

CIS433 - Homework 2

Please read carefully of the homework description below to make sure you will follow all requirements to complete and submit your work.

Assignment Description:

In this assignment, we will complete shopping list app.

We require the app to have the following features, but you can have your own preferred design to achieve these features.

1. (30 points) Your app shall have two activities
 - One allows the user to add items to the shopping list
 - One displays items to the user
2. (15 points) The app will also have 3~5 pre-defined frequent items, and users can directly select them to add.
3. (15 points) The user can also enter text to add items.
4. (15 points) Once an item has been successfully added into the shopping list, a confirmation message shall be displayed, e.g., "xxxx has been successfully added".
 - If the item is already in the list, a message shall be displayed, e.g., "xxxx is already in your list."
 - The user can add up to 15 items to the shopping list. If the user tries to add more items, the app shall display a message, e.g., "Your shopping list is full".
5. (10 points) After reviewing the shopping list in the second activity, the user shall be able to add more items to the list.
6. (10 points) There shall be a "delete all" button that allows users to empty the shopping list.
7. (5 points) ReadMe file as described below

Extra points (10 points)

- The user can delete any specific item in the shopping list.

An example of the app design can be found at the end of this assignment description.

Submission:

- Compress your project folder and a **README.txt** as one **zip file**, and name it as hw2_firstname_lastname.zip. **Submit it in MyCourse only.**
- Make sure you are submitting the entire project folder from android studio, not just your activity files and layout files. I assume I can directly import your project folder into Android Studio and run your app directly.
- The **README.txt** is to briefly describe your app along with any special instructions that the user might need to know to use your app properly (if there are any), such as
NumberGame 2.05 - This app shows two numbers on the screen and asks the user to pick the larger number.
Note: Runs best on big Android tablets because of 1000dp font choice.

- All submissions without following the defined format above will be returned and a 20% penalty will be applied for each re-submission of returned homework.
- Your submission will be graded quickly by simply running it and evaluating its functionality. It does not need to be perfect or bug-free to receive credit. Your code will not be graded on style, but we still encourage you to follow good overall coding style for your own sake.

