Mobile Applications Design (CS6314)
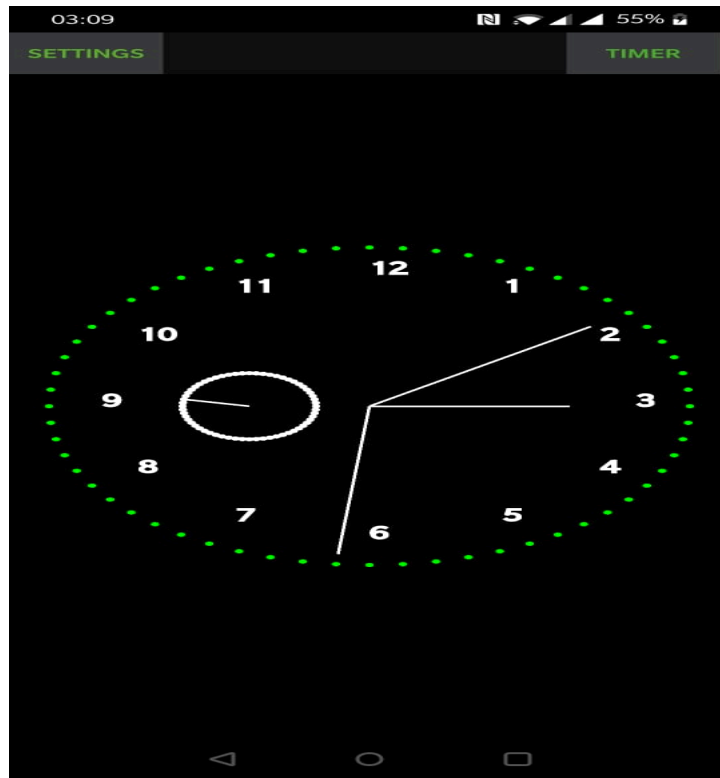
ASSIGNMENT2

