Assignment #1

Due Date: Oct 6, 2017 11:59pm on blackboard.

Purpose: The purpose of this lab assignment is to:

- Use Android UI controls to develop an interactive mobile application

References: Textbook, slides and lab material.
This material provides the necessary information that you need to complete the exercises.

Be sure to read the following general instructions carefully:

- This assignment must be completed individually by all the students.
- You will have to **demonstrate your solution in a scheduled lab session** and upload the solution on Blackboard through the assignment link.
- Please do name your app A1nnnnnnnnn where nnnnnnnnn are the digits of your student ID. For example if your student ID is 100222333 then your app must be named A1100222333. Also the main folder where your app is stored, which you need to zip and submit, must be A1nnnnnnnnn as above. Submit a zipped copy of your folder named A1nnnnnnnnn.zip.
-Your app must be prepared with Android Studio version 2.3.3 (matching the lab) and you must be able to run your solution on a lab machine.

Exercise 1

Your client needs an Android application to allow customers to order food using their smart phone. Develop an Android app as described below:

The main screen will display the company logo and a button “Enter”.

The second screen allows the customer to choose between types of cuisines (American, Italian, Chinese, Indian, International, etc). Use **radio buttons** to implement this selection. The next screen displays the list of restaurants from the selected cuisine. Use a **Spinner** control to implement this list.

After selecting the restaurant, the user will be prompted with food items offered by the restaurant. Use check boxes to allow the user to order more than an item.

The customer screen prompts the user to provide customer information. Use *EditText* controls and other UI elements to allow the user to enter **customer’ information:** *name*, adress, *credit card number*. The rest of the fields will be **different for each student**. For example, you may create fields for *favorite food*, *favorite cuisine*, *favorite restaurant*, *favorite chef*, etc. Create 2-4 fields named as mentioned above. Provide **validation** for these entries using the proper methods/constructor for each UI control.

Use *TextView* objects to create the label components for your UI. Allow the user to

use "**Back**" key to go back to the previous screen.

Display the order information on the check-out screen when the user clicks on a button titled "**Order**".

Use styles and themes to create a nice look and feel of your app. Use drawable objects to display the logo for the company, cuisine type, restaurant, etc.

Evaluation:

Functionality: 20% (to be demo-ed to the instructor in class)
Code quality: 20% (Java and XML, naming convention)
Java (implementation of event handling methods and other Java code): 30%
Layout and UI components: 30%
Total: 100 marks
Late submission policy: 20% penalty per 24 hours delay until the value of marks reduces to zero.