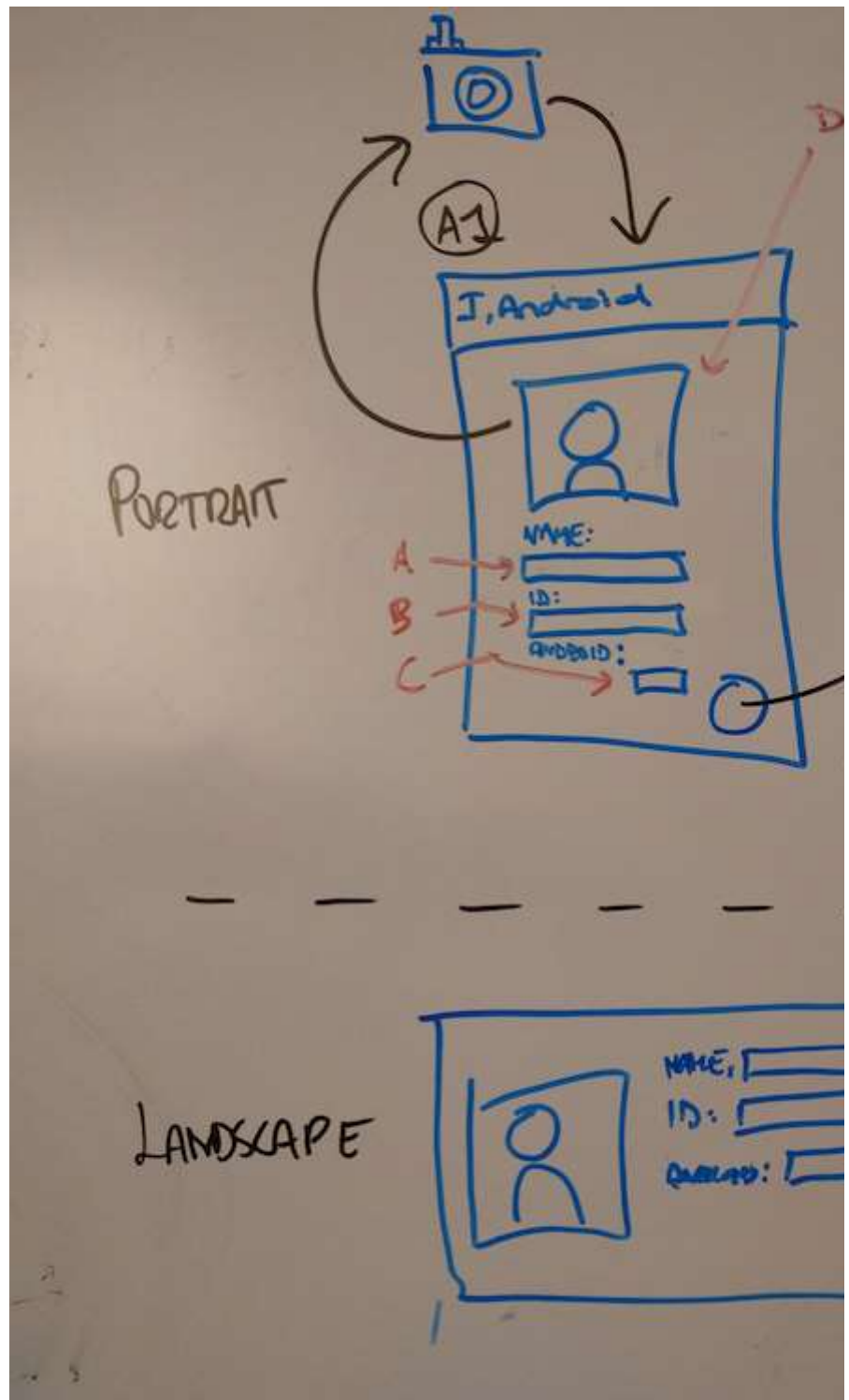


Assignment 1: "I, Android"

For this assignment you will be creating a small app consisting of just a couple of activities.

The purpose of this app is to create an Android developer profile app with some basic information.

The sketch diagram below outlines the app functionality and layout.



You need to create two activities:

- "A1": An activity for viewing an Android developer profile, with some basic info like (note the different data types)
 - (A) name (String)
 - (B) id number (int)

(C) developer status (boolean)

- "A2": An activity for editing the profile values
- You need to send data between these Activities so that they are always synched, i.e. update A1 after information has been edited in A2. Also the text edit fields in A2 should be pre-populated with the current values from A1.
- The user should be able to choose "ok" or "cancel" to the edits made in A2 and then return to A1
- Furthermore the user must be able to take a picture/selfie and add it to the profile as a thumbnail (D). This should be done using any Camera app installed on the device already. To take the picture, the user must click the image in the interface (when no picture is added, just show a placeholder)
- You must use resource externalization throughout the app.
- Your app should support at least two languages for all labels, buttons, etc. English must be one of them.
- You will need to handle both portrait and landscape modes and optimize the layout of information in accordance with the sketch below.
- You need to handle orientation changes so the user does not lose any data.
- You should re-style the app with your own Material Design colors
- Your app must have a custom icon