<u>Application Level Report</u>

Application Name	Report Author
Countdown	Prajwal Gopal

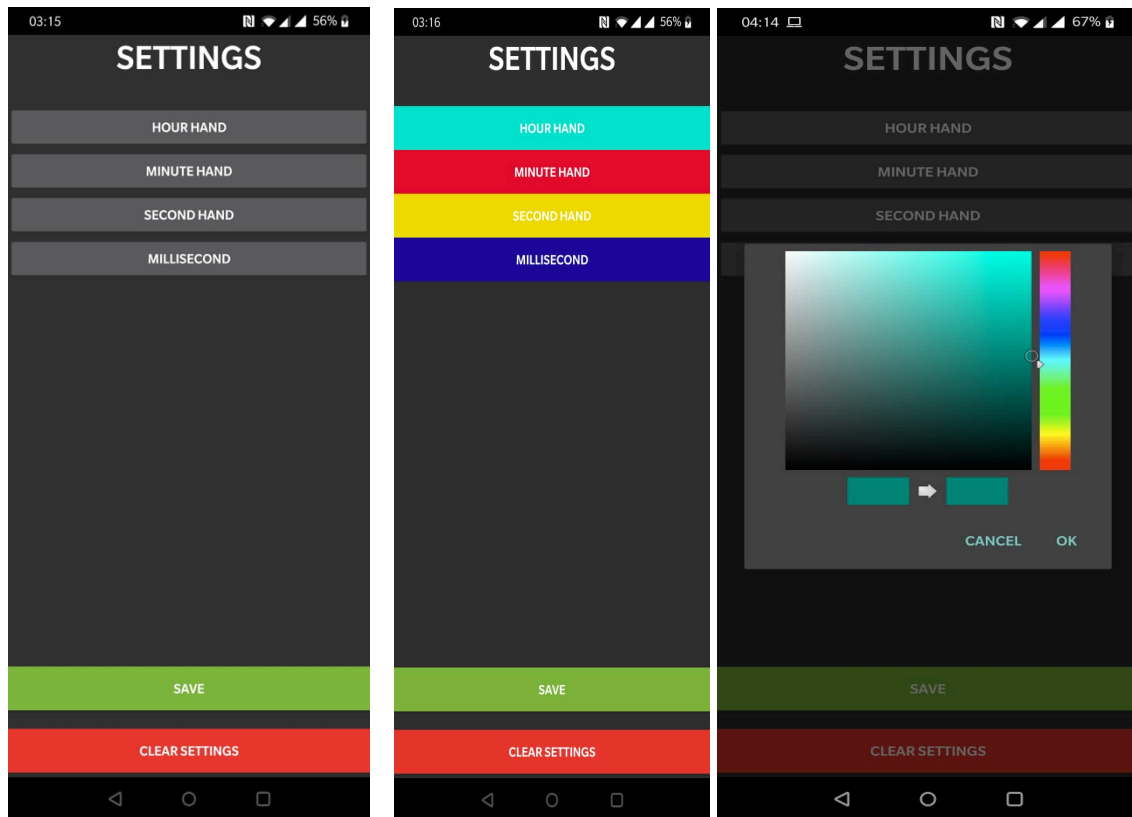# 1ˢᵗ Screen

1. User Interface

2. Functionality

- This Screen displays an Analog Clock displaying Hours, minutes, seconds and milliseconds.
- This Screen provides view for navigation to Settings and Timer.

3. Personal Contribution

- Implementation of Android Graphics to construct the clock.
- Usage of concepts of Canvas and Surface View to construct the Analog Clock.

2nd Screen

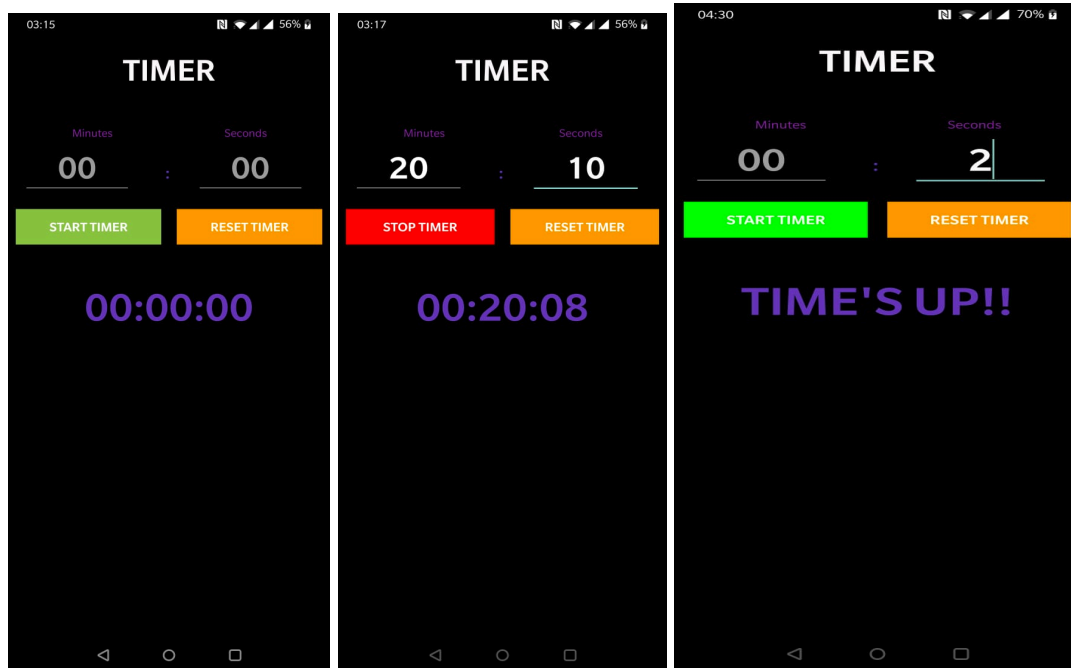## 1. User Interface

2. Functionality

- The Setting screen allows the user to personalize the colors of the clock hands.
- Color preferences can be selected by the user to change the specific hands of the clock.
- User selection and deselection through Save and Clear buttons

3. Personal Contribution

- Using the of Concept of Colors shared preference and references implemented the settings screen.

3rd Screen

1. User Interface

2. Functionality

- Implementation of Timer with user inputs of minutes and seconds.
- Set and Reset functionalities to the timer.

3. Personal Contribution

- Implementation of timer concept with user inputs.
- Usage of functionalities of set and reset options.