

Assignment 01

COS30017 - Software Development for Mobile Devices

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1. Task 1

1.1. Source

1.1.1. activity_melbourne.xml

```
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingLeft="@dimen/activity_horizontal_margin"
    android:paddingRight="@dimen/activity_horizontal_margin"
    android:paddingTop="@dimen/activity_vertical_margin"
    android:paddingBottom="@dimen/activity_vertical_margin"
    tools:context=".MelbourneActivity">

    <TextView
        android:text="@string/melbourne"
        android:layout_width="fill_parent"
        android:layout_height="wrap_content"
        android:textSize="20pt"
        android:gravity="center"/>

</RelativeLayout>
```

1.1.2. strings.xml

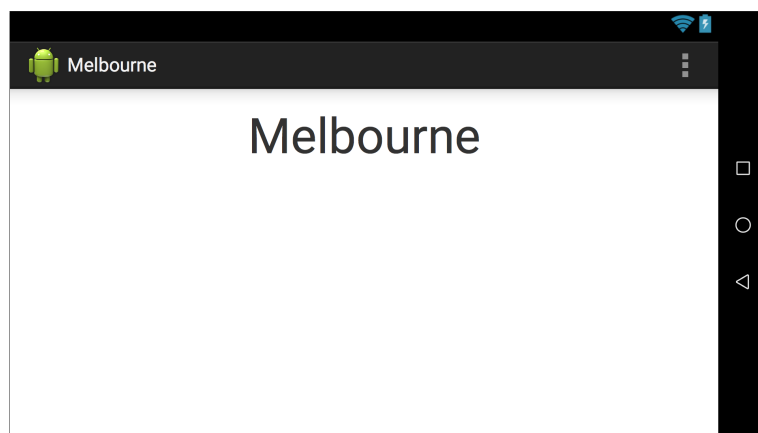
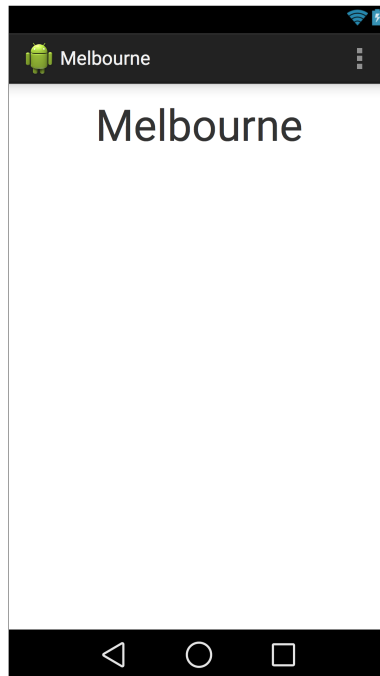
```
<?xml version="1.0" encoding="utf-8"?>
<resources>

    <string name="app_name">Melbourne</string>
    <string name="melbourne">Melbourne</string>
```

```
<string name="action_settings">Settings</string>
```

```
</resources>
```

