

Support
Exercise #1 - Views and Layouts
6/21/2025

100 Points Possible

Attempt 1

▼



6/21/2025

NEXT UP: Review Feedback

Attempt 1 Score:
N/A



Add Comment

Unlimited Attempts Allowed
5/26/2025 to 6/21/2025

▼ Details

Overview

This exercise is focused to test you on your knowledge of topics from [Module 2.a: Basic Android Development \(Resources, Views, and Layouts\)](#) (<https://dlsu.instructure.com/courses/214805/modules/973786>).

Problem

You are asked to recreate the following application:

<https://youtu.be/JoDSEZsO5il>  (<https://youtu.be/JoDSEZsO5il>)

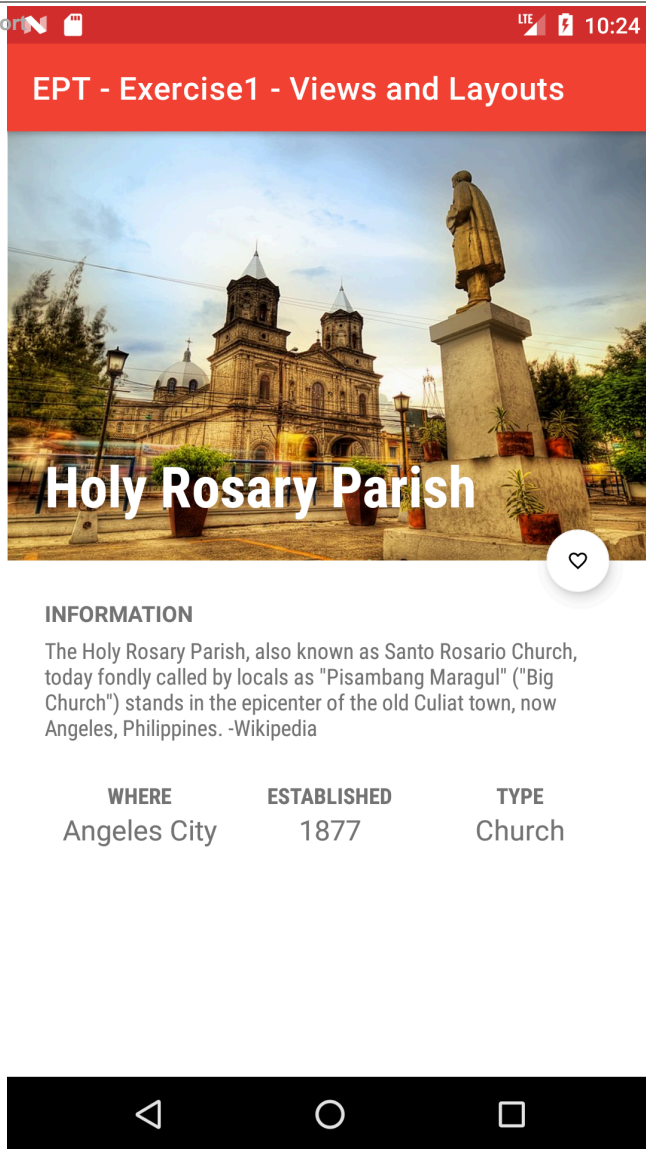


(<https://youtu.be/JoDSEZsO5il>)

From the video, you should have noticed that there is only one activity/screen. Kindly see the following for details regarding implementation:


Activity / Screens	Details
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- The activity/screen showcases information about a landmark.
 - This information includes:
 - Name
 - Picture
 - Brief description
 - City of location
 - Year of establishment
 - Type of landmark
 - You're not expected to recreate the app with the information provided but are highly encouraged to highlight a landmark of your choosing.
- Here are additional details about the information that's expected to be in the app:
 - Name
 - The information itself is standard, but note how the name overlays with the picture.
 - Kindly align the text with the lower left of the image.
 - You can deviate if you feel a different alignment is better based on the photo provided
 - The color of the text in the example was selected to be white to give some contrast with the image.
 - You can differ from what is shown for as long as the text is readable.
 - Picture
 - You are highly encouraged to use a landscape image. Square images are alright also but kindly refrain from using portrait images.
 - Be careful when dealing with high-res photos as they can cause a runtime error. You might have to downscale your image.
 - Brief description
 - A one or two sentence description is enough.
 - City of location
 - Just place the city the landmark is in. Don't worry about the country if you're selecting a landmark from outside of the Philippines.
 - Year of establishment
 - Self-explanatory.
 - Type of landmark
 - I didn't exactly have a list to consult with when making this exercise, so think of this as a general category of the landmark you suggested.

