CS 399: Mobile Application Development
Summer 2020

Homework-07

Due Wednesday June 24
30 Points Total

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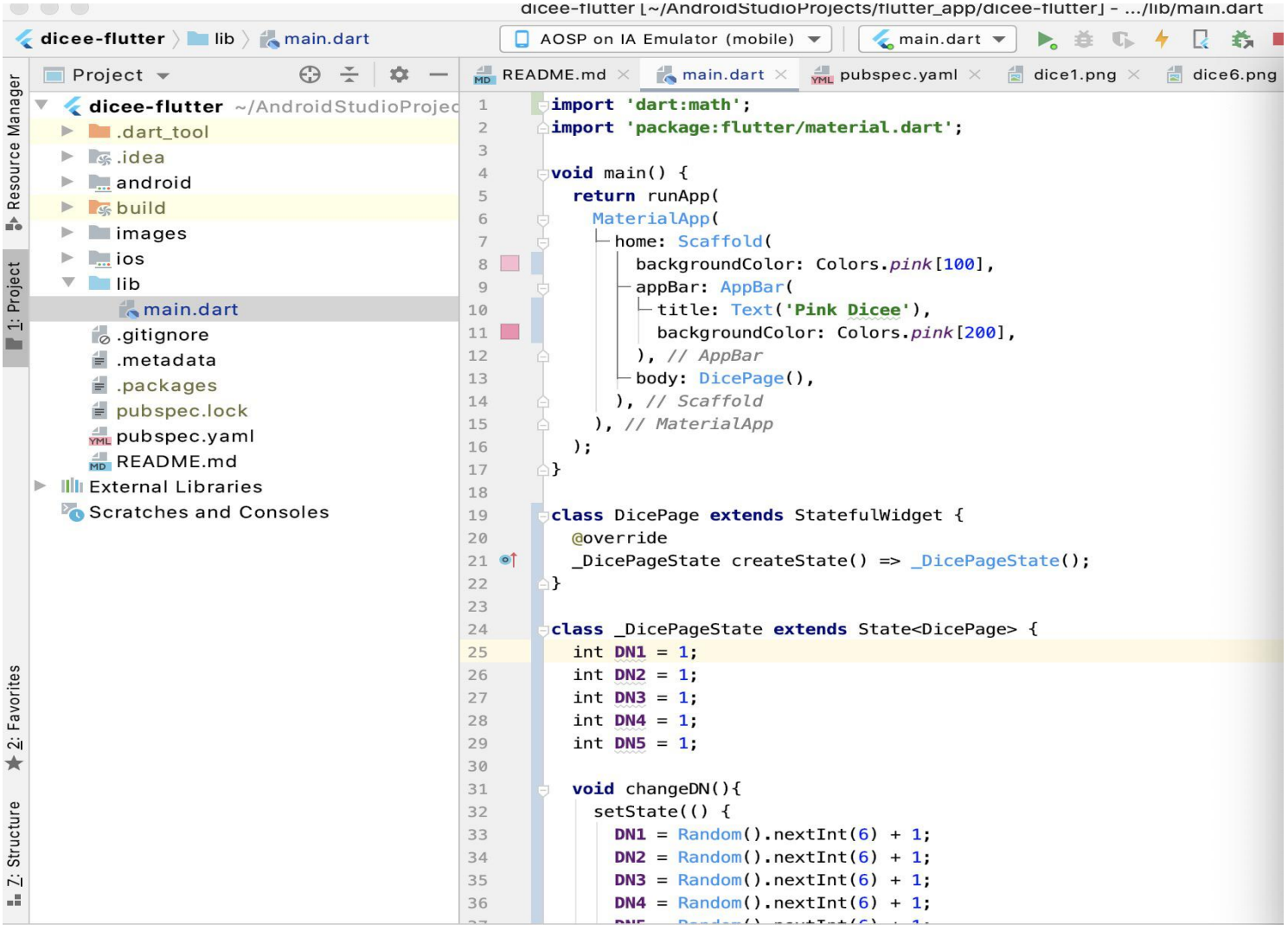
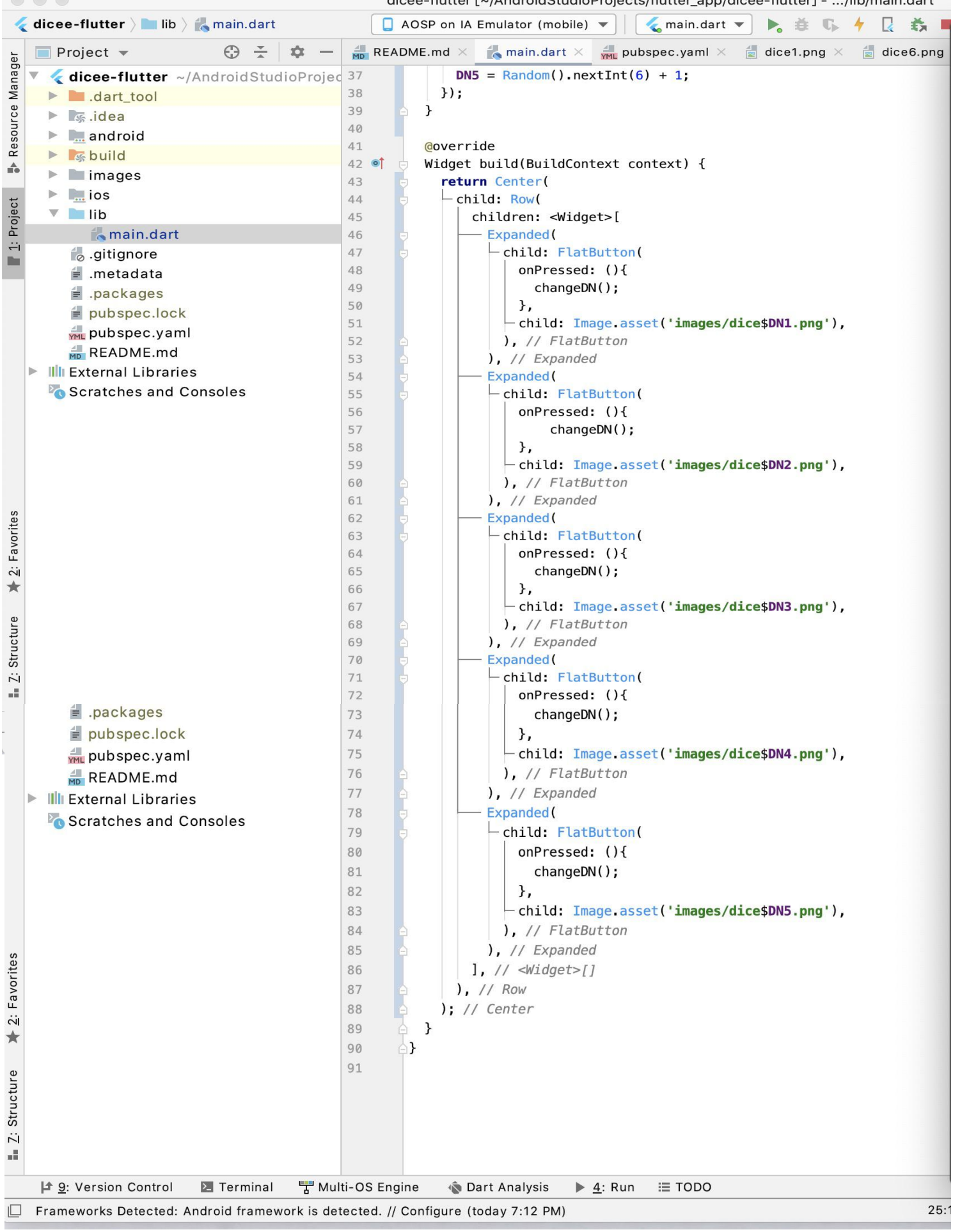
CS-399(1204-2860) SPECIAL TOPICS 002 - MOBILE APPLICATION DEVELOPMENT

