

Assignment 1

50 Marks

Design an app based on the wire framing below. This is a countdown timer.

| | |
|---------------------------|--------|
| Range for count down: Min | 5 Sec |
| Max | 99 Sec |

After you press the start button, the counter starts counting down, other than stop button all the other buttons are made invisible.

If you press the stop button the counter stops, the reset and the start button are visible.

If you press reset button all the buttons are visible and the counter resets to 30 Seconds.

The Up and Down buttons can be imageview or regular buttons if you use regular buttons please use text Up and Down on them. The UP increase the counter by 1 and Down decrease it by 1, the Textview should change accordingly.

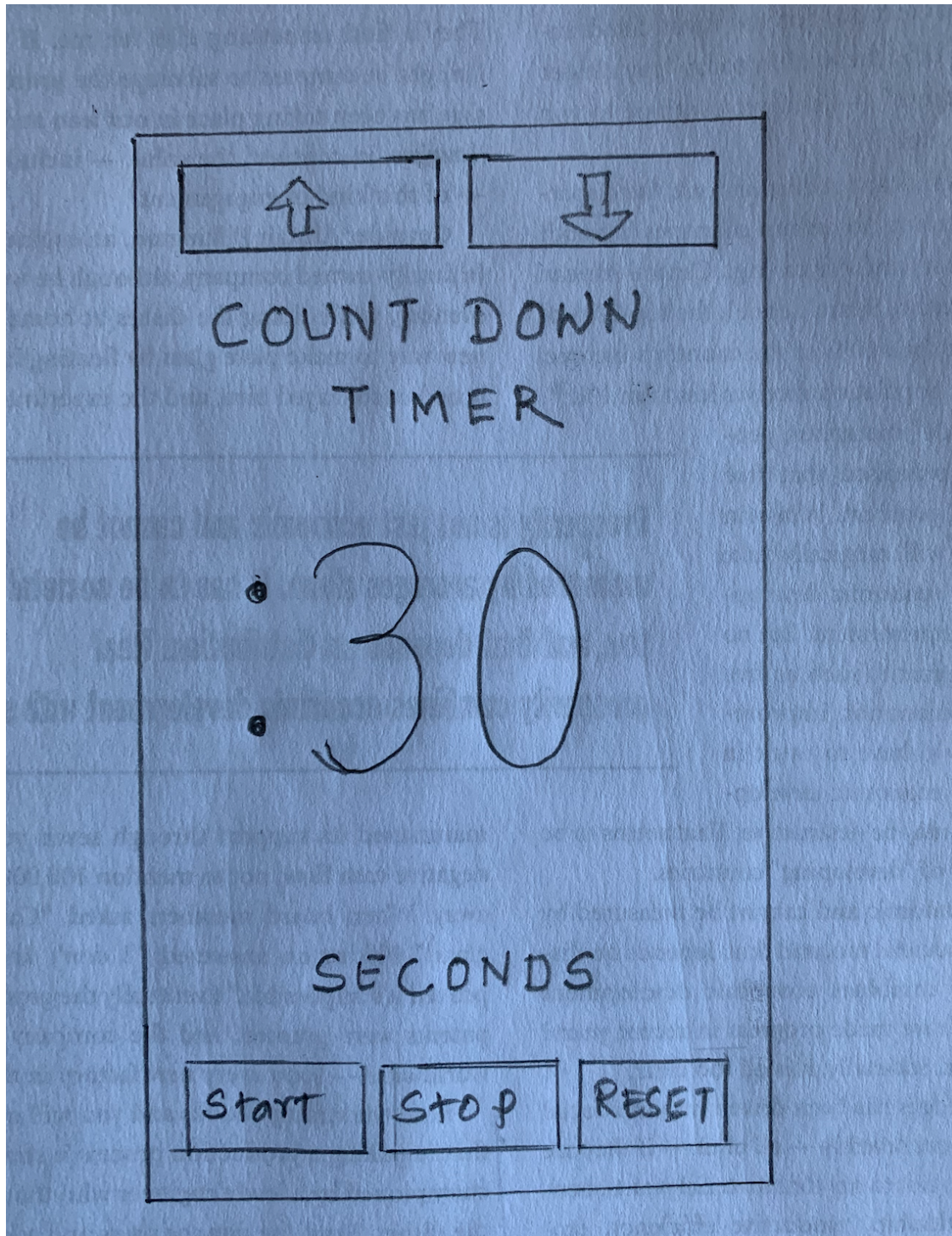
The Textview in the center shows the countdown value, it should change as the timer counts down.

Make it look nice, you are free to use the padding size layout you want for the app. Should work only portrait mode.

You will have to learn about the Android Countdown Timer class and how to use it

<https://developer.android.com/reference/android/os/CountDownTimer>

A hand-drawn wireframe, The pic is drawn at the back of printed paper you don't have to mimic that in you app.



Please Submit the apk both versions and code in a zip file as per the announcement.

Grading Policy

| | | | |
|--|---|------------|-----------------|
| Code not compiling | Minimum possible marks (based on the text of the code and the layout-files, it will be always less than or equal to 10% of your total assignment marks) | | |
| UX (UI Design) | 20 Marks (Proper Layout, positioning of buttons, uniformity of size of components, padding and pleasant color scheme) | | |
| App working including all the events. <u>No abnormal crashing of app.</u> | 30 Marks | | |
| AVD | Pixel 3 | Max Sdk 30 | Min Lollipop/30 |