**Mobile Programming – Assignment #5**

Extend the last assignment to support persistent data storage and the new android design patterns – fragments and Actionbar.

1. Create a SQLite database.   
   This database will save the jokes, the creator name and creation date.
2. Use cursor adapter to handle the data that will be presented on the list view.
3. Each activity from your previous exercise will contain one fragment. Copy the logics from your activity to the new fragment.
4. Replace the option menu from your previous exercise with an Actionbar. (use ActionBarSherlock linrary)
   1. ‘Add a joke’ option should be always visible on the action bar (in first screen only).
   2. ‘Change background’ and ‘Exit’ should never be shown in the Actionbar.
   3. Your Actionbar must contain a logo. Clicking on the logo will take to the main screen (jokes list).

References:

<http://actionbarsherlock.com/index.html>

http://developer.android.com/guide/topics/ui/actionbar.html

* The assignment should be assigned as a ZIP file containing an Eclipse IDE exported project.
* The file name should be EX5\_<ID>\_<ID>\_<Group>.zip
* The assignment will submitted in the course web site in the appropriate folder