Objectives:

In this assignment, you are to make use of what you have learnt in this module to design and develop a Movie Review application on the Android platform.

Scenario:

PopCornMovie is a company that rates movies. They are looking for a mobile application that allows users to rate movies that they watched. They have decided to hire you to develop this application on the Android platform.

Deadline

- Week 5: Friday, 23:59
- Week 9: Friday, 23:59

This assignment holds a total of 30% of your final ICA. It is broken down into two submission. Listed below are the deliverables that is expected from you.

Deliverables:

- Week 5: Basic (15%)
- Week 9: Intermediate & Advance(15%)

For both deliverables, you are expected to submit the following:

- Source codes for the entire project folder
- Word document with all XML and Kotlin codes

Instructions:
- This is an INDIVIDUAL assignment. Students are to submit their assignment to Blackboard.
- Zip up the above deliverables and name it after your admin no.
- Marks will be deducted for the following conditions.
    - Applications that cannot run upon first time installation
    - Late submissions
    - Not submitting work based on instructions given in the assignment
- Students caught plagiarizing from other source (Internet, friends, etc..) will cause their submission to be voided.
- Your application should be able to run in the following environment
    - Emulator: Pixel XL
    - Minimal SDK: API 27: Android 8.1 (Google API)

Part 1: Basic [50%]

Add Movie

This activity will assist the user to add in a new movie that s/he has just watched.

You are to include all the fields shown in the screenshot.

For this screen, you are only allowed to use match_parent or wrap_content for each view's width and height. You are not allowed to make use of margins / padding to align the different views.

- After clicking on the "Add Movie" button, you are to display the details using a toast control.

- On selecting "Not suitable for all audience" check box, the "violence" and "language used" check box will appear. The two check box will disappear when the "Not suitable for all audience" is unchecked.

- Validate all fields to ensure it is not empty.

