ISTE456-Week 4
**Map Location, Strings, and the Spinner UI**

Objectives:
Learn to create and use an array resource, the spinner UI tool, and open a map with a specified location pointer.

A Sample App:

Step 1. Download the Map Location app from Week-4 in MyCourses, unzip it and import it into Android Studio. Run it to see how it works, then study the code. Notice the following:

1. There is a landscape variation with a different layout. This is a good idea because you can use the 'real estate' in a different way. To select a different layout variation, press the icon to the far left above the designer (circled in red below).
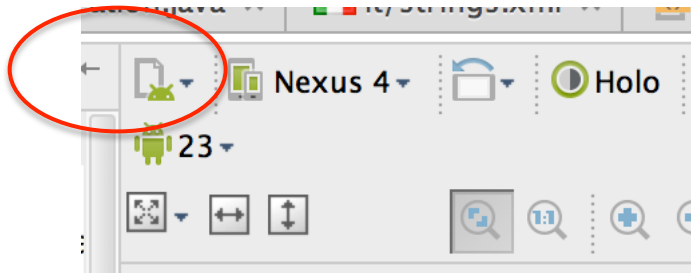
2. The following code is used to open Google Maps:

```
// Get the address from the user
String address = addrText.getText().toString();

// Create Intent object for starting Google Maps application
Intent geoIntent = new Intent(
    android.content.Intent.ACTION_VIEW, Uri.parse("geo:0,0?q=" + address));

// Use the Intent to start Google Maps application using Activity.startActivity()
startActivity(geoIntent);
```

More on this at:
https://developers.google.com/maps/documentation/android-api/intents

Step 2: Download the RocFood app from MyCourses. Unzip it, import it into Android Studio and run it. This app expands on the Map Location app by adding a User Interface called the spinner. It allows the user to choose from a list of places that have been loaded into the spinner from an array.

Notice a few thing in the code:

1.How an ArrayAdapter is used to connect the data to the spinner
2. How the array is defined in the resources (strings.xml) file
3. The name of the restaurant and its address are in corresponding locations in the array and the selected position is used to get the address.

Study the code and work with it a little bit by adding a few other restaurants to the 'fastfood' list.

Step 3: Work to be done

1. Create two more spinners on the interface, one that displays more casual dining (not-fast food) and another that displays formal dining options.
2. Create a background image
3. Create a different icon for the app
4. Make it look nice.
5. Show it to me or the TA for sign off.