CSI319-51
Assignment 1
Due 17 September 2012

Find Stuff!

With the rising cost of tuition, it is becoming more apparent for Students to live within their means. Classified Ads and Yard Sales are periodically checked when looking for "stuff". Unfortunately, cruel Professors like to overwhelm their students with copious amounts of coursework, leaving students little time to *find stuff*.

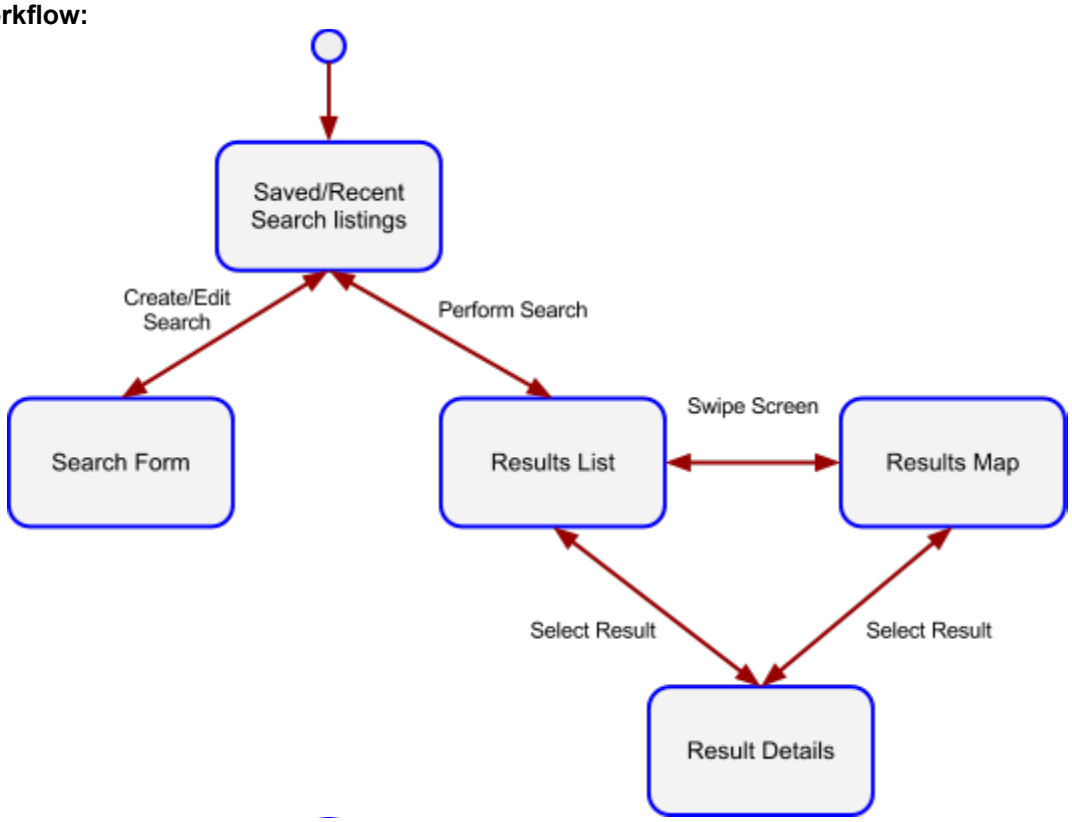
High Concept: A productivity application which allows a user to search local classifieds as well as enable notifications when results are found for a given search.

Competitive Products: Tons of them! https://play.google.com/store/search?q=craigslist&c=apps

Category: Productivity

Target Demographic: Students and others looking for a bargain

High Level Workflow:



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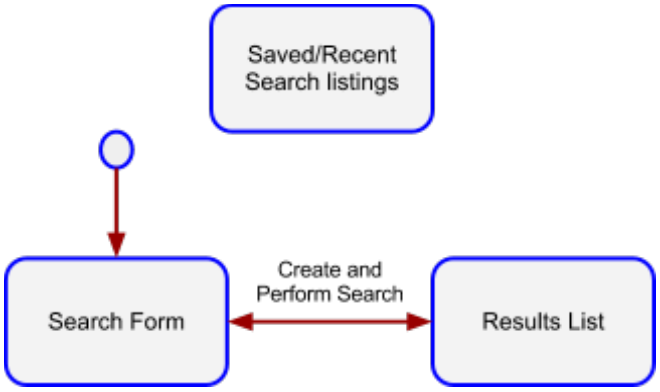
To start, we will further simplify the proposed design and only implement the UI necessary to submit the search criteria to another activity which will display the results as a list. The actual task of performing the search (querying the webservice) will not be part of this assignment. For this assignment, we will display dummy data.