Toast Display

Displaying of checkboxes

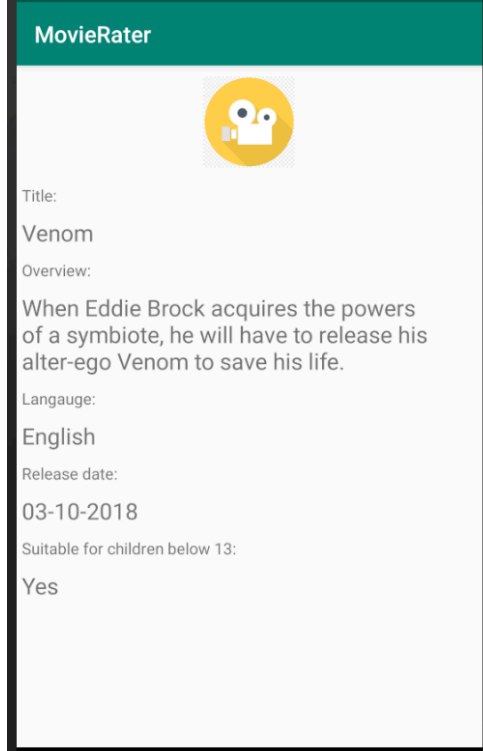**Error Display**

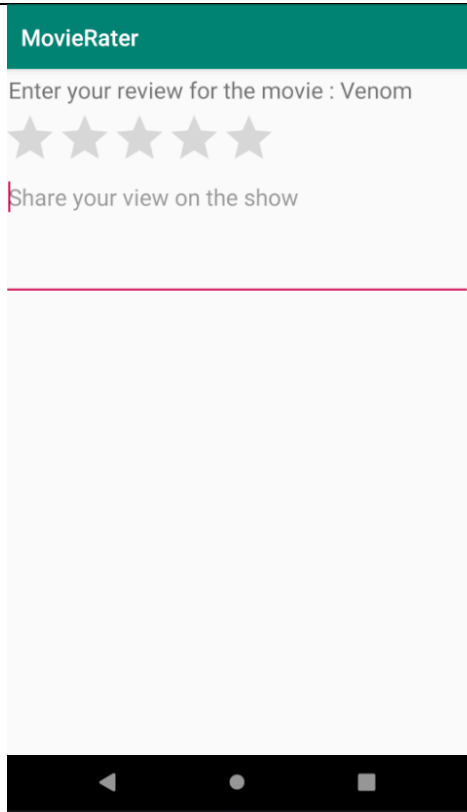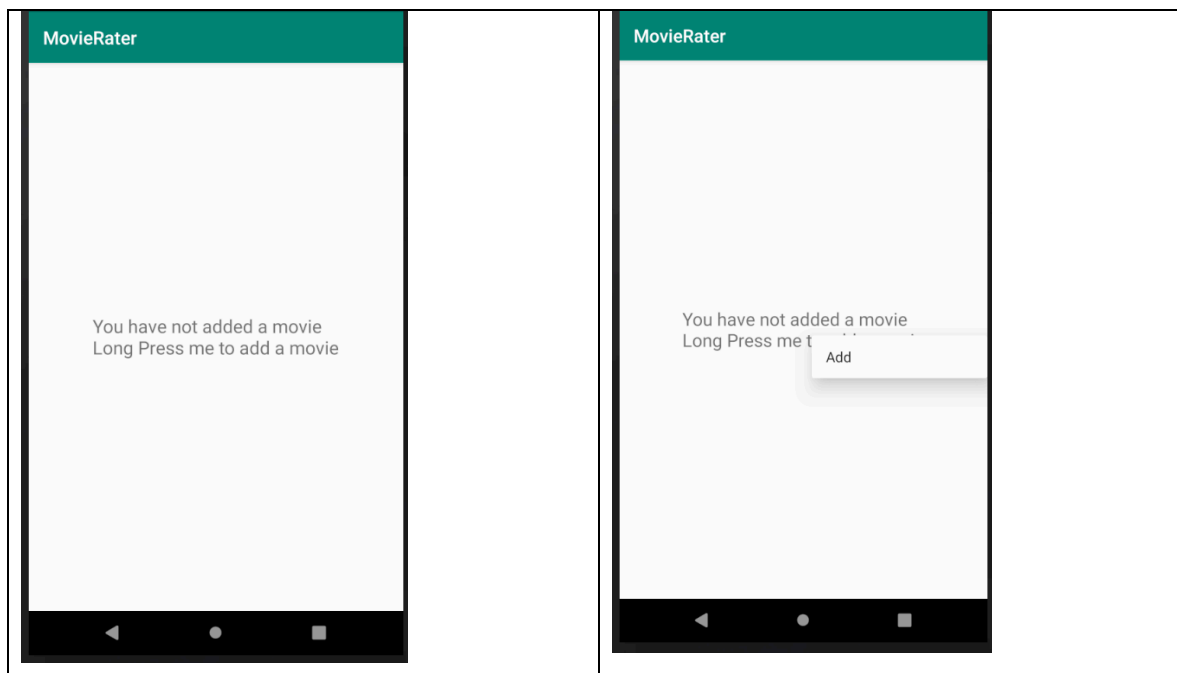|		
View Movie details 1. Allow user to view the details of a movie. You are to include all the fields shown in the screenshot. For this screen, you are only allowed to use match_parent or wrap_content for each view's width and height. You are not allowed to make use of margins / padding to align the different views. **Note: You will need to read the values from a Movie Entity class.**	**MovieRater** Title: Venom Overview: When Eddie Brock acquires the powers of a symbiote, he will have to release his alter-ego Venom to save his life. Langauge: English Release date: 03-10-2018 Suitable for children below 13: Yes	
Rate Movie 1. Allow user to rate a movie. You are to include all the fields shown in the screenshot. For this screen, you are only allowed to use match_parent or wrap_content for each view's width and height. You are not allowed to make use of margins / padding to align the different views.	**MovieRater** Enter your review for the movie : Venom ★ ★ ★ ★ ★ Share your view on the show	

Intermediate [25%]

Landing Page

This activity will be the landing page of the application.

