# Purpose:

The purpose of this document is to provide a brief description of the source code attached.

# Overview of the Project:

It is an android application containing two fragments. The first fragment contains a 3-item list of touring locations to be displayed (USA, India, China) and a status button. The second fragment is initially empty. When a user selects one of the locations in the first fragment, the application must download at least 6 pictures from the selected location.

The status button displays a short toast message indicating the current status of the application (e.g., “idle”, “downloading pictures”, “showing downloaded thumbnails”, and “showing selected picture”). This button would not be blocked (it should still be responsive) while the pictures are downloaded.

Once the six pictures are downloaded, appropriately scaled (and possibly cropped) version of the pictures are displayed in a table layout contained in the second fragment. The user may select one of the six pictures, by clicking on the picture, in which case the entire fragment display is replaced with the picture.

The two fragments are displayed on top of each other (with the list fragment above the picture fragment) when the device is in portrait mode and side-by-side (with the list fragment to the left of the picture fragment) when the device is in landscape mode. Either way, the first fragment takes about 25-35% of the device’s display with the picture fragment taking the remaining portion of the device’s display.

# Source Code Description:

## Src/com/example/cs478\_project3/\*

This directory contains all the java source files.

### MainActivity.java:

Contains the code of the main activity. Contains two fragments one for title and one for the pictures (either grid of pictures or a single enlarged picture).

### TitleFragment.java:

Contains code related to the fragment showing title list.

### GridFragment.java:

Contains code related to the fragment showing the grids of images when a title is clicked.

### FullImageFragment.java:

Contains code related to the fragment showing the enlarged image when an image from grid fragments is clicked.

### ImageAdapter.java:

Helper class for creating images and setting them onto grid view using adapter pattern.

## Gen:

The code here are auto-generated and nothing has to be done to change this.

## Res/layout:

Contains all the layout files respective to ‘portrait’ mode

### Activity\_main.xml:

Contains the layout for displaying main activity containing two fragments.

## Title\_fragment.xml:

Contains the layout for displaying the list of the locations.

### Grid\_fragment.xml:

Contains the layout for displaying grids of images.

### Full\_image.xml:

Contains the layout for displaying the enlarged image when clicked on the grid view fragment.

## Res/Layout-land

Contains all the layout files respective to ‘landscape’ mode

## AndroidMaifest.xml

This XML file describes to the android platform what the application does.

# Running the application through Eclipse on an Android mobile device

* Extract and Import the project into the eclipse.
* Android sdk must be installed and updated for the dependencies.
* Connect an android device which runs on the latest platform (lollipop) to the system.
* Once imported, right click the project and chose “Run as android application”.