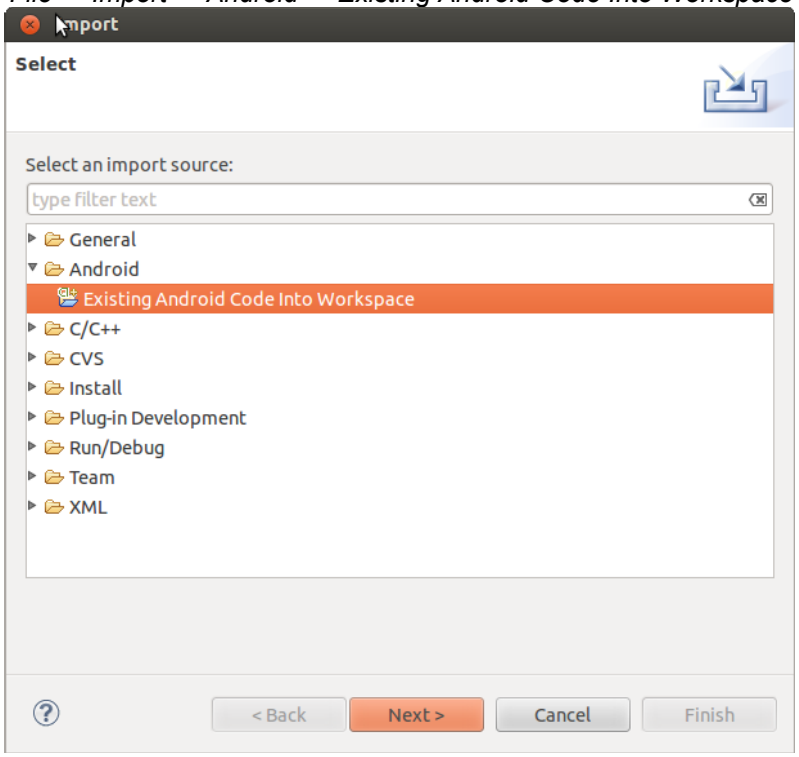
Our workflow will be as follows:

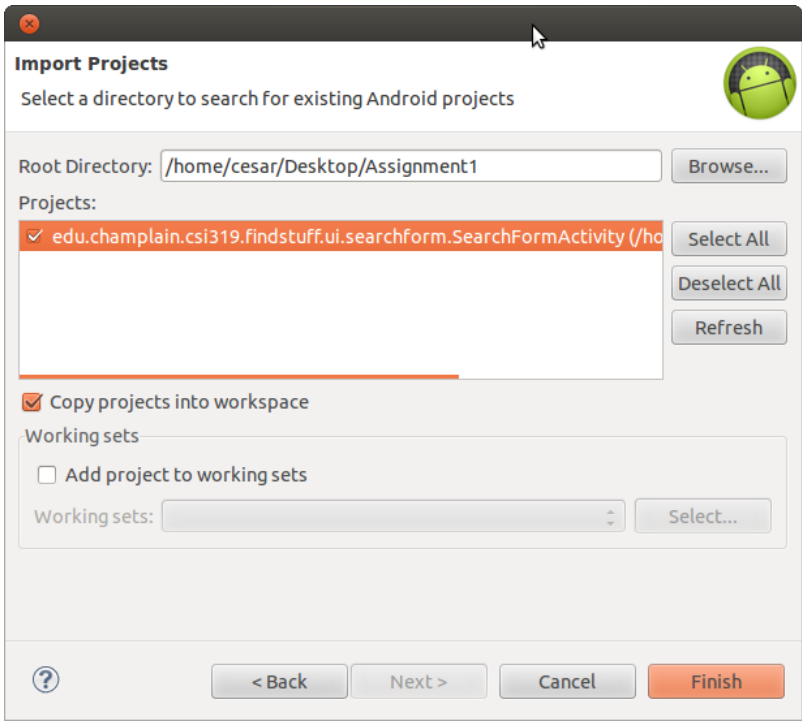


The end goal is to support tablets and handsets. Initial focus will be on handsets, however to simplify supporting different configurations, all Activities will be accompanied by a Fragment class to keep the implementation modular.

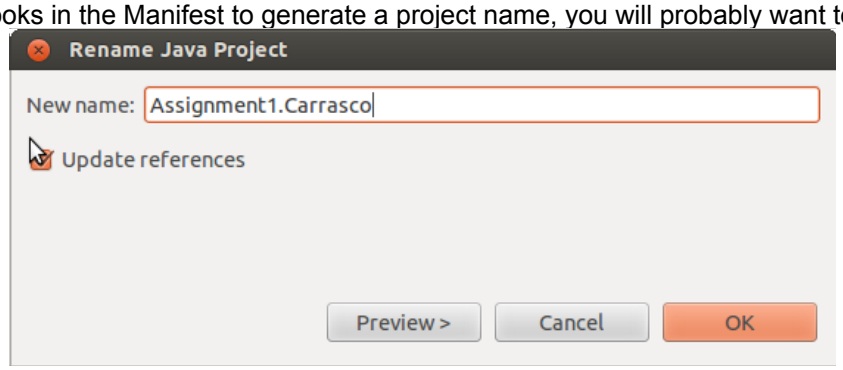
You will be provided with a project to get you started. Extract this and Import the Project into your workspace.

File -> Import -> Android -> Existing Android Code Into Workspace





Since the import plugin looks in the Manifest to generate a project name, you will probably want to rename your project.



The src/ folder contains two packages: 3taps source and your source.
Your source is given the package name *edu.champlain.csi319.findstuff*.