You are to include all the fields shown in the screenshot.

For this screen, you are only allowed to use match_parent or wrap_content for each view's width and height. You are not allowed to make use of margins / padding to align the different views.

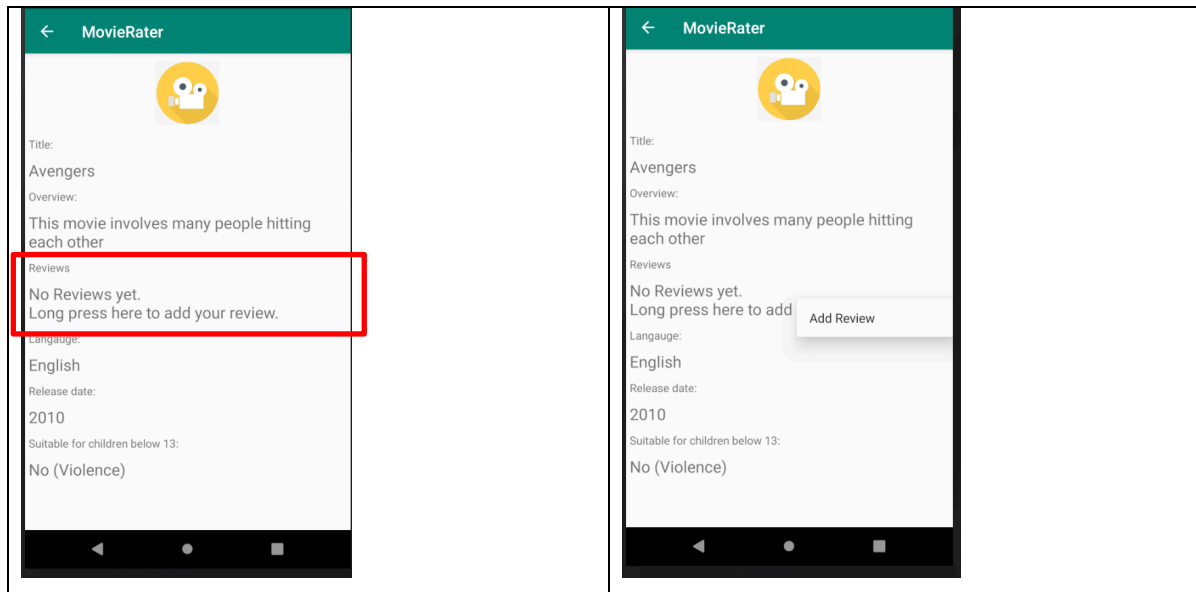- Long press triggers a menu that allows the user to add in a new movie.

Add movie review

- Add in the new UI controls to reflect user's review on the movie.

For this screen, you are only allowed to use match_parent or wrap_content for each view's width and height. You are not allowed to make use of margins / padding to align the different views.

- Long press triggers a menu that allows the user to add a review for the movie.

Edit Movie details

1. Allow user to edit the details of a movie.

You are to include all the fields shown in the screenshot. For this screen, you are only allowed to use match_parent or wrap_content for each view's width and height. You are not allowed to make use of margins / padding to align the different views.

Note: You will need to read the values from a Movie Entity class.

Add movie [Update]

- Remove the "Add Movie" button and replace it with a menu item in the app bar.

- Add in another menu item at the overflow to "reset" all the entries by the user.

For this screen, you are only allowed to use match_parent or wrap_content for each view's width and height. You are not allowed to make use of margins / padding to align the different views.

