINT**, you're mainly going to be working in the MainActivity and SettingsActivity. You'll also be referencing methods in MyAdapter, but that's about it. You're free to utilize and modify the code as you see fit. You don't have to use any of the unused methods, but hopefully, the documentation helps you in understanding what to do. Feel free to ask questions during class well.

Link to the zip files:

- Java - [Exercise3LifecycleSP-JavaTemplate.zip](https://dlsu.instructure.com/courses/214805/files/26095794?wrap=1) ([https://dlsu.instructure.com/courses/214805/files/26095794/download?download\\_frd=1](https://dlsu.instructure.com/courses/214805/files/26095794/download?download_frd=1))
- (<https://dlsu.instructure.com/courses/214805/files/26095772?wrap=1>) Kotlin - [Exercise3LifecycleSP-KotlinTemplate.zip](https://dlsu.instructure.com/courses/214805/files/26095795?wrap=1) ([https://dlsu.instructure.com/courses/214805/files/26095795/download?download\\_frd=1](https://dlsu.instructure.com/courses/214805/files/26095795/download?download_frd=1))

Please note that both projects do not use View Binding, unlike previously shared solutions. The option has been turned on, however, in case you'd like to swap over to the feature.

For reference, the images are taken from the following sources:

- fruits - <https://unsplash.com/photos/Kw0SidXP0Dw>
- furniture - <https://unsplash.com/photos/K8vwbVAwKko>
- race\_car - <https://unsplash.com/photos/CpmHt-G1PuM>
- waterfall - <https://unsplash.com/photos/54Pfu4EK4pc>
- buildings - <https://unsplash.com/photos/GNMKDxDdhu8>
- work\_desk - <https://unsplash.com/photos/UQxWuJLVmto>
- food - <https://unsplash.com/photos/HfjCJLCuTlo>
- person1 - <https://unsplash.com/photos/-30gNkg-Abk>
- person2 - [https://unsplash.com/photos/IIO3ll\\_7Rzo](https://unsplash.com/photos/IIO3ll_7Rzo)
- person3 - <https://unsplash.com/photos/jc0UM9z6G2w>
- person4 - [https://unsplash.com/photos/LY4Qd8V\\_YLw](https://unsplash.com/photos/LY4Qd8V_YLw)

(<https://dlsu.instructure.com/courses/214805/files/26095662?wrap=1>)

## Instructions

- Create an Android project that fulfills the specifications of the problem, as described above.
- When done, export your project as a zip file (please see instructions below).
- Upload the zipped project as your submission to this exercise.

## How to Export Project as Zip (in Android Studio 4.x)?

In order to export an Android Studio Project as a zip file, from the IDE, go to File -> Export -> Export to Zip file. In a recent previous version of Android Studio, the steps would be File -> Manage IDE Settings -> Export to Zip file. Select the appropriate directory to save the zip file. Please note that this is different from compressing the entire project folder. Performing the indicated steps results in a slightly more compressed version of the project -- lighter file, easier to upload.

## Project / Settings / Considerations

- As you're given a project template, you do not have to modify the project's packages.
  - However, you will notice that the package name is `com.mobdev.yourname.exercise3lifecyclesp` -- implying there's a spot to add your name into the package name.
  - To do so, make sure to unselect the "compact middle packages" option in the "Tree Appearance" of your project structure. This will show each individual package folder. Then select on the "yourname" package and refactor it to your name.
  - This is not a requirement, but it would be ideal if you could modify it.
- Kindly set the minimum SDK support to API 23
- For your own sake, please observe proper labeling of view ids.
  - There are different conventions, such as those found here: <https://stackoverflow.com/questions/12870537/android-naming-convention>
  - The convention helps in readability and documentation.
- Your instructor reserves the right to apply deductions for not following these instructions.

## Rubric

Category	Points
Proper usage of provided project (i.e. no errors were found in files that aren't meant to be moved) -> No additional points will be given if provided files are implemented from scratch	5

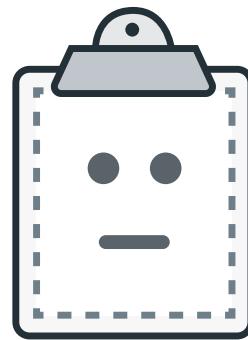
unimoSpace Support	Declaring and Instantiating Appropriate Variables	10
	Reading Preference in MainActivity	30
	Adjusting the RecyclerView according to the read preferences	15
	Reading Preference in SettingsActivity	15
	Setting Switches based on Preferences	10
	Writing Preference in SettingsActivity	15

▼ View Rubric

**exercise 3 mobdeve**

Criteria	Ratings	Pts		
Proper usage of provided project (i.e. no errors were found in files that aren't meant to be moved)	5 to >4 pts Full Marks	4 to >0 pts w/ error(s)	0 pts No Marks	/ 5 pts
Declaring and Instantiating Appropriate Variables	10 to >9 pts Full Marks	9 to >0 pts w/ error(s)	0 pts No Marks	/ 10 pts
Reading Preference in MainActivity	30 to >29 pts Full Marks	29 to >0 pts w/ error(s)	0 pts No Marks	/ 30 pts
Adjusting the RecyclerView according to the read preferences	15 to >14 pts Full Marks	14 to >0 pts w/ error(s)	0 pts No Marks	/ 15 pts
Reading Preference in SettingsActivity	15 to >14 pts Full Marks	14 to >0 pts w/ error(s)	0 pts No Marks	/ 15 pts
Setting Switches based on Preferences	10 to >9 pts Full Marks	9 to >0 pts w/ error(s)	0 pts No Marks	/ 10 pts
Writing Preference in SettingsActivity	15 to >14 pts Full Marks	14 to >0 pts w/ error(s)	0 pts No Marks	/ 15 pts
Total Points: 0				

unimoSpace Support



Preview Unavailable

Exercise3ClementeDaniel.zip

 [Download](#)[https://dlsu.instructure.com/files/27063655/download?download\\_frd=1&verifier=383tYpR2Iyj2RGQZsDFEzjWppQ6bqLuvXXR3XXDZ](https://dlsu.instructure.com/files/27063655/download?download_frd=1&verifier=383tYpR2Iyj2RGQZsDFEzjWppQ6bqLuvXXR3XXDZ)[\(https://dlsu.instructure.com/courses/214805/modules/items/5850518\)](https://dlsu.instructure.com/courses/214805/modules/items/5850518)Attempt  
[\(https://dlsu.instructure.com/courses/214805/modules/items/5850519\)](https://dlsu.instructure.com/courses/214805/modules/items/5850519)