ITCS444

Mobile Application Development

Tutorial (1)

Marks (10)

Topics (Slide 02: UI Components)

Duration: 1 Hour 30 mins

UI: Input, label, button, items, list, icons, alerts.

Register		
Full Name Enter full na	me here	
Contact number		×
SAVE		
Registered Users		
Ali	EDIT	DELETE
Fatema	EDIT	DELETE
Jasim	EDIT	DELETE

Requirements (Step-by-Step):

- 1. Change the toolbar title to 'Register'.
- 2. Create an <ion-footer> similar to <ion-header> after the <ion-content>
- 3. Inside the ion-footer show a button with icon 'Favorite' as shown in image. Each time the button/icon is clicked, the counter to the left is incremented by 1.
- 4. Create **input** box to enter full name.
- 5. Create **input** box to enter Contact number. Only numbers allowed. Enable the option to clear the input.
- 6. Define an empty array 'List'. (Optional: Define array List to contain two elements: Name and Contact).
- 7. Create a button titled 'Save', when clicked the <u>full name</u> is saved in an array 'List'. (optional: also save contact number in array List). Method **push** can be used to insert elements in array.
- 8. Display a confirmation alert message on each click of button <u>save</u> with message 'Information Saved' and one button 'OK' using **<ion-alert>.**
- 9. Below the button 'Save' display a <u>list</u> of all items in the array List, showing only the name.
- 10. Show two buttons 'Edit' and 'Delete' with each item displayed in list.
- 11. Clicking the 'Delete' button will remove the item from the array List (and the view). You may use the method Splice and passing the index of item to be removed.
- 12. Clicking the 'Edit' button will show an alert message box with a message asking the user to input the new name. The <u>alert</u> message box should contain: input box, button 'Ok' and button 'Cancel'.

 Clicking the 'Cancel' button will hide the alert (basically doing nothing). (Optional: Clicking the button 'Ok', will update the name of the item).
 - Create an alert message box
 - Specify a **header**
 - Specify a message: 'Enter new Name'
 - Determine two buttons ['ok', 'Cancel'].
 - Specify **input** of new name.
 - <u>Handler?</u> To handle the clicking of buttons.