1.2. Screenshots



2. Task 2

3. Task 3

3.1. Source

3.1.1. activity_icon.xml

```
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="horizontal"
    android:paddingLeft="@dimen/activity_horizontal_margin"
    android:paddingRight="@dimen/activity_horizontal_margin"
    android:paddingTop="@dimen/activity_vertical_margin"
    android:paddingBottom="@dimen/activity_vertical_margin"
    tools:context=".IconActivity">

    <ImageView
        android:layout_width="wrap_content"
        android:layout_height="35dp"
        android:src="@drawable/ic_action_alarm_2"
        android:id="@+id/alarm_icon"/>

    <TextView
        android:layout_width="fill_parent"
        android:layout_height="35dp"
        android:layout_toRightOf="@id/alarm_icon"
        android:id="@+id/alarm_text"
        android:layout_marginLeft="20dp"
        android:text="Alarm Icon"
        android:textSize="25sp"/>

    <ImageView
        android:layout_width="wrap_content"
        android:layout_height="35dp"
        android:layout_below="@id/alarm_icon"
        android:src="@drawable/ic_action_google_play"
        android:id="@+id/play_icon"/>

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="35dp"
```

```

        android:layout_toRightOf="@id/alarm_icon"
        android:id="@+id/play_text"
        android:layout_below="@id/alarm_text"
        android:layout_marginLeft="20dp"
        android:text="Play Icon"
        android:textSize="25sp"/>

<ImageView
    android:layout_width="wrap_content"
    android:layout_height="35dp"
    android:layout_below="@id/play_icon"
    android:src="@drawable/ic_action_location_2"
    android:id="@+id/location_icon"/>

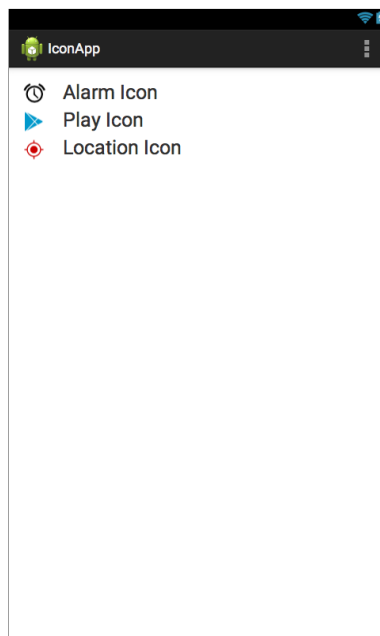
<TextView
    android:layout_width="wrap_content"
    android:layout_height="35dp"
    android:layout_toRightOf="@id/alarm_icon"
    android:id="@+id/location_text"
    android:layout_below="@id/play_text"
    android:layout_marginLeft="20dp"
    android:text="Location Icon"
    android:textSize="25sp"/>

</RelativeLayout>

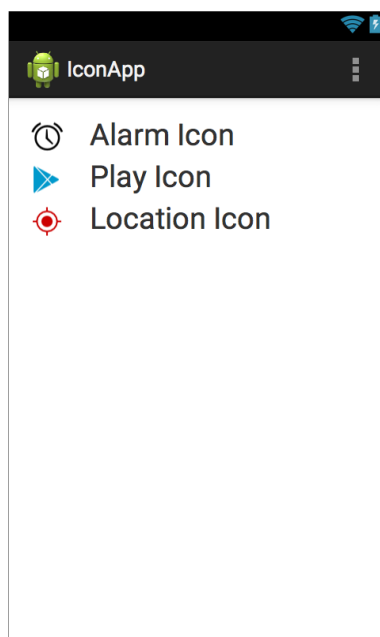
```

3.2. Screenshots

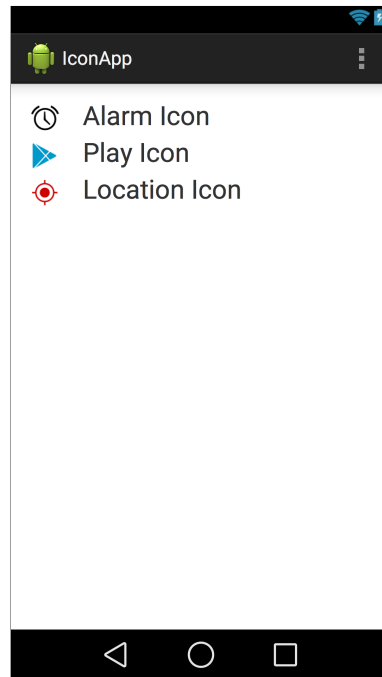
3.2.1. mdpi



3.2.2. hdpi



3.2.3. xxhdpi



4. Task 4

There is a need to use device independent font sizing because:

- The pixel density is different between devices.
- Fonts will not show correctly across different devices if device dependent font sizing is used.
- Fonts need to scale correctly so that they are readable on different density screens.