

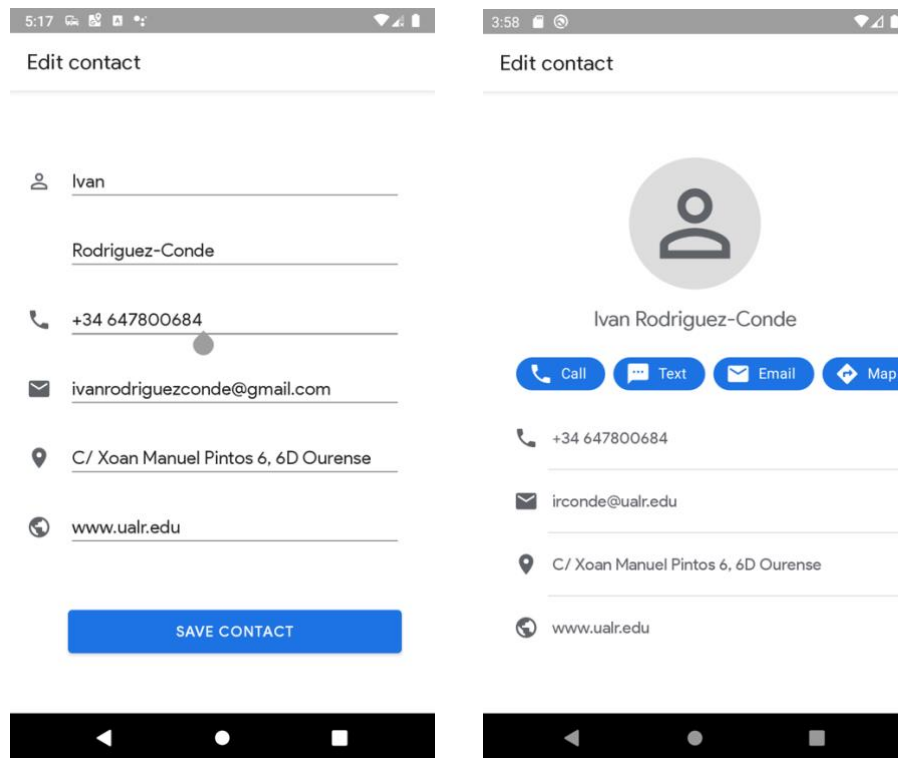
CPSC 3367 – Mobile Apps Development

Homework 06 · Max grade: 100%

In this assignment, we will create a simple app that emulates Google's Contacts app. The main goals of the assignment are:

- To define two different activities and implement the communication between them.
- To communicate our app with other existing apps to perform specific tasks such as making a call, sending a text message, etc.

As a result of the assignment, you should have created an app with a look and feel similar to the one shown in the following images:



1. Firstly, you'll have to implement an Activity with a form that allows the user to create a new contact (Figure on the left)
2. The second activity will show the contact info and will allow the user to trigger some related actions like phoning the contact, checking his address on Google Maps, etc. (Figure on the right).

Resources

You'll have to implement the activities using the supplied color, string, font, drawable, and style resources. You can find those resources in [this project](#).

Functionality

[Here](#) you can see a video with the desired functionality.

Note 1: Use a horizontal scroll view to create the chip group below the contact name in the second activity. They are likely to take up more space than the full width of the screen.

Note 2: It is not necessary to validate the fields of the form for this activity.

Note 3: Take a look at the styles provided before start coding the layout files required. The name of each style is pretty intuitive, so there won't be any doubt where to apply them.

Summary

- **[10%]** Create a new layout file to define the GUI elements of the ContactFormActivity.
- **[5%]** Define the basic skeleton of the ContactFormActivity. Inflate the layout defined in the first step to display the GUI elements on screen.
- **[10%]** Create a new layout file to define the GUI elements of the ContactInfoActivity.
- **[5%]** Define the basic skeleton of the ContactInfoActivity. Inflate the layout defined in the first step to display the GUI elements on screen.
- **[10%]** Modify the Contact class, so you can use it to exchange Contact data between ContactFormActivity and ContactInfoActivity
- **[20%]** Create a new method that reads the values in the several EditText elements of the layout and then uses the Contact class to send those data to ContactInfoActivity.
- **[20%]** Create a new method that reads the contact info coming from ContactFormActivity and use it to populate the several TextView elements in the layout.
- **[4%]** Create a new method that invokes a Phone Dialer app, using as parameter the phone number included in the contact info received from ContactFormActivity in the previous step
- **[4%]** Create a new method that invokes a Messages app, using as parameter the phone number included in the contact info received from ContactFormActivity in the 7th step
- **[4%]** Create a new method that invokes a Maps app, using as parameter the address included in the contact info received from ContactFormActivity in the 7th step

- **[4%]** Create a new method that invokes an Email app, using as parameter the email address included in the contact info received from `ContactFormActivity` in the 7th step
- **[4%]** Create a new method that invokes an Web Browser app, using as parameter the web url included in the contact info received from `ContactFormActivity` in the 7th step