**Mobile Device Programming Final Project – Android**

On create:

A screenshot of a phone

Description automatically generated

MainActivity populates some sample data into SQLite database

A screenshot of a computer

Description automatically generated

Click “View Wishlist” to load dynamic fragment that displays a filtered view of database items in a listbox

A screenshot of a phone

Description automatically generated

Click “View Collection” to load dynamic fragment that displays a filtered view of database items in a listbox

A screenshot of a phone

Description automatically generated

Click + icon in toolbar to go to AddActivity

A screenshot of a phone

Description automatically generated

User adds Name & Publisher text, selects category radio button, clicks “Add” button, triggers toast & adds item to database

A screenshot of a phone

Description automatically generated

If user selects “Collection” category, an additional field for purchase year pops up > click Add > toast pops up, item added to database:

A screenshot of a phone

Description automatically generated

Updated database:

A screenshot of a computer

Description automatically generated

Clear button clears textboxes, Home icon in toolbar returns to MainActivity:

A screenshot of a phone

Description automatically generated

Drawer burger icon on home screen opens Nav bar:

A screenshot of a game

Description automatically generated

A screenshot of a computer

Description automatically generated

NavBar > Add game to a list opens Add Activity (shown above)

NavBar > About starts About Activity

A screenshot of a device

Description automatically generated

Back to Home button returns to Main Activity