A4 - GUI Calculator

Assignment Submission
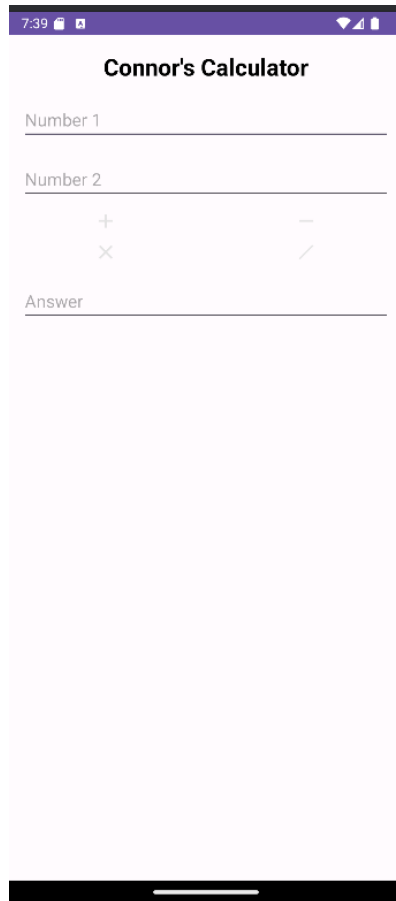
By: Connor Goodwin

W#: W0488245
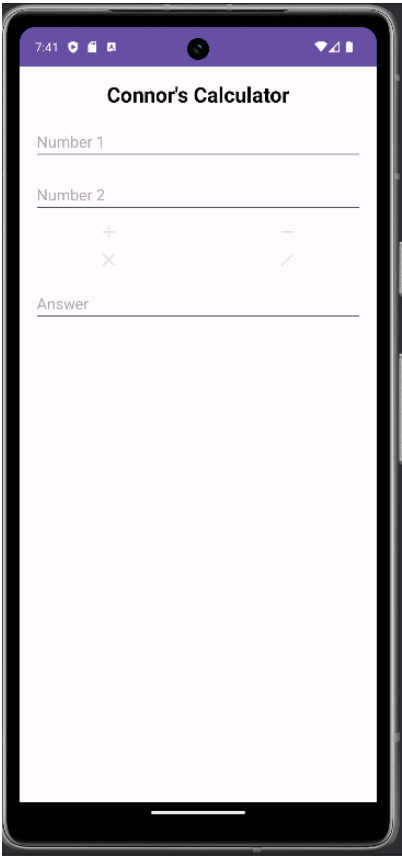
Date: 2025-09-30

[10%] test on 3 different screen sizes
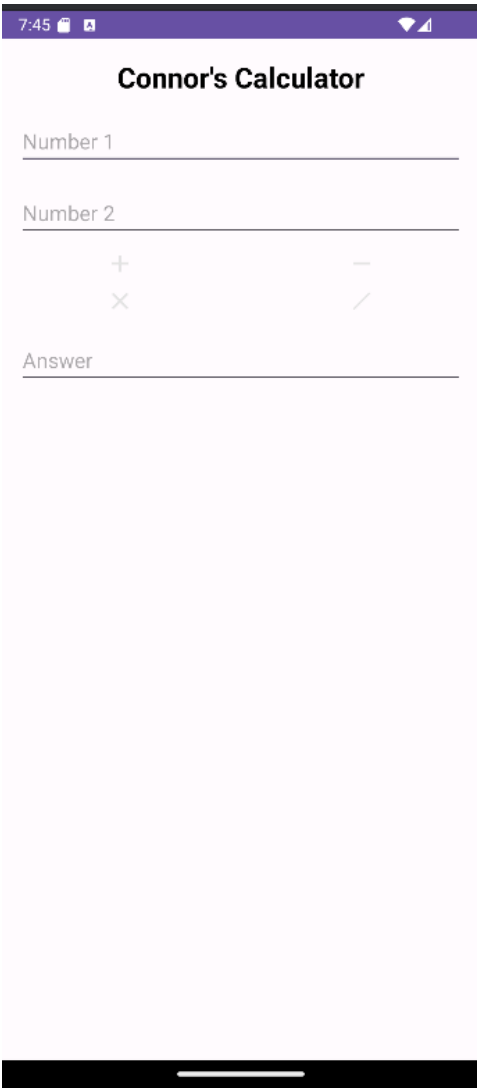
Small Phone: API: 36, Screensize: 720x1280:

Connor's Calculator

Number 1

Number 2

+ —

× /

Answer
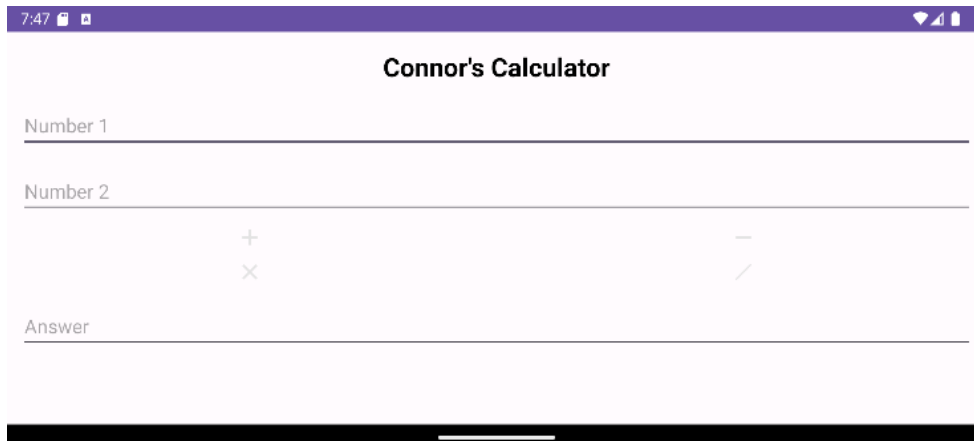
Medium Phone, API: 35, Screensize: 1080x2600

7:45

Connor's Calculator

Number 1

Number 2

+   —

×   /

Answer

[10%] 2 different API-levels (23, 22, 21, ...any 2 different)

As shown above.

[10%] at least one is Landscape, at least one is Portrait.

[10%] You decide exactly which sizes and API levels to use, but it needs to be detectable per the next section...with the following features...

As seen above.

[10%] Use graphics for your +,-,*,/ buttons such that they are the proper size for the format. (can be a Vector Graphic)

```xml
<ImageButton
    android:id="@+id/b_Add"
    android:layout_width="0dp"
    android:layout_height="wrap_content"
    android:src="@drawable/add_icon"
    android:background="?attr/selectableItemBackground"
    android:padding="0dp"
    android:scaleType="fitCenter"
    android:contentDescription="Add"
    app:layout_constraintTop_toBottomOf="@id/editText_Num2"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintEnd_toStartOf="@+id/b_Subtract"
    android:layout_margin="8dp"/>
```

[10%] Create a graphic (to display with the calculator) with your name that changes density to match the screen (similar to my example; or, can be a Vector Graphic)

Just did a txt name

[10%] Create your own mipmap/launcher.png file to match the different screen densities.

Image of the launcher png on the phone home screen.