Seneca

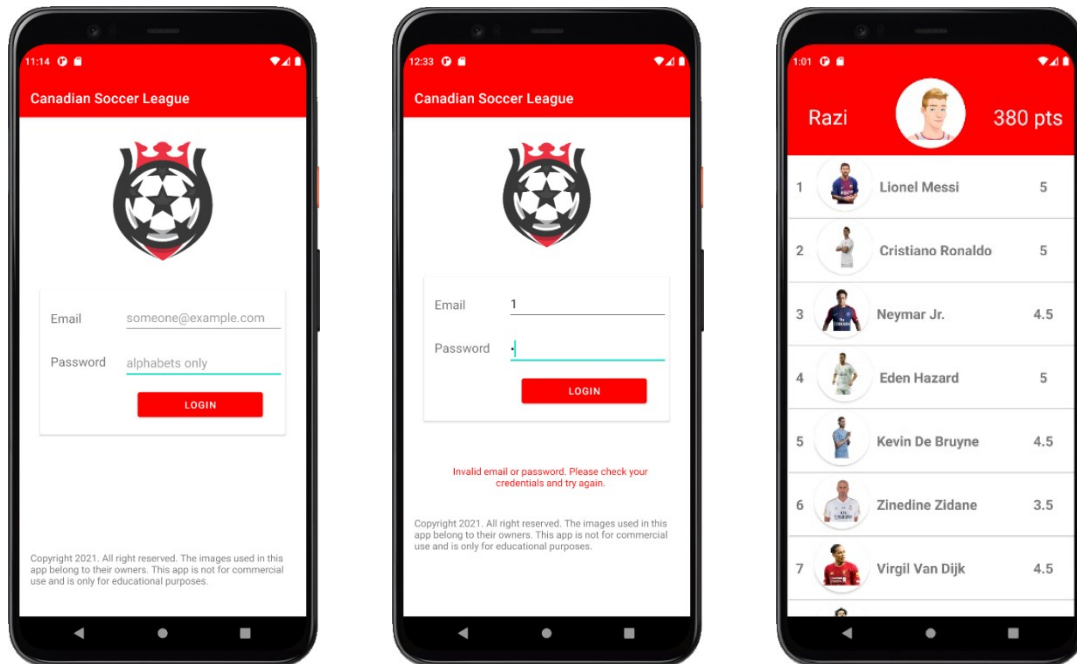| Academic Year	**2021 – 2022**		
Semester	☒ Fall	☐ Winter	☐ Summer
Course Code - Name	MAP524S1A.08795.2217		
Instructor	Dr. Razi Iqbal		
Assessment	Assignment 2B		
Deadline	Wednesday, October 09, 2024		

Assignment 2B

The main purpose of this assignment is to test your knowledge of basic Activities, Recycler View and Dialogs in Android Development. This assignment assumes that you have already setup your environment. This is the second 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 09, 2024.

Question

You are required to develop an Android app which mimics a Football Fantasy League. You should continue working on your app you developed in Assignment 2. First screenshot below should be the first Activity of your application that takes the Email and Password and shows an error (second screenshot) if credentials are not correct. However, if credentials are correct, it should move to the next activity (third screenshot).

The Second Activity should now contain a RecyclerView instead of the ListView. Make sure you fulfill all the requirements of the Recycler View. Below are some of the requirements of this assignment:

- Create a separate MyAdapter class that contains the adapter of RecyclerView.
- Make sure you pass all the arrays containing data for serial, image, name and points from MainActivity.java to MyAdapter.java class (you are free to change the name of the classes and java files if you want).
- Create a Layout using XML file for rows of the RecyclerView (similar to last assignment).
- Override all the required methods for RecyclerView and ViewHolder parent classes.
- Your RecyclerView should contain at least 10 rows and each row should have
  - serial (TextView)
  - image (ImageView in circular shape)
  - name (TextView)
  - points (TextView)
- Finally, check for the click events on each of the component of each row of RecyclerView and display an Alert Dialog with corresponding messages. For example, if user clicks on Serial of the player in the Recycler view, an Alert Dialog should appear saying, "You clicked Player Serial". Similarly, if user clicks on the player image in the

Recycler view, an Alert Dialog should appear saying, "You clicked Player Image". The Alert Dialog should look similar to the ones shown in the screenshots below.