ASSIGNMENT #2

Task 1: Kotlin/Android Studio

Let's consider you are making the Grocery shopping list application. Create an app that allows you to add items in your shopping list, delete items or clear all items from the list once you have finished shopping. The design of the app should look as shown in the figure.
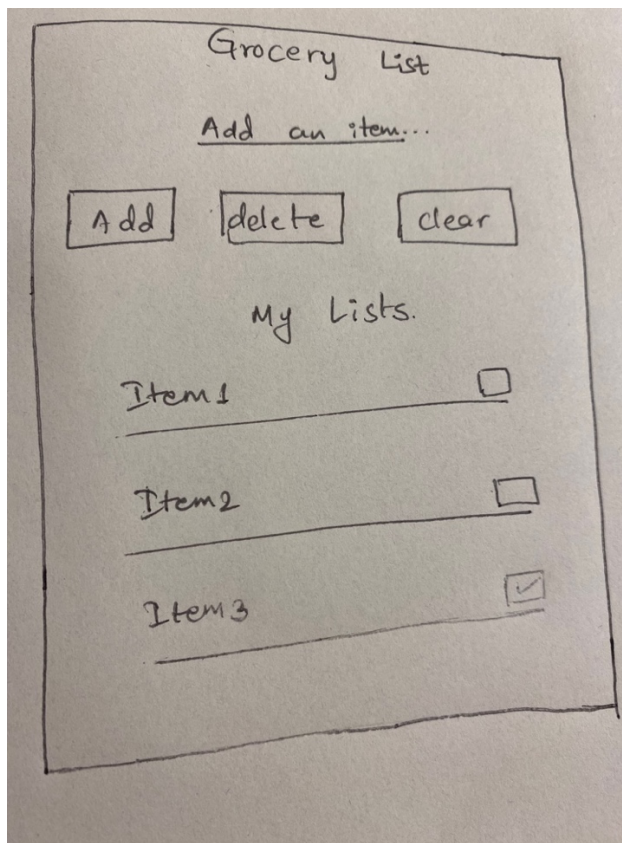
Your application should have following features:

1. A text space to add the new items
2. An "Add" button which allows to add new entries on the list
3. A "Delete" button to delete the entries from the list
4. Checkboxes next to the added entries. The checkbox should allow to select an item such that you can remove a specific item from the list once you bought it.
5. A "Clear" button which clears the entire list at once.
6. A scrollable list to maintain a long list of generated items.

Task 2:

You are hired by Gordon Ramsay to develop a cooking app. He provided some of his main concerns about the app as below:

1. In the first page of the app, he wants his picture and his name.
2. After clicking on his name another page will open where you can see a list of food with their name and pictures.
3. By clicking on each food's name another page will open.
4. In this new page you will see the picture of the food, its name, and a short description about the food's recipes.
5. bonus: Add the search option to search between foods.

Develop a mobile app to fulfil above requirements. Be as creative as you like. Add at least five food items to be displayed for point 2.

Task 3:

Go to your android studio, and create a new project and answer the below steps:

1. Create a textView by using the Design menu and change the text. Did you notice the "hardcoded text" warning? How could you resolve it? And why is it important to resolve it?
2. In a hardcoded text scenario, how could you add the string to the resource, and if we don't add strings to the "string.xml" file, what kind of error or warning we will get.
3. In the case that your application contains several textviews and you want to keep the same design for all of them, what is the best solution?
4. So far, we have used TextView, ImageView, and buttons. Can you name two more views? Could you name some properties that all of these views have in common? What is the unit for expression location and dimension of the views?

Task 4:

Localization is an integral design part of any application due globalization these days. Localization refers to adapting application content for a specific region. Read and learn more about localizing your app at https://developer.android.com/guide/topics/resources/localization. Your task is to localize your application you develop in Task 1 to Nordic countries. List and explain what changes you've made to localize your app.

To Hand-in

You should submit a single word file with answers to all the questions for descriptive tasks. Name your file as firstnameLASTNAME.doc(x). For the implementation tasks, write in word file against the task number, your submitted file name and instructions on how to run it.

Task 1: Code should be provided in a zipped folder (Task_1.zip) with screenshots of your result. The code should be clean and well commented. The description of the process is needed in a docs or pdf file along with the steps to run it.

Task 2:

1. For this task you need provide a code.
2. For each step 1-5 you need to take a screen shot of the result on your emulator and design view of you main_activity.xml file (alongside of each other). Name the screenshots as step_1, step_2 and so on.
3. A pdf document where you explain in detail, all the steps you followed. In case of any difficulties, you need to mention it and explain how you resolved it.
4. Put (1-3) in a in a zipped folder (Task_2.zip)

Task 3: A pdf document. You need to explain your answers and if necessary, add a screenshot. Name the pdf file as (Task4.zip)

Task 4: A document explaining changes you've made to localize your app and updated code with localization.