

## Please Read .....

- Create a new project
- Marks for each section are shown
- Attach a short video of your APP working
- Attach a short “readme.txt” file outlining what sections you have completed and any problems you encountered.  
Specify what version API and gradle you used.
- Remember that no two people write the same code so don't make life hard for me.
- ZIP your AS project with video, readme.txt and any other files you produced.
- Upload the ZIP file to Moodle.
- You have four hours to complete the exam.
- You **cannot collaborate with other students in the exam**. All code is scanned with a plagiarism detection tool.  
Cheating leads to failing the exam.

Q1. Build an app using AS called **Exam1** that contains two activities, **activityMain** and **activityOne**.

1) *activityMain* should consist of following UI components :

Button (x1) – calls *activityOne*

EditTexts (x5) – entering the 5 numbers, one for each number.

TextView (x1) – displays data received from *activityOne*.

You should enter five floating point numbers using the five EditText UI components. <<Consider the possibility that values might be missing>>

When the Button is pressed place these numbers into a bundle and send it to *activityOne*.

2) *activityOne* consisted of following UI components :

EditTexts fields (x2) - entering your name and phone number

Button (x1) - sending bundle to *activityMain*.

TextView (x1) – displays the data received from *activityMain*

This activity is called by *activityMain* and should display the data received in the bundle.

Calculate the average and sum of the numbers received.

Enter the name and phone number into the TextFields.

When the Button is pressed enter the name, phone number, average and sum into the bundle and return the bundle to the *activityMain*.

3) *activityMain* should display the complete data returned from *activityOne* in the TextView UI as show below :

Name : MyName

Phone : 999-9999

Numbers : 345.7, 12345.8, 22222.6, 4565433.6, 234567.7

Avg: 966983.08

Sum: 4834915.4

Then the activity should save all the data in a *SharedPreferences* file using whatever keys you want.

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### **Marking scheme :**

*activityMain* UI : 10%

*activityOne* UI : 5%

Bundle sent correctly from **activityMain** and displayed in **activityOne** :30%

Bundle sent correctly from **activityOne** and displayed in **activityMain** :30%

Data stored in SharedPreferences file: 20%