**Mobile Programming – Assignment #3**

You are going to implement a Jokes book. It will have 3 screens:

1. List of jokes.
2. Joke view/edit
3. Add new joke
4. The first screen will be the list of jokes.
   1. A button to add a new joke at the top of the screen and a list under it.
   2. The button will take to Add a new joke screen.
   3. Each list row will have the height of two text lines.  
      on the right side of the row should be an icon for the status of the joke (liked, disliked, neither).
   4. Clicking on the joke will take the user to the joke view/edit page.
5. Add new joke screen will have a text box to write the new joke in. Under the box should be two fields:
   1. Author with a box to enter the joke’s author. (only text allowed).
   2. Date with a box for the date (only numbers allowed).

At the bottom of the page will be a button to add the new joke to your repository.

1. Joke view/edit screen:
   1. Full joke text in the middle of the screen.
   2. Above the joke will be a button “edit” at the right side of the screen.
   3. Below will be 3 buttons “like”, “dislike”, “delete”.  
      “like” and “dislike” will affect the corresponding icon in the jokes list. “delete” will remove the joke from the book.
   4. At the bottom of the screen a “done” button that takes back to jokes list page.
2. Pay attention to
   1. Once changing or adding a joke and going back to the jokes list, it should be updated (This can be done by updating the adapter).

* The assignment should be assigned as a ZIP file containing an Eclipse IDE exported project.
* The file name should be EX2\_<ID>\_<ID>.zip
* The assignment will submitted in the course web site in the appropriate folder