

# Mobile Apps 2024

## Movie Screen

### Assignment 2

Due: 11 April 2024 11:59PM

Gaspard TORTERAT SLANDA

Stu n° 74536

### Work

To do this assignment, I first drew the designs for the screens that you can see below, and then coded.

Then I tackled the navigation. I schemed the routes between the different screens in the document you can see below, then coded. In order to navigate from screen to screen, I used the navigation Controller from Jetpack Compose.

Finally, all the movies' data is stored locally. When I update, for instance, the number of seats selected, the app modifies the appropriate object on the computer. To get my data, I went on the site myvue.com and retrieved the appropriate fields. To display the images, I went on pixabay to use free-licensed images.

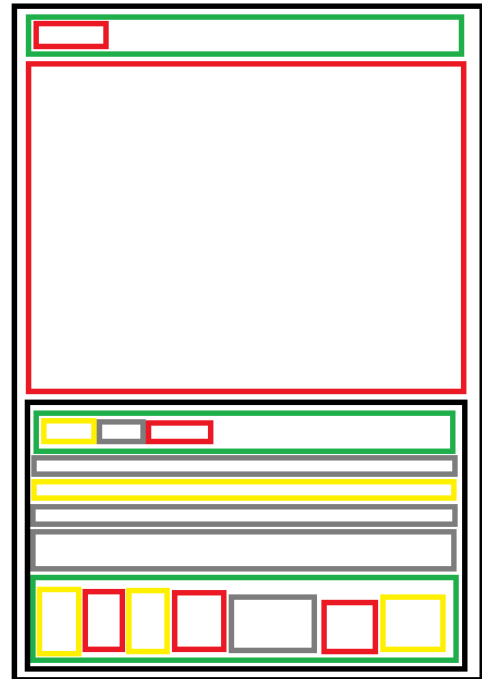
You may see the History section to view the project step by step.

## Designs

**HomePage**



**MovieScreen**



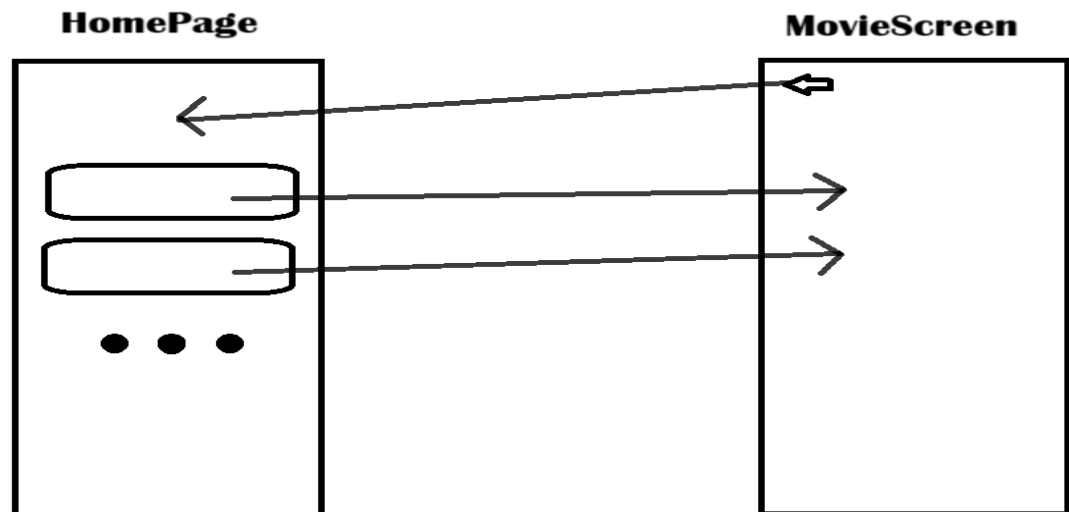
**Legend** Column/**Row**/**Image**/**Text**/**Card**/Spacer

## Screens

The first screen named HomePage that you can view in the Designs section, uses a **LazyColumn** to list the films. Within this LazyColumn, each item uses the modifier property **clickable** to route the user on MovieScreen.

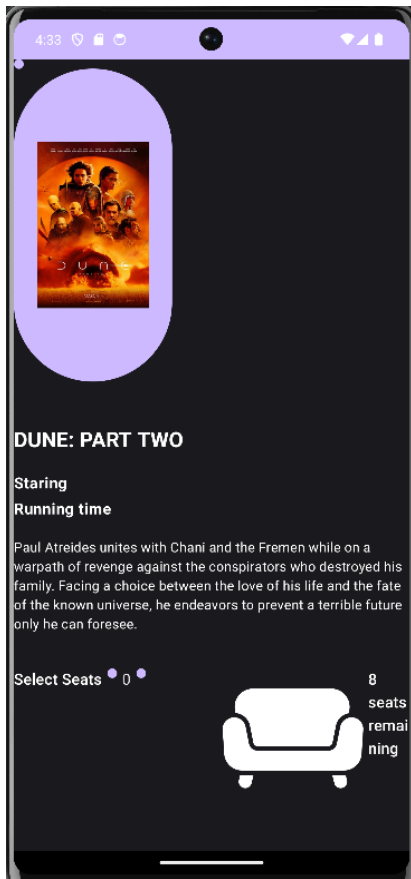
The MovieScreen takes in parameters a Product from the data class Product, ie.Requirements. At the top, the **image** takes the entire screen width and half of the screen height, using the modifier's appropriate properties. Using **Texts** from jetpack Compose, the screen displays relevant information about the film. Additionally, using a **mutable variable** as the counter, the screen shows the number of seats left. As the counter is stored directly in the movie's data class, this information can be shown when going back on the HomePage.

## Navigation



The navigation is pretty straightforward. The user can click on the cards to go to the MovieScreen. Moreover it can click on a Back Arrow to get back to the HomePage.

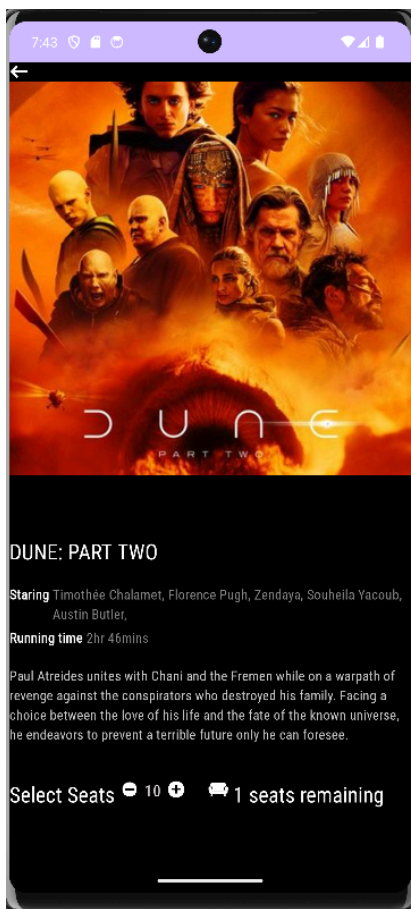
## History



1



2



3



4

## **Screen 1**

Here I had issues with the main picture, the icons and the police.

## **Screen 2**

Here the police is roboto. I had police size and picture problems.

## **Screen 3**

Here I had the icon spacing wrong.

## **Screen 4**

Here some Spacer issue.