

IT2010 – Mobile Application Development BSc (Hons) in Information Technology 2nd Year Faculty of Computing SLIIT

2024 – Lab Exam 02 Report

Student ID	IT22127778
Batch	4.1
Marks	
1. Ideation (2 Marks)	
2. Applying "60-30-10 rule" when	
deciding the colors. (2 Marks)	
3. Selecting suitable layouts (2 Marks)	
4. Using proper views for the user	
interface (2 Marks)	
5. Creativity (1 Mark)	
Total: 10 Marks	
Evaluator	

Description:

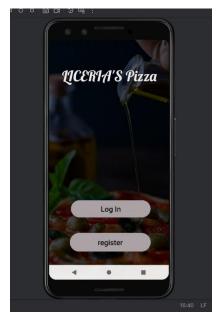
I am adopting a sleek, modern approach to the design of my pizza ordering application. Basically, my application will be oriented toward an effortless way of going through the menu items, customizing orders, and finishing up the purchase with the least possible effort. I will use a dark theme that is mainly black in color, which will give it a sophisticated and modern look. Pink acts as the secondary color, covering buttons and main text elements. That brings a bit of fun and sufficient contrast to draw attention. Accent colors like white are used for making texts and icons readable and clear. This creates a very catchy and easy-to-use interface view, too. The design is realized by means of XML in Android Studio, so the interface is functional and beautiful. I did this using linear layout.

60-30-10 rule

- Primary Color Dark brown (Applied to Main text and Button)
- Secondary Color light pink(Applied to Button)
- Accent Colors White and Black 2 Screenshots

Screenshots:

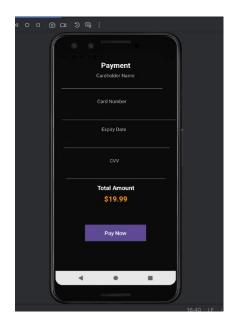




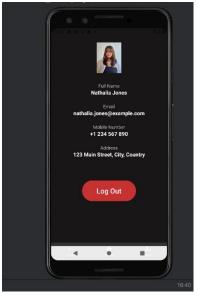






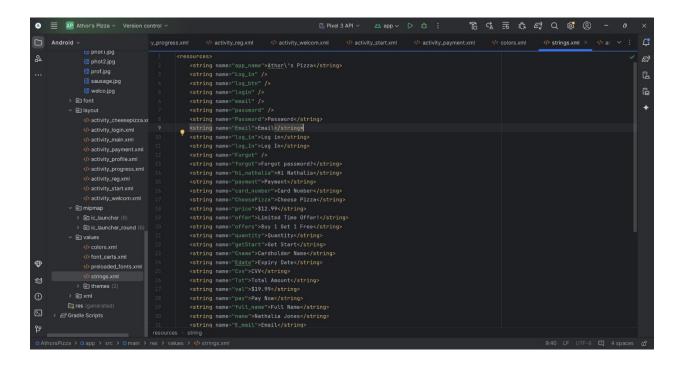


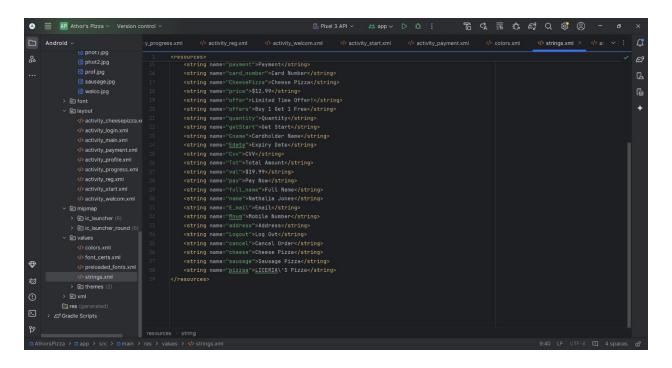




Content of xml files of Strings and Colors:

Strings





Colors

