

# ASSIGNMENT ONE:

## LUCKY NUMBER APP (15%)

### ***Rationale (Why Are We Doing This Assignment?) :***

Strengthen your ability to apply your knowledge of Intents and build high quality android applications.

### ***To complete this assignment:***

#### **1.)** Create an app that has:

- Welcome text: "Welcome to Lucky Number"
- Edit box that has Hint "Please Enter your Name"
- Takes Users Name
- Has button "Wish Me luck"

#### **2.)** Pressing the Button "Wish Me Luck":

- Generates Random Number
- Stores the username and Random Number in an Intent
- Starts a Second Activity with the Intent Data being passed

#### **3.)** The Second Activity should have:

- A different background image
- Text at the top "Your Lucky Number"
- Middle of page should display the random number from the first Activity.
- A share button that has "Share my Lucky Number"

#### **4.)** When pressing the share button:

App should display Shared Dialog

Text at the top that reads Username + "lucky number is" + lucky number.

Ability to copy the text from the copy button

And paste that text in a search field

**5.)** The App should compile and run with no errors or crashing

App should run API 33

### **Learning Objectives :**

1. How to use Intents to send data from one activity to another activity
2. Understand the difference between explicit and implicit Intents
3. Understand the ability to share data with the OS' internal apps

### **Assessment:**

You will be assessed on the following:

	Not Quite	Good Work	Awesome
<b>Fonts/Hints</b> <b>Match font color and size</b>  <b>Remove hint when adding text</b>  <b>(3 marks)</b>	(0 - 1 marks)	(1 - 2 marks)	(2 - 3 marks)
<b>Background/Layout</b> <b>Provide similar background image and layout</b>  <b>(3 marks)</b>	(0 - 1 marks)	(1 - 2 marks)	(2 - 3 marks)

	Not Quite	Good Work	Awesome
<b>Second Activity And Random number Generator</b>  <b>(3 marks)</b>	(0 - 1 marks)	(1 - 2 marks)	(2 - 3 marks)
<b>Share/Copy/Paste</b>  <b>(3 marks)</b>	(0 - 1 marks)	(1 - 2 marks)	(2 - 3 marks)
<b>Quality/Build App must compile and not crash</b>  <b>(3 marks)</b>	(0 - 1 marks)	(1 - 2 marks)	(2 - 3 marks)

### Assignment Due Date:

Feb 8 2024 **(Wed @ 11:59pm)**

### Assignment Weight:

Assignment One is worth 15% of your final grade.

### Submission Details:

**Please submit your assignment online under Assignments > Assignment One.**

**Your submission should include :**

1. A **clean** compressed zip file of your project
2. Screen shots in the same folder of your app

---

**!important**

**Please ensure that any work you submit is your own unique and independent work. Work submitted that is found to be not your own unique, and independent work will be subjected to a grade of 0 and considered to be academic misconduct.**

**Fig1**

**Fig 2**

**Fig 3**

**Fig 4**

**Fig5**

