

Reading Homework - Head First Android Development

Read Chapter 4 – The Activity Life Cycle

Read Chapter 5 – The User Interface – until Linear Layout summary

Lesson – 3 – Programming Homework

1. Design the screen by typing hard coding in XML using Linear Layout. Should not use Drag and drop. Your code need to get the input of Weight in Bounds, and the CONVERT button to convert the inputted weight into Kilograms.(KGS). Click event implementation is up to you [either xml way or java way].



2. Design the Dinner Decider app as per the requirement either hard coding or drag and drop.

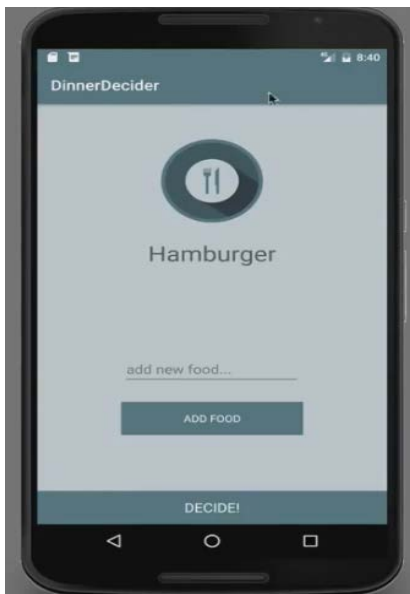
Components need to be added are

- ImageView
- Label
- EditText
- Two Buttons for ADD FOOD and DECIDE!

To create ImageView Button use the given code in your xml file. Copy button_icon image on your res\drawable folder.

```
<ImageButton  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:src="@drawable/button_icon"  
    ... />
```

For More Info refer : <https://developer.android.com/guide/topics/ui/controls/button.html>

**Task A:**

In your MainActivity.java, add an ArrayList with default values { Hamburger, Pizza, Mexican, American, Chinese }.

If the user clicks the DECIDE! Button, randomly select the stored values from the ArrayList and then change the label text with the random value.

Task B:

If the user is not happy with the default vales, they could add the food by typing in the EditText component and add the value by clicking the ADD FOOD button.