

CS 501 – Mobile Application Development

Fragment Transactions, Implicit Intents, Menus, Final Project Preparation

Assignment & Worksheet 6

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This worksheet is to be done in collaboration with your project team. Although we are working with Android, the concepts apply to any device.

1. What's wrong with this code? (Lect6_FragmentTransactions_sse)

https://github.com/AlxWang9966/Lect6_FragmentTransactions_sse_EDIT

Be sure to explain what the problems were, and how you fixed them.

The problem hides within the functions of showFig1(), showFig2(), and showFig3().

If you call frag2 after showFrag1(), frag2 will not be displayed since it was hidden by the ft.hide(f2) in showFrag1(). This situation also occurs to frag3.

We solved this problem by editing showFrag2() and showFrag3(), so frag2 and frag3 will be shown in each of the functions.

The problem with showFrag2() is that the function adds frag2 to the BackStack every time so the app will crash when you press more than two times due to the function always add f2 to the same stack. We solved this problem by adding a counter so that once the frag is added, the function will not add again in the second run. We also added a ft.hide(f1) so that only frag2 is shown.

The issue with showFrag(3) is detach/attach method. We changed it to hide and show following the template of showFrag(2).

2. Maintaining State, Bundles, and SharedPreferences.

<https://github.com/Guo-Zizhuang/CS501-HW6P2-MaintainStatusBundlesandSharedP-Git>

One might expect this to be enough to ensure your app “remembers” its state, even when it is shut off. But, under what circumstances will the SharedPreferences Fragment fail to restore your App?

SharedPreferences will fail to restore the App when the App is reinstalled. If the App is deleted, the shared preference will also be deleted.

3. CustomListView and Star Trek

https://github.com/txcchen/W6_P3

4. Animations

https://github.com/AIAuB/W6_P4

5. Final Project - Diving in - First Sprint

At this point, your team should have some good ideas for a final project. You must start having periodic standups and have a timeline for completing your App. allowing enough time for testing.

- a. Generate a detailed set of storyboards, one for each screen, that clearly shows what the App will look like and how it will function. Be prepared to demo this in the lecture.

Storyboard:

<https://www.figma.com/file/yrh3QUYGqWPuSzv7XhVMtT/Storyboard>

User Stories: –As a <role>, I <want | need> to <do something>

As a <user> I want an app that is easy to use and intuitive.

Role: **Gifter** (this can be friend, family, acquaintance, co-worker etc.)

As a <gifter> I want to know what presents my friend wants.

As a <gifter> I want to form a closer relationship by getting them something they're interested in.

As a <gifter> I want to know what presents have already been chosen for my friend so that I don't get the same present.

As a <gifter> I don't want to have to make an account just to view and check off my friend's wishlist.

*in app: share options: can generate link to pseudo-check or just an img/pdf

*use anon to check off //pseudo-check-off//

*browser based application

*wishlist should be viewable on the browser and contains holder's wishlist (no other function) add a toast saying: if you want a better user experience, dl our app

*if gifter has the app, then can open in app

Role: **Gift Recipient** (a person who has a list of items they want to receive, whether for personal use or for special occasions)

As a <gift recipient> I want to list items I want so people know what to get me and share that list with friends and family.

As a <gift recipient> I want an **easy way** to list items I want and add in notes for the item if I have anything to note (e.g. size of shoes, color I want etc)

As a <gift recipient> I want to have an option to add someone to collaborate on a wishlist together

trello: <https://trello.com/b/9DOVQyHO/giftme>

b. 10-minute informal presentation during class. Include the following.

- Who the current Scrum Master is:
 - Nick Lee
- Research, Design and/or Development Tasks for the current Sprint.
 - Storyboard Design
 - Researched similar apps
 - looked at the design
 - user stories
 - No development yet
- How your team is distributing work.
 - Who focused on what. *
 - Equally
 - Discussed storyboard together
 - Will split programming tasks during development (show trello)
- How often your team is meeting during the Sprint:
 - 3 - 5 days a week
- How often the team met in person:
 - 100% of the time so far
- How often the team met online:
 - 0% so far
- Your progress so far. What percentage completed you think you are?
 - Planning stages
- Your use cases from part a, above. They may change as you proceed.
- Which goals were completed and which were not.
 - Use cases
 - Storyboard
- Blocking issues
 - Users: registered and unregistered
 - Sharing mechanism
- Plan for the next Sprint. (Very Important)
 - Project Kickoff
 - Setup project repo
 - Setup API access
 - Setup database
 - Initiate layout designs
 - Research for info
 - Search for possibly usable APIs
 - Research on app implementation