

Task description

Create a meal calculator application. The app should be made of 2 activities. The first activity contains the main user interface, the second one shows information about us - the developers of the app.

The UI (user interface) should contain the following components:

1. 3 buttons on top. Their titles to be:
 - a. Euro (EUR)
 - b. Bulgarian Lev (BGN)
 - c. US Dollar (\$)

These buttons are used to determine the currency of the bill. When one of this buttons is tapped, the total price shown in the price label is converted to the selected currency.

2. Labels for the desired meals
 - a. Dish – 5 EUR
 - b. Desert – 2 EUR
 - c. Drink – 1 EUR/liter

Home Assignment 1

Meal calculator

For the first two meals there is a small text field right to the label. This field shows the quantity of the desired meal. To the right of the text field we put two buttons – a “+” and a “-” button that set the quantity of the dish.

You must **validate the quantity** – it should be a number between 0 and 10.

To the right of the “Drink” label there should be a slider that defines how much liters the user wants. The possible values should be between 0 and 3 liters.

3. Below the labels we put the details about the bill.

There is a check box that describes if the user wants a delivery or not. This service costs 10 EUR.

In this section should be present a “Calculate” button and Total Price Label too.

The Total price label shows the final price when the calculate button is tapped. Please note that the price should be **calculated for the desired currency and if the user choses another currency the total amount is recalculated.**

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4. At the end we put a button “About us”, which opens a new activity and where we could put some useful info about us, contacts, etc.

A proposed, but not obligatory design:

