

Seneca

Academic Year	2024		
Semester	<input checked="" type="checkbox"/> Fall	<input type="checkbox"/> Winter	<input type="checkbox"/> Summer
Course Code - Name	MAP524		
Instructor	Dr. Razi Iqbal		
Assessment	Assignment 2A		
Deadline	Wednesday, October 02, 2024		

Student ID _____

Student Name _____

Assignment 2A

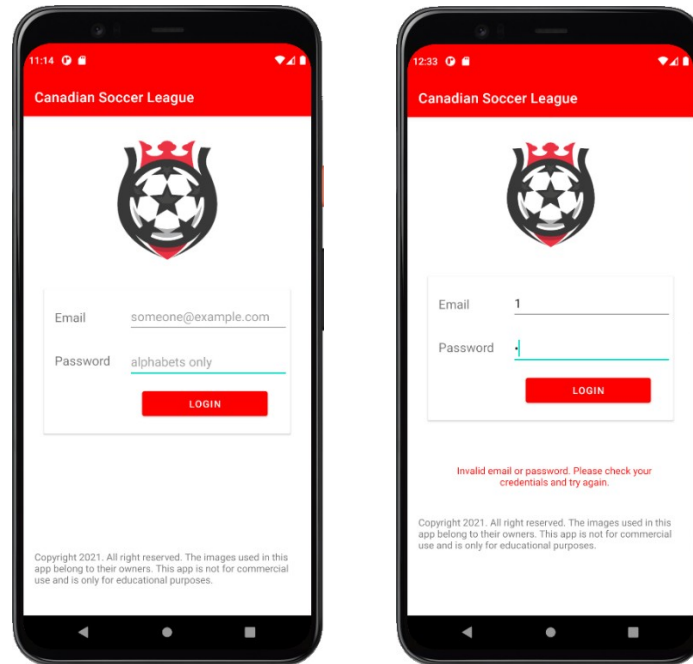
The main purpose of this assignment is to test your knowledge of basic Activities, Intents and Views in Android Development. This assignment assumes that you have already setup your environment. This is the first part of Assignment 2.

Instructions:

- This assignment is 10% of your total marks in this course.
 - You are required to zip your project folder and submit it on Blackboard under the Assignment drop box.
 - Submissions through emails will not be accepted.
 - Students having exactly similar code will get a straight 0.
 - The deadline for submission of this assignment is midnight Wednesday, October 02, 2024.
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Question

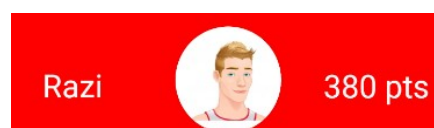
You are required to develop an Android app which mimics a Football Fantasy League. Your application should start with a Login Page. You are free to use the Login Page you created in Assignment 1 and extend the functionality for this assignment. Please use images that you have permissions to use. First screenshot below should be the first Activity of your application.



As soon as user clicks the Login button, your app should be able to check whether user has entered the right email and password combination. For now, please check against email admin@example.com and password “1234”. If user enters the wrong combination, your app should display an error message on a TextView as shown in the second screenshot above. Please note that on the click of the Login button, the keyboard should be dismissed if the combination is not correct. Please use the following code for dismissing the keyboard:








```
InputMethodManager imm = (InputMethodManager)
getSystemService(Activity.INPUT_METHOD_SERVICE);
imm.toggleSoftInput(InputMethodManager.HIDE_IMPLICIT_ONLY, 0);
```

If the email and password combination is correct, your app should move to a new Activity which should use a customized Toolbar. Please create a toolbar in a separate XML file using `<androidx.appcompat.widget.Toolbar>`. The toolbar should contain at least 3 components, TextView for name, an ImageView in a circular form for an image and a TextView for points. For now, you can hardcode the values and the image on the toolbar. Your customized toolbar should look something like below:



Add the custom toolbar to the Second Activity which will be shown on the successful login from the First Activity.

The Second Activity should also contain a ListView which has each row customized to show a TextView for serial number, an ImageView for a circular image, a TextView for name and a TextView for score. You are required to create a separate XML file for row layout of the ListView. For now, please hardcode 10 items for each serial number, images, names and scores in Java arrays. Create your own Adapter class that extends from the BaseAdapter class that helps in inflating the row layout into the List View. Your final ListView should look something like below:

1		Lionel Messi	5
2		Cristiano Ronaldo	5
3		Neymar Jr.	4.5
4		Eden Hazard	5
5		Kevin De Bruyne	4.5
6		Zinedine Zidane	3.5
7		Virgil Van Dijk	4.5

Please note that the screenshot above shows only 7 rows, however, your ListView should have at least 10 rows. If your ListView is not showing the last row, please use the following code in your ListView in XML file:

```
android:paddingBottom="100dp"
```

Change **100dp** to a value that suits your emulator. Below should be the final output of the Second Activity:

