

# A4 - GUI Calculator

Assignment Submission

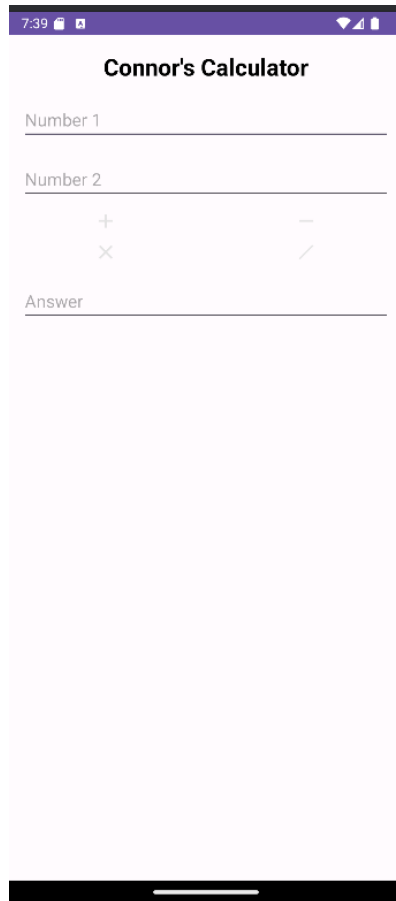
By: Connor Goodwin

W#: W0488245

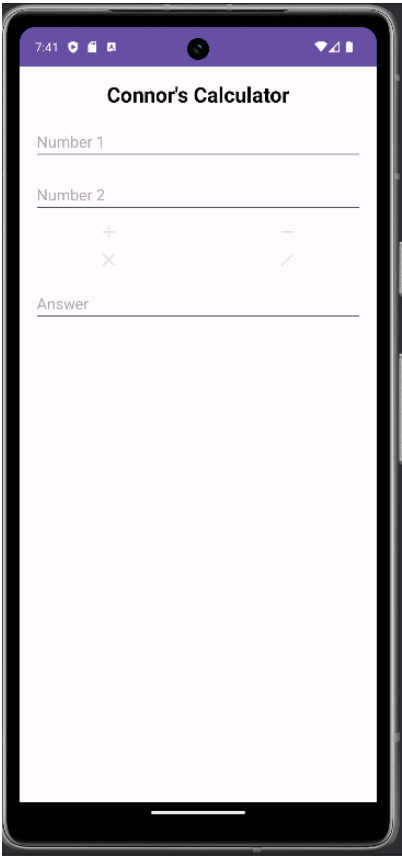
Date: 2025-09-30

[10%] test on 3 different screen sizes

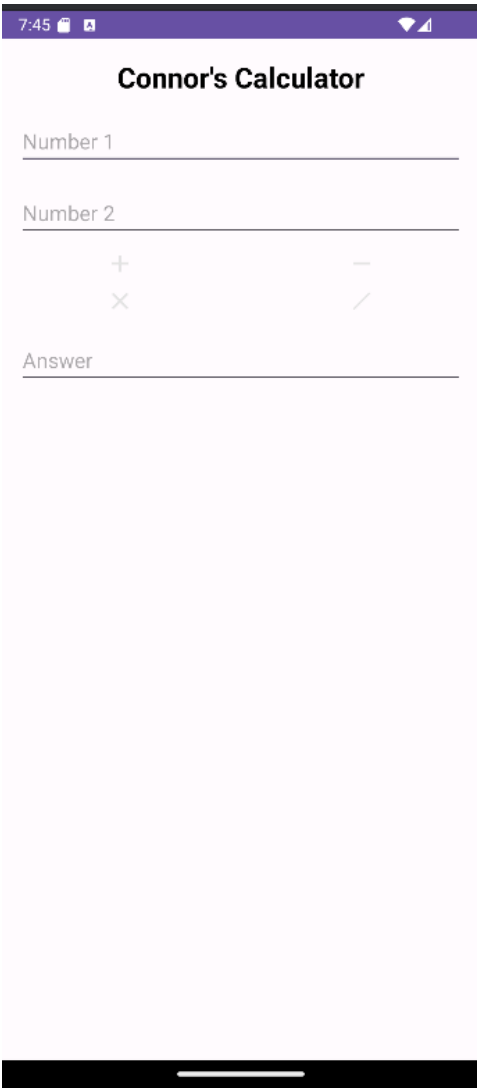
Small Phone: API: 36, Screensize: 720x1280:



Pixel 7a, API: 34, Screensize: 1080x2400



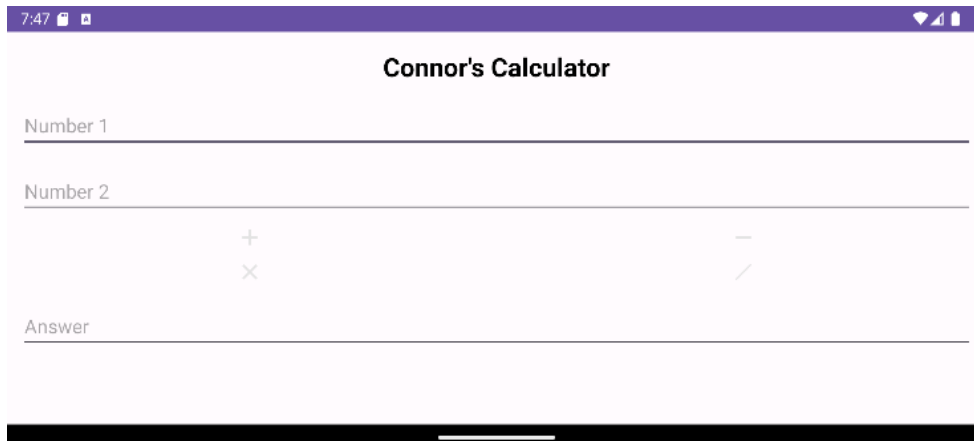
Medium Phone, API: 35, Screensize: 1080x2600



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

As shown above.

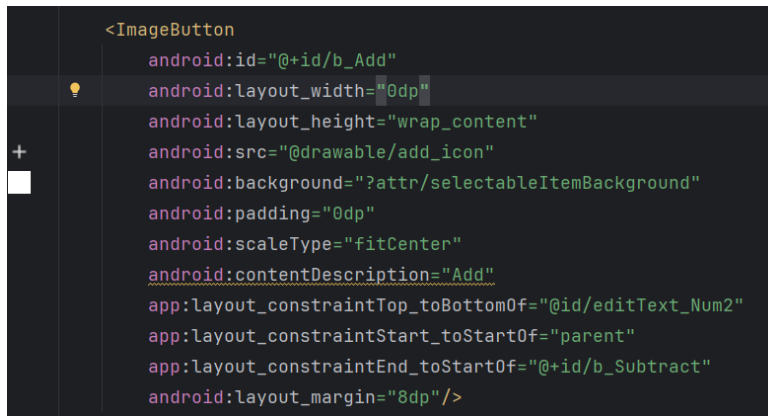
[10%] at least one is Landscape, at least one is Portrait.

A screenshot of a mobile application titled "Connor's Calculator". The app has a purple header bar with the time "7:47" and status icons on the left, and signal, Wi-Fi, and battery icons on the right. The main content area is white. It features three input fields: "Number 1", "Number 2", and "Answer", each with a horizontal line for text entry. Between the "Number 2" and "Answer" fields, there are four operation buttons: a plus sign (+), a minus sign (-), a multiplication sign (x), and a division sign (/). The app is running on a device with a black home indicator bar at the bottom.

[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)



[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.