Main Activity:

- This is the first Activity (The starting activity when the application runs.)
- The whole screen will only display the logo.png
- On Click, Switch to Menu Activity.
 - Make sure, the back button cannot go back to Main Activity.

Menu Activity:

- Reproduce the activity using the layouts learned.
- The Title at top should say "Menu"
 - o Text Size 30sp
- Logo at the top as well
- List of all Products.
 - o Products data given to you. Check the files available.
 - Title, description and current price.
 - I suggest you pass the Product object and modify the quantity property of it. This will allow you to increase and decrease the user requirements easily and have access to that data elsewhere.
- Checkout Button clicked
 - Change to Check Out Activity

Check Out Activity:

- Reproduce the activity using the layouts learned.
- List will only show selected products.
 - Correct quantity.
 - o Price should be quantity multiplied product price.
- Total price is all the combined prices.

Languages:

Your application should be able to handle 2 languages:

- English
- French. (Use translate.google.com for values)

Grading:

Criteria	Points
Dellinenslele	
Deliverable	
Respected instructions	1
Compiles and Executes	1
Clean Code & structure	3
Errors	
No Runtime Errors	1
No Logic Errors	1
Classes	
Main Activity Done	1
Menu Activity Done	3
Check Out Activity Done	5
Layouts	
Main Activity	1
Menu Activity	3
Check Out Activity	5
Custom Activities	2
Lists	
Data	1
Adapter	4
Add product	1
Remove product	1
Show Correct Quantity and Price	2
Dialog	
Accept	1
Modify	1
Cancel	1
Languages	
English + French Switching	1
Total	40