There are several “sub-packages” (Java doesn’t know any better) to help organize the project.

edu.champlain.csi319.findstuff.**model**
- **SearchCriteria.java**
- **SearchResult.java**

edu.champlain.csi319.findstuff.**ui**
- *edu.champlain.csi319.findstuff*.**searchform**
  - **SearchFormActivity.java**
  - **SearchFormFragment.java**
- *edu.champlain.csi319.findstuff*.**resultslist**
  - **ResultsListActivity.java**
  - **ResultsListFragment.java**
- **MainActivity.java**

Also provided are a few layout files as a starting point.

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Part 1

Implement very basic models for containing Search Criteria and Search Result properties. These classes should simply expose getters and setters.

SearchCriteria should consist of properties to store a *keyword*, *category*, and *location* - all of which can be strings for now. SearchResult is fully implemented for this assignment. It consists only of a *heading* and *location* for now.

Part 2

Create a layout for the search form. You can lay it out in anyway you wish. This layout must contain an **editable text view** for *keyword* input, a **spinner** for *category*, and a **button** to submit the form. We will implement *location* in the next assignment.

The spinner for category should be populated with placeholders (“For Sale”, “Jobs”, “Housing”, etc...).

Upon form submission, the values inputted should bind to an instance of SearchCriteria.

Part 3

Now that a form can be submitted (data bound), you need to kick off the ResultsListActivity. Essentially, on click of the SearchForm’s submit button, the ResultsListActivity needs to be started. Note that we are using Fragments. Activity classes are merely pass-through objects.

From within the ResultsList*Fragment*, you will need to display a list of dummy data. A static method is provided to populate an ArrayList of SearchResult’s with *heading* = “Item n” and *location* = “BTV”. You must extend the appropriate adapter class to display this list. The view for a single item (row) in the list will contain two text views, one for *heading* and the other for *location*.

Part 4

Once you have bound your view objects to your SearchCriteria, you will need to pass object this to the ResultsListActivity. The ResultsListFragment should store this privately. We will be using this to trigger an asynchronous search task with real data in the next assignment.

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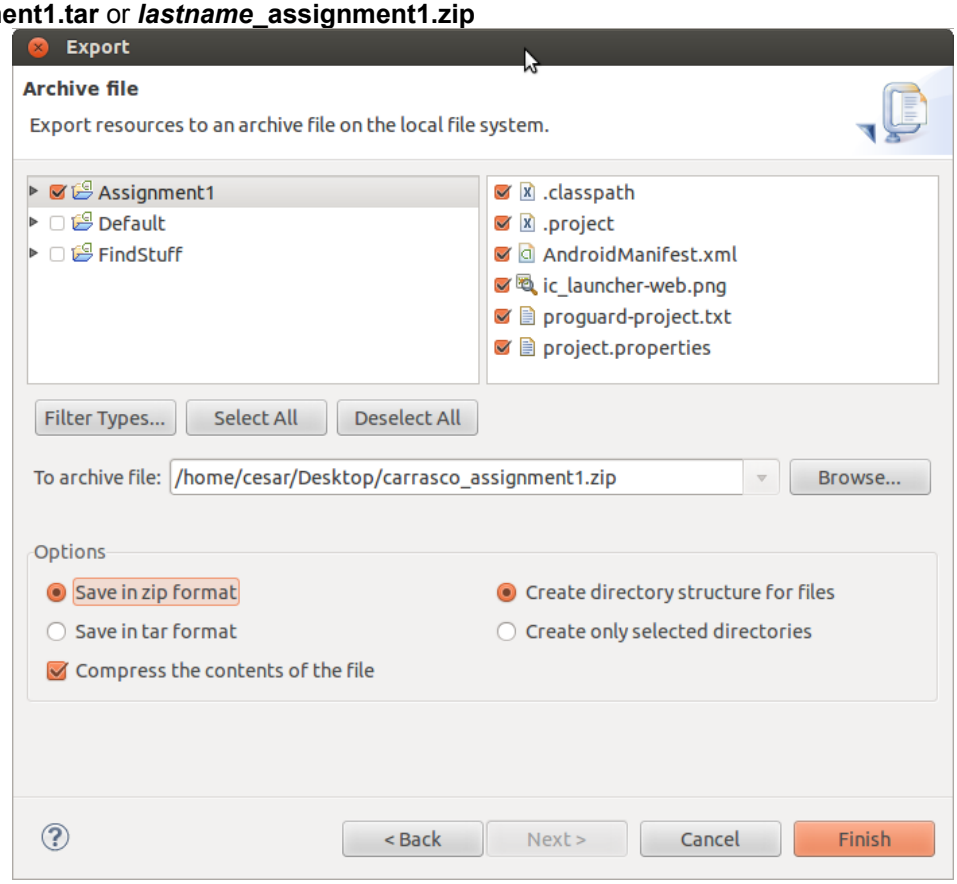
Assignment Submission

Submit an exported archive (zip or tar) of your project in Angel. Please name the archive as follows: ***lastname*_assignment1.tar** or ***lastname*_assignment1.zip**



Do not hesitate to ask questions!