

## **Mobile Programming – Assignment #2**

1. Follow the Android's "Hello World" training
  - a. Install the Eclipse Classic IDE.
  - b. Install the Android's SDK & ADT for eclipse.
  - c. Using the installed tools build your first application according to the instructions:  
<http://developer.android.com/training/basics/firstapp/creating-project.html>

2. Nice job! You have an application containing two activities.

Exercise the activity lifecycle.

- a. For Activity2 override the following methods and add a log print to be able to follow the lifecycle ( example: `Log.d("Activity2", "onCreate()")`)
  - i. `onCreate();`
  - ii. `onStart();`
  - iii. `onRestart();`
  - iv. `onResume();`
  - v. `onPause();`
  - vi. `onStop();`
  - vii. `onDestroy();`
- b. Add a new button to activity2. The button will take the whole width of the screen and will have the text "NEXT".
- c. Create a new activity activity3.
- d. The new Activity layout will contain a new EditText and a Button ("save") a vertical orientation in the

center of the screen.



- e. Clicking on "next" button in activity2 should take to activity3.
- f. The EditText in activity3 should have the text from activity2.  
(use `intent.putExtra( ... , ... )`)

### 3. Persistent states (using SharedPreferences)

- a. Clicking on the button "save" in activity3 will cause the application to finish. The next time the user opens it, activity1 EditText will have the text from activity3 EditText.
- b. If the user last viewed activity2, the next time he will open the application he will see activity3 with the text from Activity2 EditText.

- The recommended OS for our course is Windows

- |   |
|---|
| <ul style="list-style-type: none"><li>• The assignment should be assigned as a ZIP file containing an Eclipse IDE exported project.</li><li>• The file name should be EX2_&lt;ID&gt;_&lt;ID&gt;.zip</li></ul> |
|---|

- The assignment will submitted in the course web site in the appropriate folder