

Assignment 2 Frequently Asked Questions (FAQ)

1. ***Can I use more than 1 class/activities?***

Yes, any number of classes is allowed.

2. ***Do I need to use fragments?***

No, you can simply use activities without embedded fragments.

3. ***Can I use EditText instead of TextView or the X class?***

Up to you, you can use any standard library class if you think it is appropriate, as long it is part of the standard library i.e. found in the developer.android.com website.

4. ***Can I use third party libraries?***

No, only the ones in the standard library see question 3 above.

5. ***Can I show you my code and could you tell me if it is correct? Can you help me with the code of the coursework?***

No. This is assessed work. Everything that we do as part of the lectures/tutorials build up your knowledge so as to be able to do the coursework and more! You wouldn't expect your manager at work to debug/help with your code, would you?

6. ***Can you explain me this part of the coursework?***

Yes clarifications will be given but under the assumption that first you have read in detail all the written specification.

7. ***The spec does not describe how/what approach/class to do X or Y?***

If something is not described in the spec of the coursework you can follow your own way/solution/design/class as long as you use classes found in the standard Android library (and standard support libraries).

8. ***Does the layout in the first home screen (4 buttons) needs to be in a specific way?***

The spec of the coursework does not describe the layout for this screen (apart from the fact that 4 buttons should be present). However, there is an additional 5/100 marks which are for the design and look and feel of your application. Any parts/subquestions which tell you to do the layout in a specific way, they have to be followed and there additional marks for these (part of the marks given for implementing the specific question).

9. ***Can I use the Android Studio layout editor instead of writing XML for my layouts?***

Yes you can. However, it is strongly recommended to learn to use XML as well as this is the most accurate and powerful way to create nice layouts.

10. ***Can I use Kotlin instead of Java and why not?***

No. The module covers Java not Kotlin.

11. *Should I deal with rotation (landscape mode) as well?*

Yes the user should be able to see the same information and not lose any information during a configuration (rotation) change.

12. *The specification says that every time the user clicks on the X component a new screen is created/presented. Do I need to start a new activity or can I use the existing and update its components?*

It is up to you. You can do either way and this will not affect your marks if the application runs OK.

13. *Can I use (am I allowed) the ConstraintLayout or the X-Layout or do I need to use RelativeLayout?*

It is up to you, as long as the end result is OK for the user.

14. *Do I need to create a different layout for landscape?*

It is up to you, as long as the end result is OK for the user and the landscape is also displayed properly.

15. *Does my application need to deal with different size screens?*

To make things easier no (you will demonstrate your app in a screen size you choose), however your application needs to deal with orientation.