Peer Assessments (https://class.coursera.org/androidapps101-001/human_grading/)
/ Assignment 3 Submission
ttps://class.coursera.org/androidapps101-001/help/peergrading?url=https%3A%2F
ss.coursera.org%2Fandroidapps101-001%2Fhuman_grading%2Fview%2Fcourses%2F402%2Fassessments%2F9%2Fsubmissions)

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due in 13hr 54m

Submission Phase

1. Do assignment ☑ (/androidapps101-001/human_grading/view/courses/402/assessments/9/submissions)

Evaluation Phase

2. Evaluate peers 🔒 (/androidapps101-001/human_grading/view/courses/402/assessments/9/peerGradingSets)

3. Self-evaluate 🔒 (/androidapps101-001/human_grading/view/courses/402/assessments/9/selfGradingSets)

Results Phase

4. See results 🔒 (/androidapps101-001/human_grading/view/courses/402/assessments/9/results/mine)

Your work was submitted. Review your work (https://class.coursera.org/androidapps101-001
/human_grading/view/courses/402/assessments/9/submissions/11706) to make sure everything looks
OK.   X

✔ Submitted. You can still make changes and re-submit before the deadline.

☑ In accordance with the Honor Code, I certify that my answers here are my own work, and that I
have appropriately acknowledged all external sources (if any) that were used in this work.

Re-submit for grading

Be sure you have read the instructions on the **Assignment 3 (https://class.coursera.org
/androidapps101-001/wiki/Assignment3)** page thoroughly and have completed all the materials in the
checklists below before submitting your apps.

Check that you've completed all of the above steps and then gather the following materials to have ready to
upload at the link below:

- The signed apk file.
- A screenshot of your app.
- Briefly answer the following 3 questions:
  - What does your app do?

- Why did you decide to build the app?
- What do you remember most about your development experience? For example, what was the hardest part of this assignment or the part that required the most time?

- Your complete Java file of your Activity. For submission, you can post the contents of your Java file directly into the text box.

When reviewing the work submitted by a fellow peer, install and play with the apps they provide. Give the app developer some constructive advice and some helpful feedback on their efforts.

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Upload the signed apk file here. Note apk files *can* be uploaded even if not listed below.

| **B** | *I* | ☰ | ☷ | <code> | % Link | Math | | Edit: Rich ▾ | Preview |

happybirthdayvalentine

Attach a file   *(supports: txt, png, jpg, gif, pdf, xml, apk)*

Upload a screenshot of your app here.

| **B** | *I* | ☰ | ☷ | <code> | % Link | Math | | Edit: Rich ▾ | Preview |

❤️ Happy Birthday Valentine!

Click in image to animate it! Happy 11th Birthday on Feb. 14, 2014, Peter! Y
Valentine's Day gift to Mom, Dad and your sister!

WishAFriend.com

HAPPY BIRTHDAY!

incognitodiscforums@gmail.com

Click! Send Email!

Attach a file *(supports: txt, png, jpg, gif, pdf, xml, apk)*

Briefly answer the following 3 questions.

1. What does your app do?

| **B** | *I* | ☰ | ☷ | <code> | % Link | Math | | Edit: Rich ▾ | Preview |

This app uses the new concepts learned in weeks 6 and 7 combined with some concepts we learned in earlier weeks. It uses: ScrollView, LinearLayout, OnClickListener, TextView, ImageView, Simple Animation, Intents, EditText and a Button for email. If you click on the first picture, of Peter and Sophie with party hats and noise makers in their mouths, it animates, moves to the right and then comes back. If you click on the Send Email button, you can send a happy birthday email to my incognitodiscforums@gmail.com email account. If you hit the ESC key, you come back to the app. You hear the Beatles "Happy Birthday Song - Live Version" playing in the background once the app opens, and only stops to send an email, or if you click the bottom image, of Peter with his saxophone. If you click that image, it takes you to a You Tube video of a monkey singing happy birthday. If you hit the ESC

2. Why did you decide to build the app?

| **B** | *I* | ☰ | ☷ | <code> | % Link | Math | | Edit: Rich ▾ | Preview |

I decided to build this app based on the suggestions made, one of which was an app for Valentine's Day that uses the concepts learned in weeks 6 and 7 and before. Given it is my eldest child, Peter's, 11th birthday this Valentine's Day 2014, that is the reason for the theme of my app.

