

Programming Assignment #2

CIS 2818 – Mobile Application Development with Android
Oakland Community College
John P. Baugh, Ph.D.

Points: _____ / 125

Objectives

- To create a basic user interface
- To create event listeners and handlers for UI components
- To work with fragments
- To handle orientation changes

Instructions

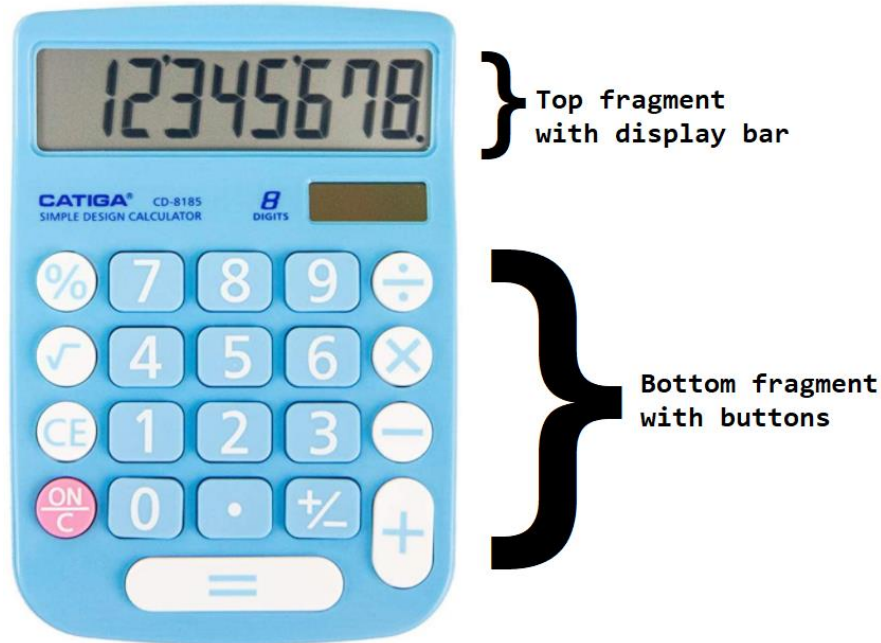
You are charged with creating a simple calculator. You must satisfy the following requirements:

Functional and interface requirements:

- Positive and negative numbers
- Real numbers
- +, -, *, /, and % (modulus -**not percentages** like a regular calculator)
- Square root
- Clear options
 - C clears the entire display screen and the current calculation.
 - CE clears the most recent entry (e.g., the last digit you just entered)
- The user **must** interact with the buttons, not the software keyboard
- The app **must handle rotations** and still be beautiful and usable

Sample UI

You can closely match an actual simple (basic) calculator, such as the following:



- You must use: **buttons, text views** to complete the assignment
- You **must use fragments** (one for top display, and one for bottom with buttons)
 - If you do not use fragments, you will lose a significant number of points
- You **must take screenshots** of your program working, pasted into a PDF or DOCX file, which is then in turn copied into the top level of your Android Studio project folder that you will zip up for submission

Deliverables

Zip your entire Android Studio project, along with **screenshots** of your program working, pasted in a PDF or DOCX file.

Upload the entire zip file to D2L on or before the due date.