Deliverables:

1) Complete Android project files in a zip folder. Name your folder using the naming convention like: *lastname_firstname_CS399_hw7_Dice.ZIP*. **Use Android Studio *File* menu and select *Export to Zip File.*** Do not zip the project file directly from the project directory.
2) Include snapshots of the following artifacts as displayed in the Android Studio. Paste the snapshots in PDF file named *lastname_firstname_CS399_hw7_Snapshots.PDF*.
    a. The Dart file under the *lib* directory. Expand all the code to show the complete Dart code including the *import* instructions.

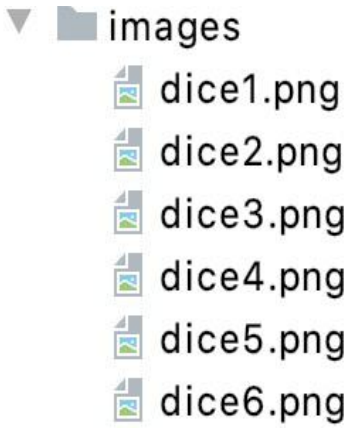



dicee-flutter
lib
main.dart
AOSP on IA Emulator (mobile)
main.dart
Project
README.md
main.dart
pubspec.yaml
dice1.png
dice6.png
dicee-flutter ~/AndroidStudioProjec
.dart_tool
.idea
android
build
images
ios
lib
main.dart
.gitignore
.metadata
.packages
pubspec.lock
pubspec.yaml
README.md
External Libraries
Scratches and Consoles
DN5 = Random().nextInt(6) + 1;
});
}
@override
Widget build(BuildContext context) {
return Center(
child: Row(
children: <Widget>[
Expanded(
child: FlatButton(
onPressed: (){
changeDN();
},
child: Image.asset('images/dice$DN1.png'),
), // FlatButton
), // Expanded
Expanded(
child: FlatButton(
onPressed: (){
changeDN();
},
child: Image.asset('images/dice$DN2.png'),
), // FlatButton
), // Expanded
Expanded(
child: FlatButton(
onPressed: (){
changeDN();
},
child: Image.asset('images/dice$DN3.png'),
), // FlatButton
), // Expanded
Expanded(
child: FlatButton(
onPressed: (){
changeDN();
},
child: Image.asset('images/dice$DN4.png'),
), // FlatButton
), // Expanded
Expanded(
child: FlatButton(
onPressed: (){
changeDN();
},
child: Image.asset('images/dice$DN5.png'),
), // FlatButton
), // Expanded
], // <Widget>[]
), // Row
); // Center
}
}
9: Version Control
Terminal
Multi-OS Engine
Dart Analysis
4: Run
TODO
Frameworks Detected: Android framework is detected. // Configure (today 7:12 PM)

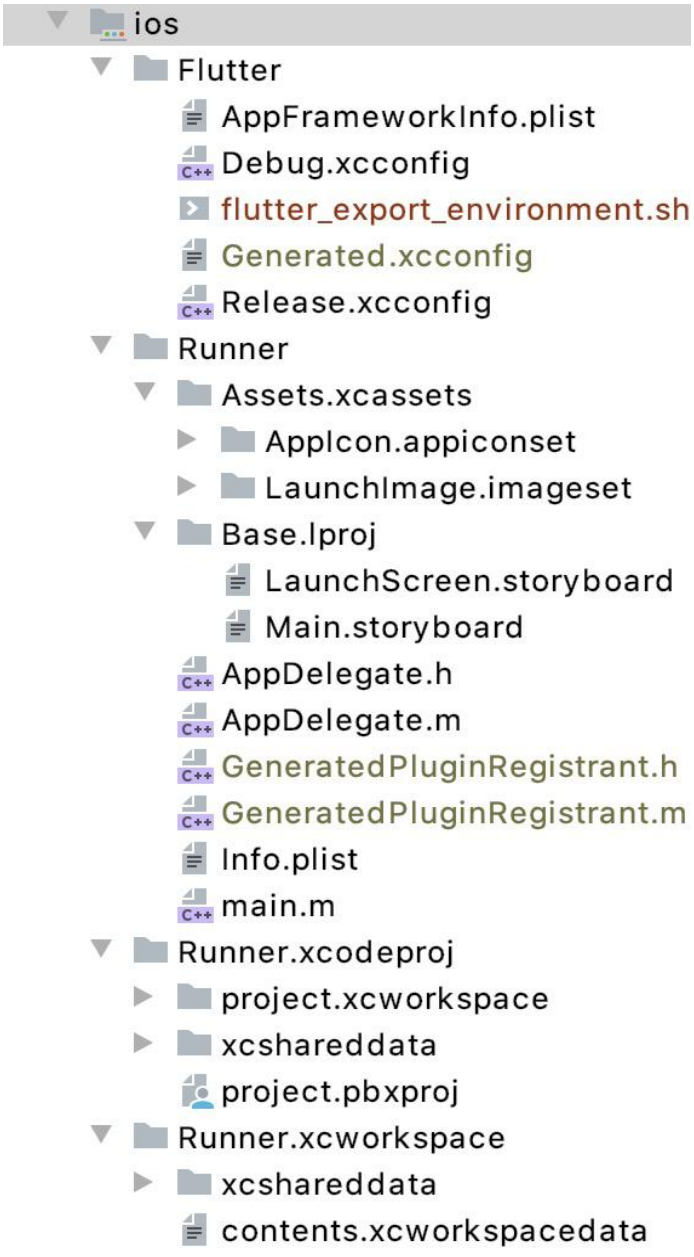
b. The Android Studio Project Pane showing any directories and components that you have added/changed for your application. Expand android, images, ios and lib directories to show all application components.