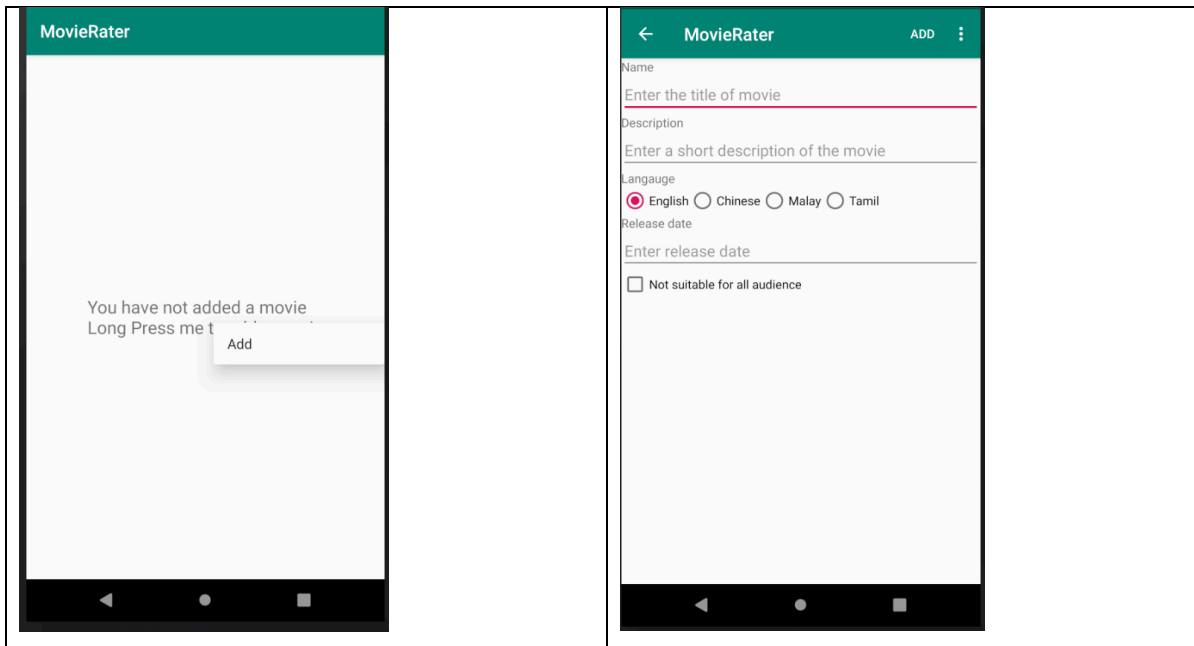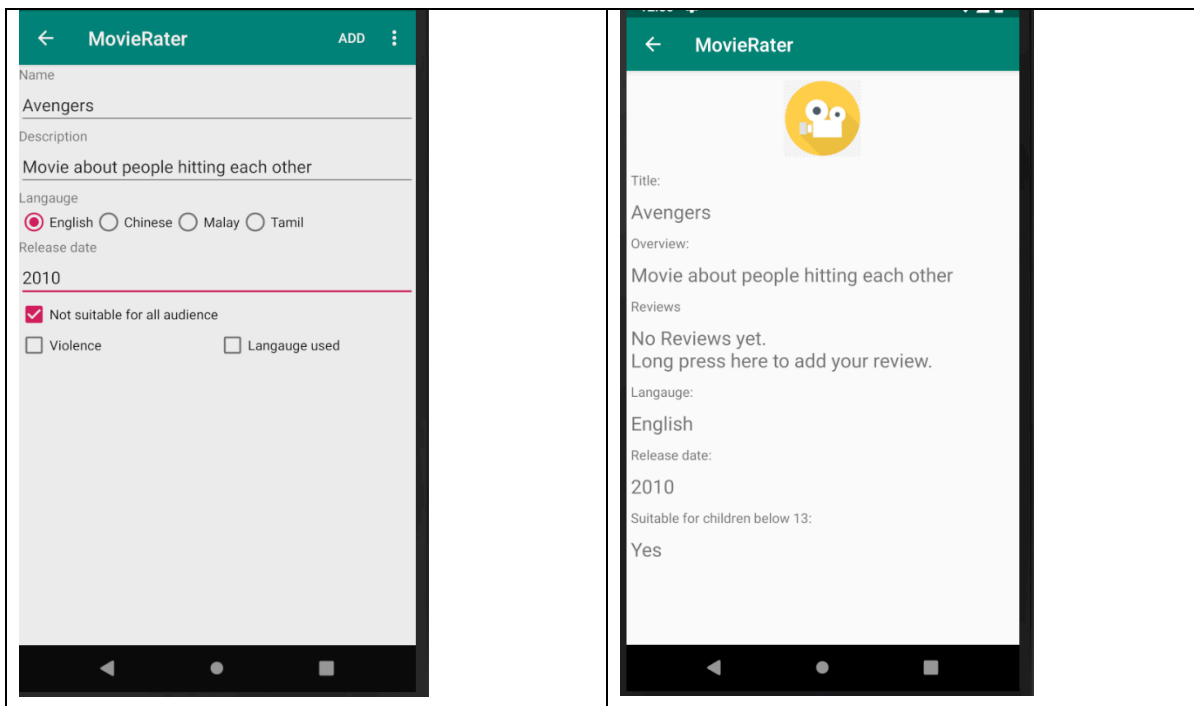