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- If you really need a reference, consider consulting:
<https://www.wondermondo.com/types-of-wonders/> 
[\(https://www.wondermondo.com/types-of-wonders/\)](https://www.wondermondo.com/types-of-wonders/)
- Kindly note that there is also a favorite button that the user can click.
 - On initialization, the button shows that the user hasn't favorited the landmark yet.
 - On click after initialization, the button's image changes from a hollow to a solid heart -- signaling the landmark has been favorited.
 - Further clicks alternate between favorited and not favorited modes.
 - The favorite status is not saved upon exit, so regardless of what it is, starting the app fresh should have a not favorited status.
 - This button should be positioned halfway between the image and the space below the image. It should also be on the opposite side with respect to the name alignment. In the example, the text is aligned left, so the button is positioned on the right.
 - You'll also need to supply the image resource needed for the button's icon.
 - In creating the example shown here, an image asset was created for both the favorite and favorite border icons.
 - You're free to do what you want for as long as the icons provided represent a favorited state and a not favorited state.
- Lastly, kindly observe proper spacing between Views, as well as text size. Specifics aren't provided, so try to style your views accordingly.
 - Location, establishment, and type must be aligned with each other.

Instructions

1. Create an Android project that fulfills the specifications of the problem, as described above.
2. When done, export your project as a zip file (please see instructions below).
3. 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. 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

- When creating a project, please name the package name properly.
 - For reference, please follow the format specified:
 - **com.mobdeve.<section>.<lastname>.<first name>.exercise1**
 - e.g. com.mobdeve.s15.tighe.edward.exercise1
- 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>

<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
Supplying appropriate image resource file	5
Supplying appropriate landmark information (aside from image)	5
Usage of appropriate views	25
View positioning	50
Favorite button logic	15

View Rubric

Simple Landmark App (Exercise 1) Rubric

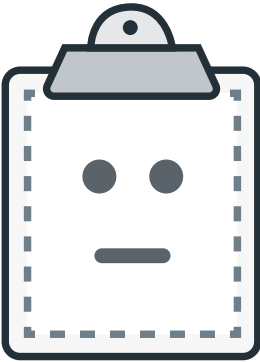
Criteria	Ratings			Pts
Supplying appropriate image resource file	5 pts Full Marks	2.5 pts w/ error(s) or issues	0 pts No images provided	/ 5 pts
Supplying appropriate landmark information (aside from image)	5 pts Full Marks	2.5 pts w/ error(s) or issues	0 pts No information provided	/ 5 pts
Usage of appropriate views	25 to >24 pts Full Marks	24 to >0 pts w/ error(s) or issues	0 pts No views used	/ 25 pts
View positioning	50 to >49 pts Full Marks	49 to >0 pts w/ error(s) or issues	0 pts No views used	/ 50 pts

» Support

Simple Landmark App (Exercise 1) Rubric

Criteria	Ratings			Pts
Favorite button logic	15 to >14 pts Full Marks	14 to >0 pts w/ error(s) or issues	0 pts No FAB used	/ 15 pts

Total Points: 0



Preview Unavailable

ClementeDG_Exercise 1.zip

Download

(https://dlsu.instructure.com/files/26704673/download?download_frd=1&verifier=BtQHhrO9J4KXDehH0so7tWLZpdWkAUiekPZkowbm)



(<https://dlsu.instructure.com/courses/214805/modules/items/5850464>)



(<https://dlsu.instructure.com/courses/214805/module>)