Android:

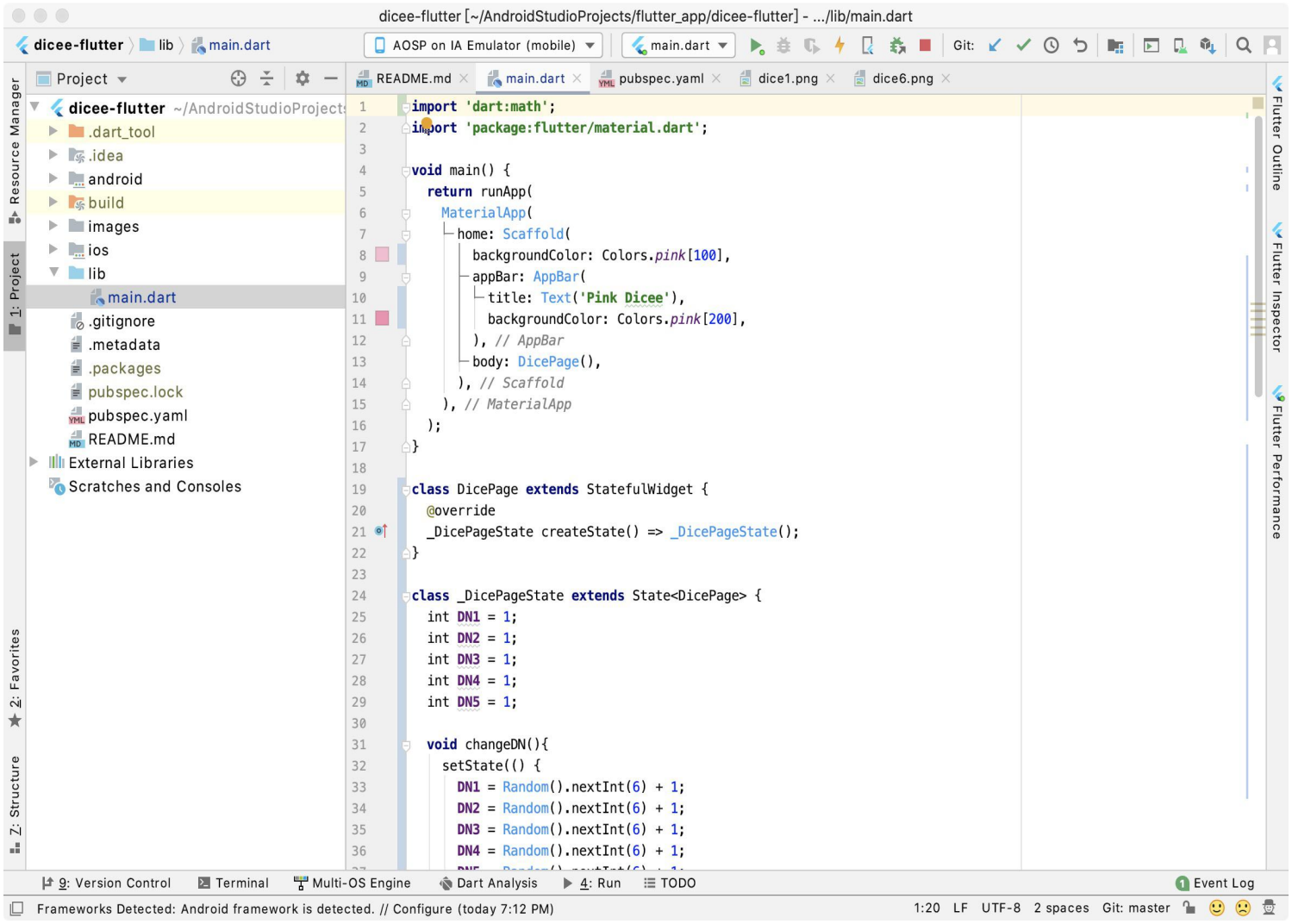
Images:


