

Work Plan #03

IT University of Copenhagen (ITU)
Mobile App Development, BSc. (MOAPD)
(Spring 2024)

February 13, 2024 – February 19, 2024

Mandatory Reading

1. Read Chapter 2 (*Interactive User Interfaces*), Chapter 3 (*The Activity Lifecycle*), Chapter 4 (*Persisting UI State*), Chapter 7 (*Your Second Activity*), and Chapter 15 (*The App Bar*) of the Textbook #01 (*Android Programming – The Big Nerd Ranch Guide*); and
2. Read the section on Android Developer website about declaring and design *layouts* on <http://developer.android.com/guide/topics/ui/declaring-layout.html> and *toolbars* on <https://developer.android.com/reference/android/widget/Toolbar>.

Read an overview about Android Jetpack Components which makes various aspects of Android development easier on <https://developer.android.com/jetpack>.

Optional Homework

3. Read and implement the project presented in Chapter 7 (*Your Second Activity*). You have to read the text and repeat all steps described in Chapter 7 of the Textbook #01.

Main Exercise

4. Develop the CopenhagenBuzz app V3. See the instructions in the document “Exercise #03.pdf” available in the section “Lecture #03 (Android Framework UI Toolkit)” on learnIT.

Challenges

- (a) This week, we presented three editions of the `LifeCycle` app. In the initial version, a bug causes the UI to reset when the user rotates the cellphone. The second and third versions offer solutions to this issue by leveraging the `onSaveInstanceState(Bundle)` method and using `ViewModel`. As part of the weekly challenge, your task is to rectify this bug in your CopenhagenBuzz project.