

Programming Mobile Devices Project2 (60%)

Due: 20th December, 2020

Requirements:

X 1. Create a online shopping app .

2. You can choose any of the following:

- X
- Fashion
 - Sports items
 - Groceries
 - Arts and Hobbies
 - Music instruments

X 3. Your main activity should display a **tabview** for selecting subcategories of items available to shop from at least **three categories**. Clicking on each tab should open a **fragment with recyclerview** list of at least **5 items** based on chosen category. You can create a list for each category in main activity and load into fragment based on tab clicked.

. 4. For this fragment, Each row in the recyclerview should have an **image** of the item and its **name**, **code** and **price** in a textviews placed **below image**. Each item should also have either of the following

- X
- a. **A button for adding it to basket.**
 - or
 - b. **A pop up menu to add item to basket or wish list**

X 5. Create a **database helper class** to create database for application and two tables inside it and all CRUD methods for each table

- a. **One with columns id, username , password, address**
- b. **One with itemname, item code and item price**

6. App should have an options menu on each activity with options for

- X
- a. **Signing in**
 - b. **Open basket**
 - c. **Go to home page**

X 7. When user chooses an option to **sign in a new activity should open with two edittext views for user name and password** respectively and two buttons one for signing in and one for signing up.

X 8. If user puts in text for user name and password then click sign in, **check if the user name exists in first table then check if the password matches the password in the table**. If both match correctly then

- a. Display a toast signed in successfully
- b. Go back to main activity
- c. Display username in title of the app (optional)

9. If user name does not exists then display a toast for 'user name not found' or if the password does not match then display a toast 'wrong password for this username' .

10. If user clicks on sign up button then open a new fragment with edittextviews for username password and address and a button. On clicking this button insert row into first table with all values for each column from edittextviews into first table in database. Display a toast 'signed up successfully' and move back to sign in activity.

11. If user clicks on open basket option from menu then load open an activity for basket. Here open the database and display all the items in the table with their price as a list. A text view in the bottom should display the sum of all prices as total cost for all items in the basket.

12. Each item in the list should have a button or context/pop up menu to delete item. If user choses this option remove this item from the list as well as table and update both and total price.

13. This activity should further have few buttons to perform following actions:

- a. Continue shopping
- b. Go to payment
- c. Empty basket

14. Empty basket should remove all data from the table and display a toast 'empty basket'

15. Continue shopping should move user back to main activity

16. Go to payment should move to new activity/fragment. This activity can take payment and shipping info then clicking on a 'confirm' button displays a 'confirmed order' on a textview

17. Additional Features

- a. Use styles and themes etc
- b. Use at least one animation using motion editor in your app
- c. Any additional features

Grading Scheme:

1. First main activity with tabview (40)
 - Tabview for different categories
 - A fragment having a recyclerview to display selected category
 - Each item having button/menu for adding to cart
 - Options menu on top to sign up, view basket, main page
2. Databasehelper class with two tables and CRUD methods(20)
3. Second activity to sign in or sign up.(15)
 - Fragment/activity to sign in
 - Fragment/activity to sign up
4. Third activity to view Basket.(15)
 - Load and display items in basket
 - Delete menu to delete items from basket
 - Display total cost
 - Buttons to proceed
5. Bonus Features (10)