images
dice1.png
dice2.png
dice3.png
dice4.png
dice5.png
dice6.png

IOS:


ios
Flutter
AppFrameworkInfo.plist
Debug.xcconfig
flutter_export_environment.sh
Generated.xcconfig
Release.xcconfig
Runner
Assets.xcassets
AppIcon.appiconset
LaunchImage.imageset
Base.lproj
LaunchScreen.storyboard
Main.storyboard
AppDelegate.h
AppDelegate.m
GeneratedPluginRegistrant.h
GeneratedPluginRegistrant.m
Info.plist
main.m
Runner.xcodeproj
project.xcworkspace
xcshareddata
project.pbxproj
Runner.xcworkspace
xcshareddata
contents.xcworkspacedata

Lib:


dicee-flutter [~/AndroidStudioProjects/flutter_app/dicee-flutter] - .../lib/main.dart
dicee-flutter
lib
main.dart
AOSP on IA Emulator (mobile)
main.dart
Git:
Project
README.md
main.dart
pubspec.yaml
dice1.png
dice6.png
dicee-flutter ~/AndroidStudioProjects
.dart_tool
.idea
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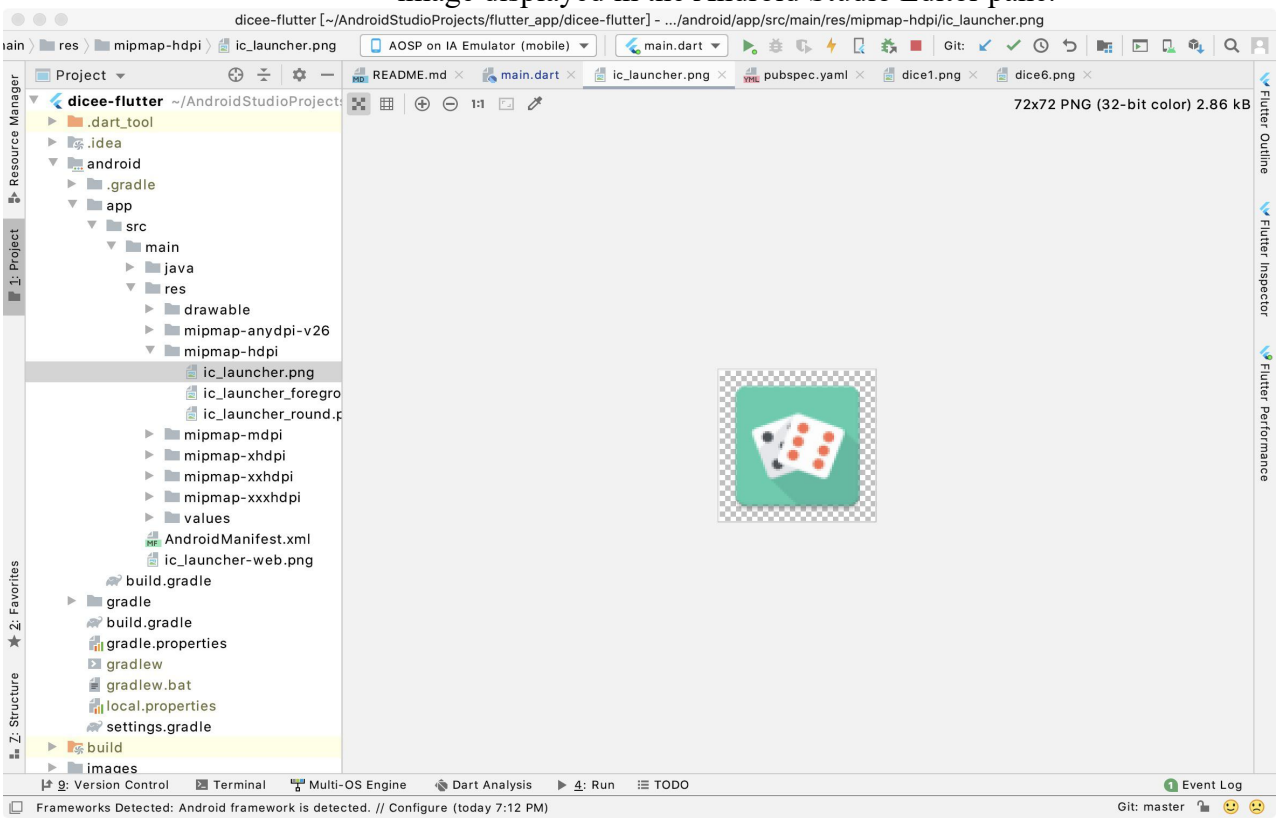
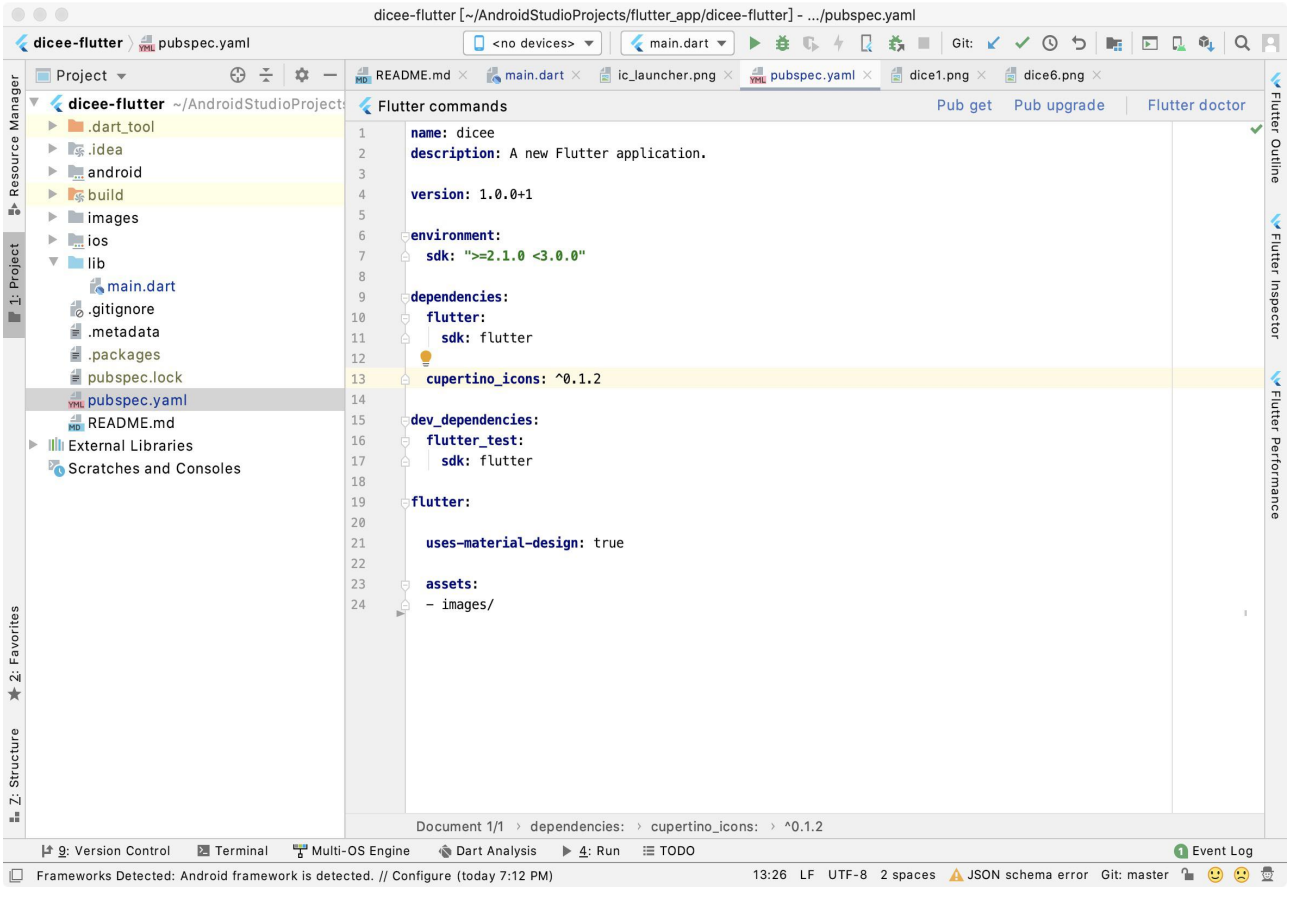
images
ios
lib
main.dart
.gitignore
.metadata
.packages
pubspec.lock
pubspec.yaml
