

Mobile App Assignment Report

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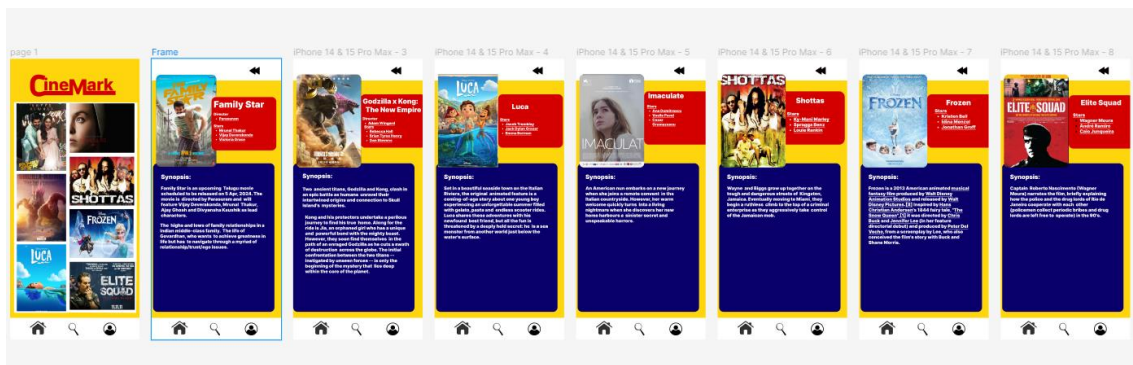
Date:10/04/2024

1 Part

Before coding my project in Kotlin on Android Studio, I first designed it visually using a project mock-up that I made on Figma. But when I tried to use the same colours from Figma in Android Studio, I ran into some problems. I tried several times to fix the problem, but I was unable to do so, and error messages continued to show. Errors were continuously displayed by Android Studio, suggesting that the photos were unacceptable.

I was so frustrated with the situation that I made the decision to try something new. Rather than sticking with the Figma colours, I chose colours at random and used them in my project. In addition, I had to import fresh images straight into Android Studio to replace the ones I had first imported from Figma because the imported images were also affecting.

This is a representation of the project mock-up and the way I see the finished app.



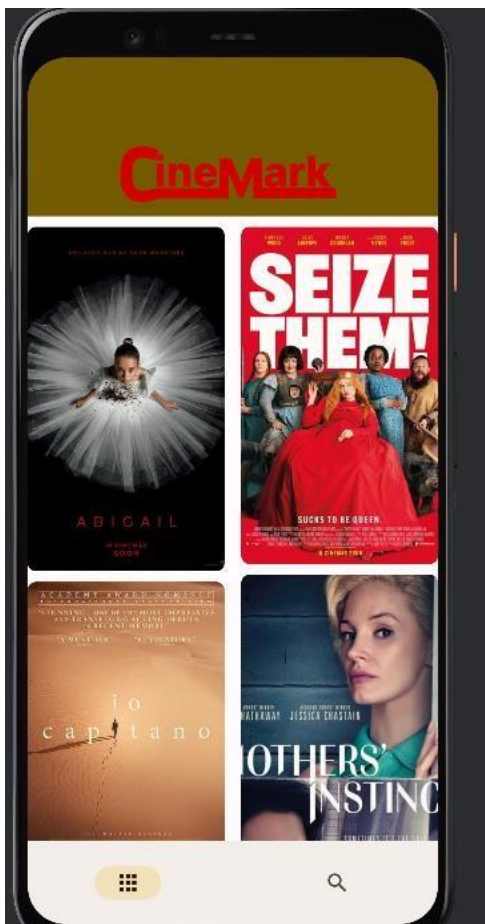
The outcome of the entire program, displaying the features requested by the assignment description, is presented in the second section.

2 Part

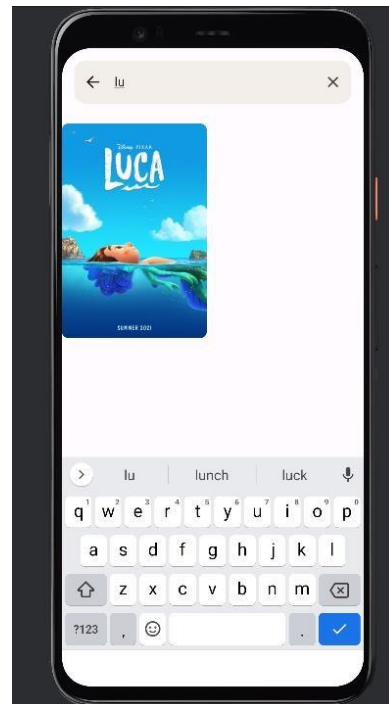
1-Movie Selection: When a user opens the app, they are greeted with an eye-catching list of all the movies that are accessible. This makes it simple to browse and choose the stuff you want.

2- Search Bar: By typing the titles of particular movies, users can locate them fast using a visible search bar. This function improves movie discovery efficiency and accessibility.

1



2



3 -Selecting a Seat:

If there are seats available, customers can choose them in this section.



4-Users may quickly use the navigation option to go back to the previous selection and the search button, which are located on the bottom bar.

