

Assignment 6

Due Wednesday, December 1, 11:30 PM
25 points

Note 1: This is a much smaller and simpler assignment than the last assignment. If you have studied modules 18 and 21, you have a good chunk of code needed for this assignment.

Note 2: Since Dec 1 is the last day of class, this dropbox will only stay open one extra day and will close on Thursday. This will give us time to grade assignment.

Purpose

The purpose of this assignment is to

- use an intent to open a map
- use a dialog

Background

In this assignment, you will make an app that has fields for an address. Once the address is filled in, the user will be able to use an intent to show the address on a map. When there is any problem with the data, the app will show an error message a dialog box.

Instructions

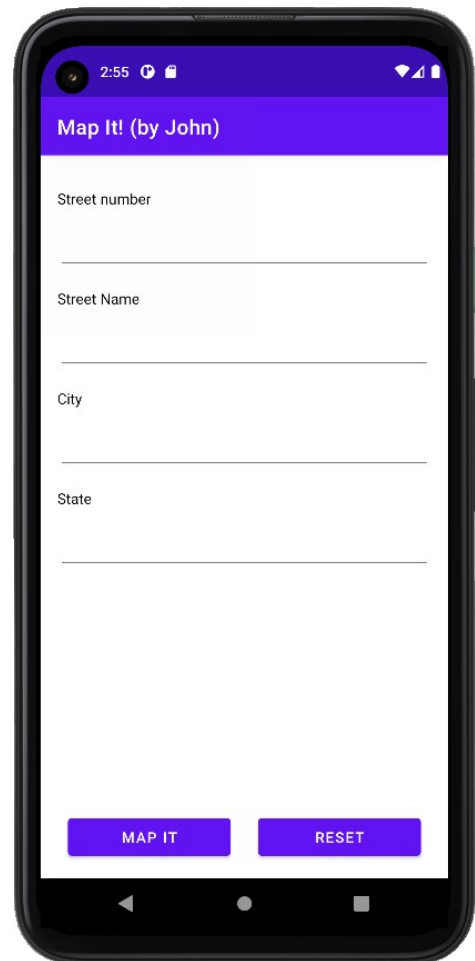
Create a new project named **Assignment 6**. Your code and project should be set up and work according to the following requirements.

1. App label

Edit `app/res/values/string.xml` and change the label to say **Map It! (by <name>)**, where the name is your first name. For example, I changed mine to **Map It! (by John)**.

2. Launcher icon

Create a custom launcher icon to replace the default icon created by Android Studio when the project is first created.



3. Design and layout

Place all the widgets in a **ConstraintLayout**. It should look similar to the image. There should be

- An **EditText** for a street number
- An **EditText** for a street name
- An **EditText** for a city
- An **EditText** for a state
- A label for each **EditText**
- Two buttons, a **Map It** button and a **Reset** button

4. Code details

Follow these requirements in your code:

- When the **Map It** button is pressed get the value from each **EditText**.
 - If a value is empty or only has spaces, use **AlertDialog** to create and display a warning dialog that lets the user know the field is required. When the dialog is closed, the user should not see any map.
 - If all the fields have something in them, build a string in the format

STREET_NUM STREET, CITY, STATE

For example,

601 College Street, Clarksville, TN

Once you have the string built, use an implicit **Intent** to bring up a map of the address.

- You do not have to check the strings in the **EditText** to see if they have valid city names or state names. If the user enters a state like **XYZ**, just accept it. The only errors you should look for are empty fields or strings that only have spaces.
- When the **Reset** button is pressed, use **AlertDialog** to create and display a question dialog that asks the user if they really want to clear the form. If they press an **ok**, clear the four **EditText** fields. If they press a **cancel**, just close the dialog and do nothing.
- Give the warning dialog an appropriate icon, and the question dialog an appropriate icon. These should be two different icons.

Submission

There one item to turn in. Follow the instructions in **Module 4 Tools overview** on how to submit assignments. Upload the ZIP for your project. It should be uploaded to the Assignment 6 DropBox in D2L, which is in **Tasks > Assignments**.

If you have any problems uploading the ZIP to D2L, email me immediately and give me any error messages the D2L gives you. Do not email me your project unless I specifically ask you to do so.