README.md
External Libraries
Scratches and Consoles
import 'dart:math';
import 'package:flutter/material.dart';
void main() {
return runApp(
MaterialApp(
home: Scaffold(
backgroundColor: Colors.pink[100],
appBar: AppBar(
title: Text('Pink Dicee'),
backgroundColor: Colors.pink[200],
), // AppBar
body: DicePage(),
), // Scaffold
), // MaterialApp
);
}
class DicePage extends StatefulWidget {
@override
_DicePageState createState() => _DicePageState();
}
class _DicePageState extends State<DicePage> {
int DN1 = 1;
int DN2 = 1;
int DN3 = 1;
int DN4 = 1;
int DN5 = 1;
void changeDN(){
setState(() {
DN1 = Random().nextInt(6) + 1;
DN2 = Random().nextInt(6) + 1;
DN3 = Random().nextInt(6) + 1;
DN4 = Random().nextInt(6) + 1;
9: Version Control
Terminal
Multi-OS Engine
Dart Analysis
4: Run
TODO
Event Log
Frameworks Detected: Android framework is detected. // Configure (today 7:12 PM)
1:20 LF UTF-8 2 spaces Git: master
Flutter Outline
Flutter Inspector
Flutter Performance
Resource Manager
1: Project
2: Favorites
Z: Structure

