



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CSE 489: Mobile Application Development Assignment 2

Create 3 paths / flow and their designated activities to achieve the flow as described below.

First Activity:

Shows a spinner list (for kotlin and java) where one can select the type of broadcast operation wants to perform. In flutter create a drop down list. There will be a button to proceed to the next activity after selection.

The list contains the following elements:

1. Custom broadcast receiver.
2. Wifi State Change.
3. System battery notification receiver.

Next Activity depending on selection:

1. For the first option this activity will take input from the user. The input will be a plain text which will be passed to the next activity for custom broadcast receiver.
2. If the user selects the second option then skip this activity
3. If the user selects third option then in this activity the user will input a battery percentage

Third Activity:

1. If the user selects the first option in the first activity then in this activity create the custom broadcast receiver which will receive the text message given in the second activity.
2. If the user selects the second option in the first activity then in this receive the Wifi state broadcast
3. If the user selects the third option in the first activity then receives the battery percentage broadcast and also displays the user's input in the second activity to compare with actual percentage.

Links:

- <https://www.raywenderlich.com/4936497-your-first-kotlin-android-app>
- <https://developer.android.com/guide/components/broadcasts>
- <https://www.vogella.com/tutorials/AndroidBroadcastReceiver/article.html>
- [WifiRttManager](#)
- https://developer.android.com/reference/android/content/Intent#ACTION_BATTERY_CHANGED
- <https://pub.dev/packages/fbroadcast>
- https://pub.dev/packages/flutter_broadcasts/example
- <https://medium.com/flutter-community/checking-network-connectivity-in-flutter-7985659d6e06>