Aim: **Better Look and Feel for User- and Developer-experience**.

1 Themes and Styles

Themes and Styles should be used to separate the details of the visual appearance of the application from its structure and behavior.

☐ Describe the difference between Androids' **Styles** and **Themes**. How are they used? What are they used for?

☐ Give an application of your choice a different look and feel with

    ☐ at least two different styles.

    ☐ at least two different themes.

☐ Explain Androids' 'Style Hierarchy'.

2 Animation with Motion Layout

Implement following simple behaviour using Motion Layout:

☐ Initially the layout shows only a button in the center of the screen with a label "Show" on it.

☐ If the user clicks the button, the button moves down and a text is shown in the middle of the screen (e.g., DSVGO or Lorem ipsum). If the text is shown, the button's label changes to "Hide".

☐ If the user now clicks on the button, the long text dissappears and the button moves to its initial possion showing its label "Show" again.

3   Jetpack Navigation

Jetpack Navigation is a powerful framework provided by Google that simplifies seamless app navigation in Android development. By utilizing navigation graphs, destinations, actions, and deep linking, developers can create intuitive and user-friendly navigation flows. In this exercise, you will implement a simple app using Jetpack Navigation, following the provided requirements:

☐ The app should consist of three destinations:

   ☐ Home screen: Displays a list of items (be creative about the type of items)

   ☐ Detail screen: Shows more specific details of a selected item

   ☐ Edit screen: Allows rudimental editing of these details

☐ Define appropriate actions to navigate between these destinations.

☐ Use Safe Args to pass data securely.

☐ Additionally, implement transition effects for the navigation to enhance the user experience.

☐ For more information on Jetpack Navigation, refer to the official documentation: `https://developer.android.com/guide/navigation`

4   Date- and Timepicker Dialog

Date- and Timepicker dialogs are very useful controls to get valid timing information from the user.

☐ Scour the internet for examples that show different characteristics of date- and timepickers.

☐ Describe the advantages and disadvantages for selected examples and different use cases.

☐ Implement a combined date- and timepicker that allows the user to select a certain time and date.