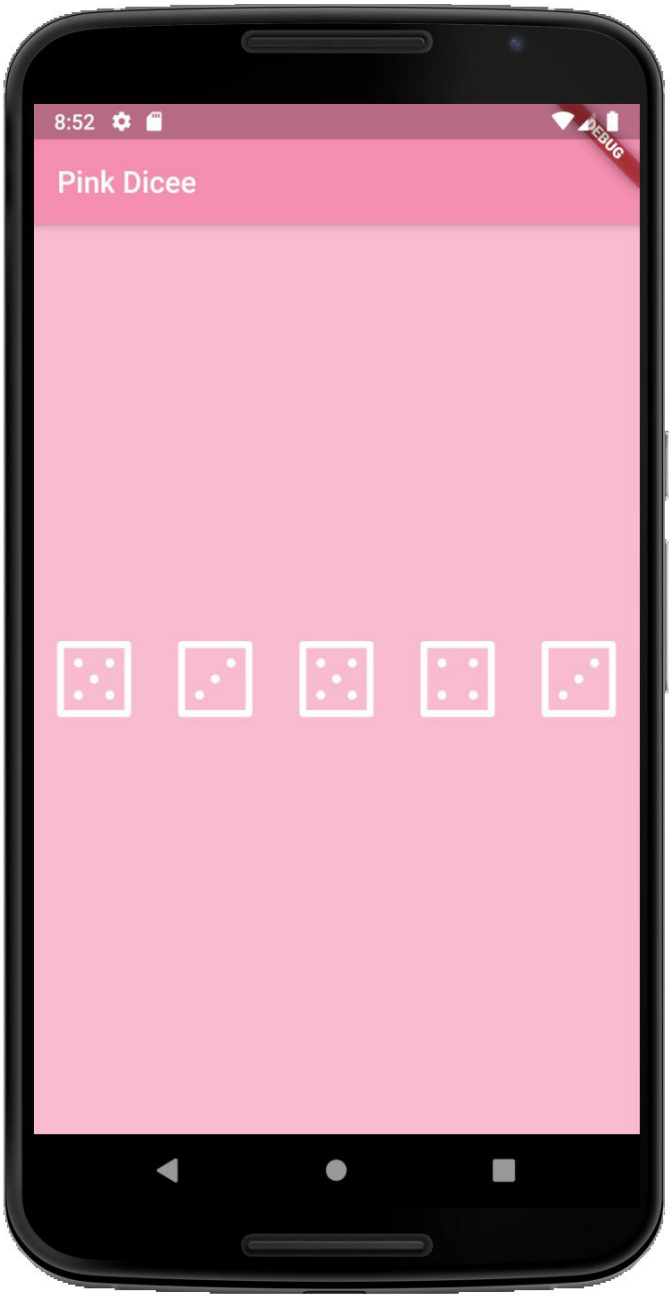
c. Show at least one android *mipmap* image and one iOS *icon-App* image displayed in the Android Studio Editor pane.



d. The *pubspec.yaml* file after removing all comments.



e. View of your application when it is run on the *Pixel 2* or *Nexus 6* virtual device.



3) View of Android *Pixel 2* or *Nexus 6* home page including display of your *app icon*.