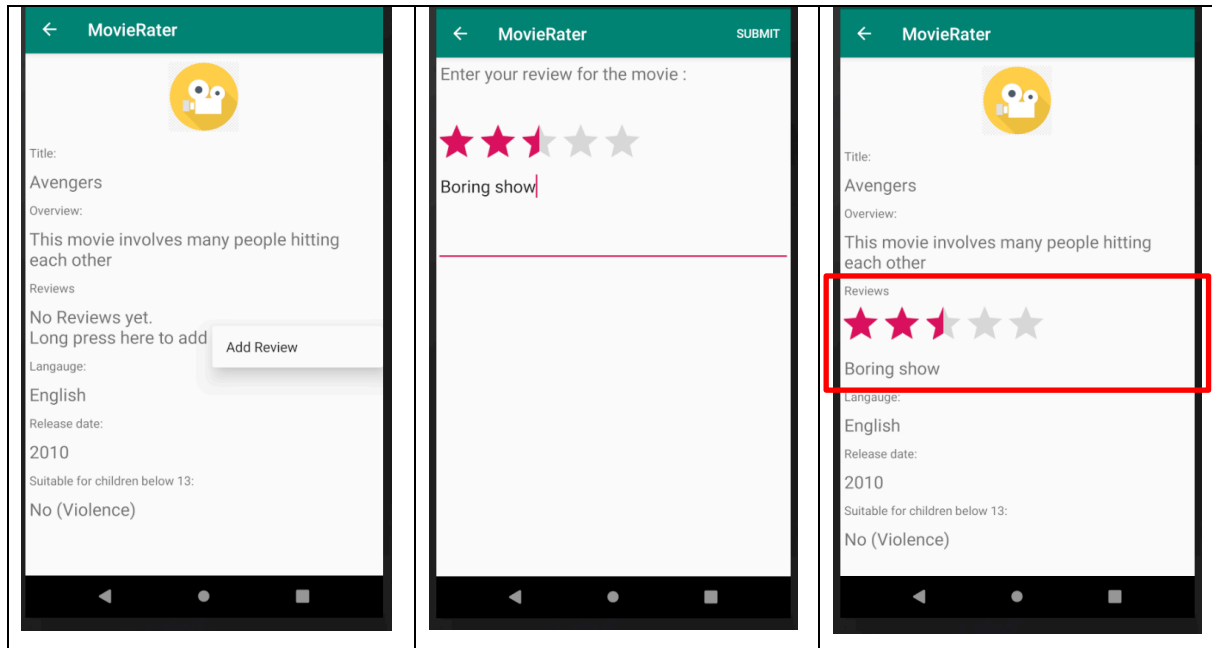## Navigation