3. What do you remember most about your development experience?

| **B** | *I* | ☰ | ☷ | <code> | % Link | Math | | Edit: Rich ▾ | Preview |

What I remember most about my development experience, was the trouble I had setting up the Intel 10 480-800mdpi emulator to use an email client. It just would not work for security reasons or something I did not have time to figure out, and when you click the send email button on that emulator, it gives you the toast message to "please set up your email client". On the Nexus 7-18-tvdpi emulator, the email client set up procedure worked just fine, so if you click the send email button on that emulator, it works fine. However, another thing I noticed, when you click the 2nd image of Peter on the saxophone, it takes you to a You Tube video of a monkey singing happy birthday. On the Intel 10 you can view the video of the monkey singing as well as hear it, but I noticed on the Nexus 7, you could only hear the monkey but you could not see the video of the monkey singing, and I did not have time to figure out why. It works fine otherwise though, and if you hit the ESC key, you go back to the app, and you hear the Beatles raw mp3 singing happy birthday again, which plays non-stop while you are in the app, unless you either send an email (on Pause called) or if you go to You Tube (on Pause called) but once you go back to the app, it resumes (onResume). The rest of the app's design was straight forward based on the professor's video

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Post the contents of the complete Java file of your Activity directly into the text box below.

B   *I*   ☰   ☰   <code>   % Link   Math   Edit: Rich ▾   Preview

```
package com.example.happybirthdayvalentine;
//Karen West, Assignment #3 Android Apps Class, Feb. 9th, 2013
//This app demonstrates the use of concepts learned in Weeks 6 and 7
//and some concepts from earlier weeks as well.
//I used: ScrollView, LinearLayout, OnClickListener, TextView, ImageView
//Visibility, Simple Animation, Intents, EditText and a button for email
//(from the list the professor gave,
//where we must use at least 4 items on that list).
//I tested it on the emulator: Intel 10 480x800-mdpi and it worked fine.
//I tested it on the emulator: Nexus-7-18tvdpi, and it worked fine there too,
//except that when you went to the youtube video (clicking on bottom photo),
//the music played, but you could not see the monkey singing it, as you could
//on the other emulator, and I did not have time to find out why.
//NOTE: for the email part - the Intel 10 email client set up DID NOT work -
//I could NOT set up the email on the emulator.  However it did work on the
//Nexus 7.  Here is the set-up instructions I followed, since I do not yet own
//a mobile device and rely on the emulators for this class.
//http://www.androidaspect.com/2012/06/how-to-send-email-from-android-emulator.html
//These worked on the Nexus 7, so that is where that part will work, with email.
//On the Intel 10 emulated device, if you click send email, you will get the
//toast message to please configure your email device, and when I tried to do that
//there as I did on the Nexus 7, it said it was not allowed on this for some reason.
//However, sending email did work on the Nexus 7.
//The Nexus 7 did NOT work though as mentioned for VIEWING the monkey singing
//happy birthday you tube video - you could hear him but not see him.
//In order to SEE the monkey on you tube singing happy birthday, you have to use the
//Intel 10 device - did not have time to figure out why.


import android.app.Activity;
import android.content.Intent;
import android.media.MediaPlayer;
import android.net.Uri;
import android.os.Bundle;
import android.util.Log;
import android.view.Menu;
import android.view.View;
import android.view.View.OnClickListener;
import android.view.animation.Animation;
import android.view.animation.AnimationUtils;
import android.widget.EditText;
import android.widget.Toast;


public class MainActivity extends Activity {

    private static final String TAG = "HappyBirthdayValentineActivity";
    private EditText mEmail;

    MediaPlayer beatlesHappyBirthdayMediaPlayer;
```

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