(Company No. 101067-P)

Garden of Knowledge and Virtue

Assignment 3

MOBILE APPLICATION DEVELOPMENT

ECIE 4352 | SECTION 1

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```
import React, { useState } from "react";
import { Button, StyleSheet, Text, View, Image } from "react-native";
const Cat = (props) => {
 const [isAwake, setIsAwake] = useState(true);
 const [count, setCount] = useState(0);
 return (
   <View>
     <Text>
       My name is {props.name}, and I am {isAwake ? "awake. Day " : "sleeping. Day "}{count}
      </Text>
     <Button
       onPress={() => {
         setIsAwake(!isAwake);
         setCount(count + 1);
       title={isAwake ? "Let me sleep" : "Wake me up"}
   </View>
```

Figure 1

We modify the code from the react native website to fulfil the requirement for Task 3. Here, we import the required variables from the library and then we initialise the variables. The isAwake constant is used to change the text after we click the button continuously and the count is used to change the day number after clicking the button.

Figure 2

Here is the formatting for the cat name, and we also include a picture of three cats in the app.



Figure 3

Our github repositories of previous assignments merged into one single repository to include all the given assignments so that it will be easier to manage and be navigate through.

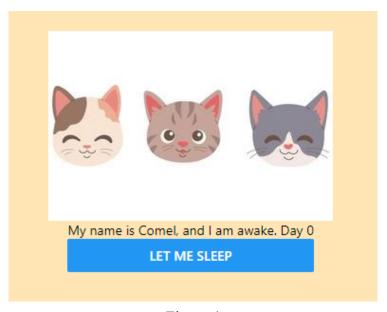


Figure 4

The initial display by the app.

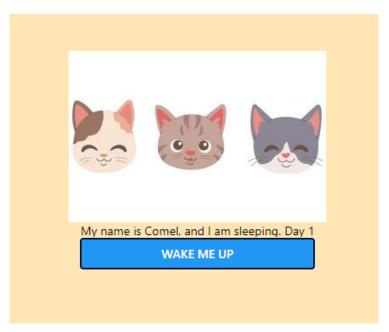


Figure 5

After we clicked the 'LET ME SLEEP' button, the variables changed from awake to sleep, and the button changed to 'WAKE ME UP'. The counter also goes up by 1.

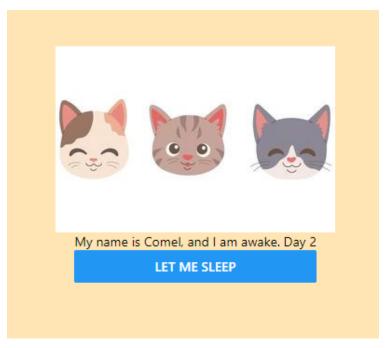


Figure 6

The same goes after we clicked the 'WAKE ME UP' button, it revert back those variables changed in Figure 5. The counter also goes up by 1 to become Day 2. This process can goes infinitely and the variables will be changed vice versa.