- Update the landing page to navigate to add new movie Activity.

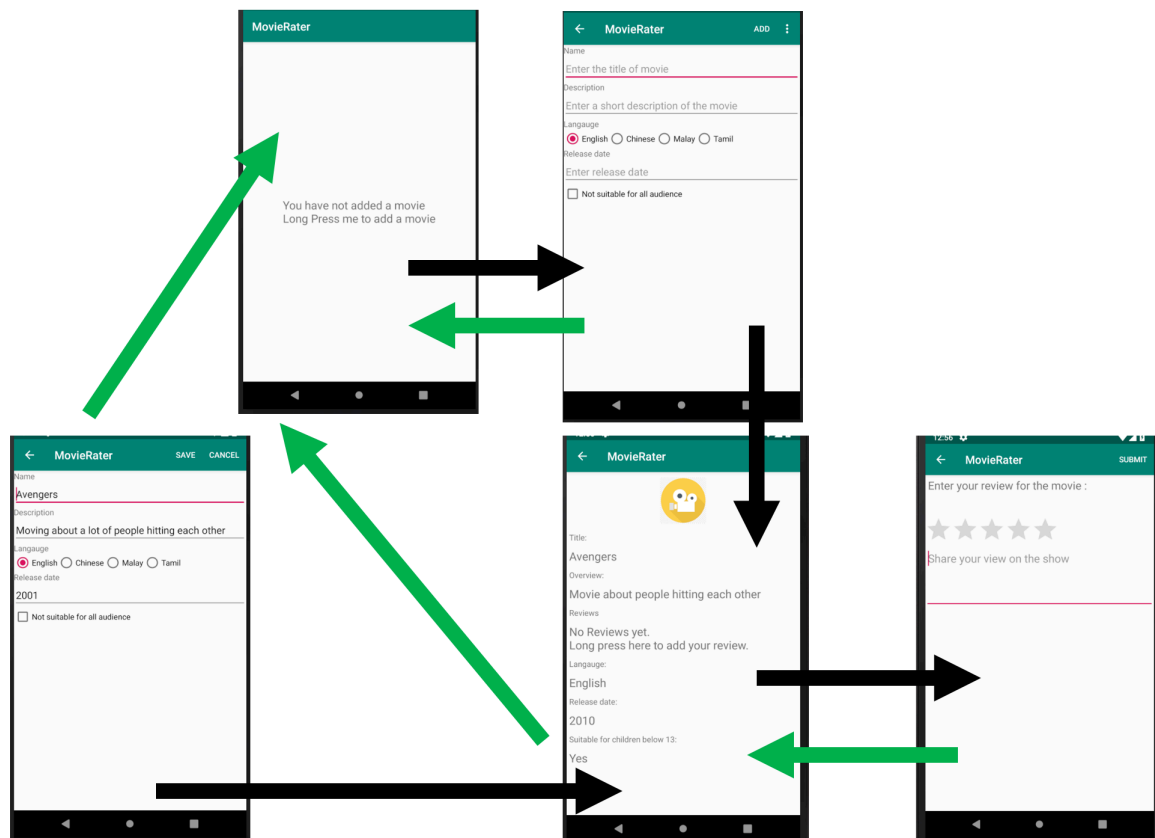- Update Add Movie to navigate to view movie details. Movie detail should display details that the user keyed in at Add Movie Activity.

- Update Movie detail to navigate to Rate Movie Activity

- Update Rate Movie Activity to navigate BACK to Movie detail after submitting review.

Flow

The activities should navigate based on the flow mentioned above. For the flow shown in green arrow, you are NOT to create a new Activity.

Advanced [25%]

Landing Page [Update]

This activity will be the landing page of the application.

You are to include all the fields shown in the screenshot.

For this screen, you are only allowed to use match_parent or wrap_content for each view's width and height. You are not allowed to make use of margins / padding to align the different views.

- Empty list when no movies has been added.

- A list item is created after a movie item has been added.

- Long press on a movie item triggers a menu item which allows user to edit the movie item.

- Selection of an item will trigger the detailed view of the movie item.

- The screen flow should follow what was instructed for the intermediate part of this assignment.

- The movie and review data should only persist when the application is alive only. The data will reset after the emulator has been shut down.