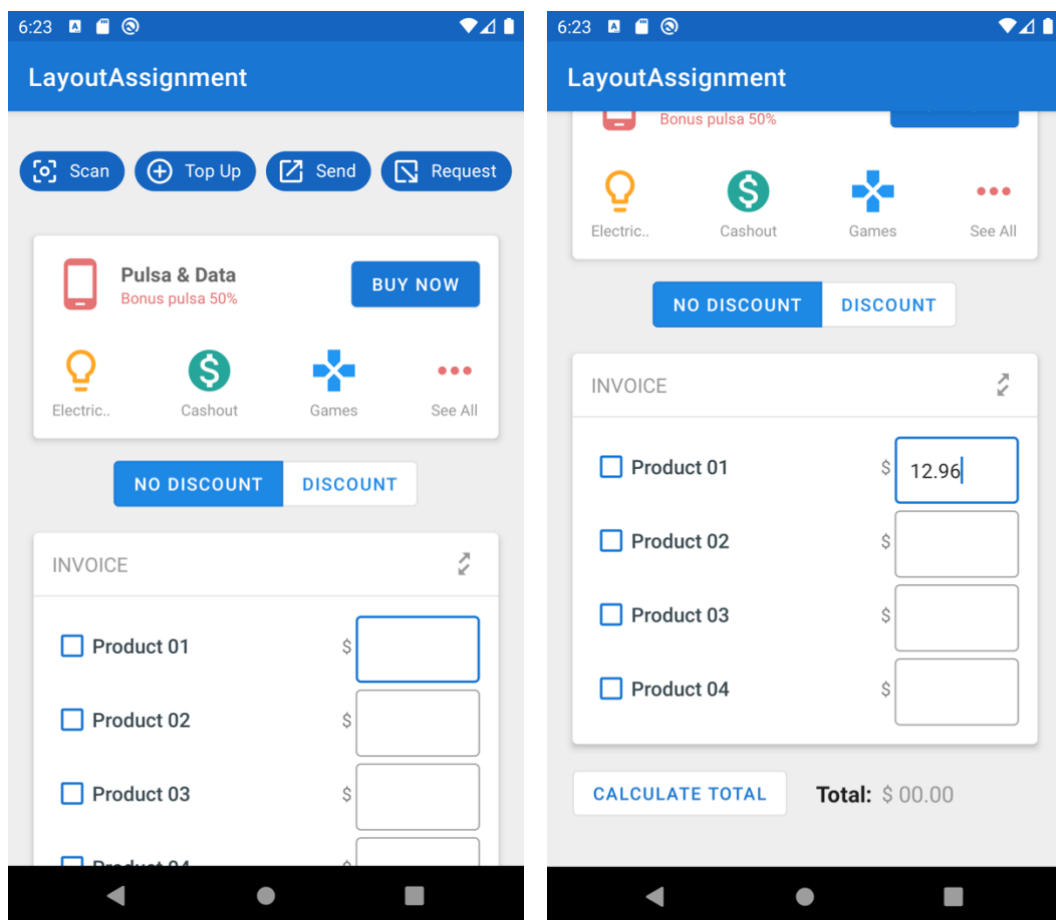# CPSC 3367 – Mobile Apps Development

Homework 04 · Max grade: 100%

In this assignment, you'll have to implement a complex layout of an Android app. The UI should include the elements give in the sketch below. Feel free to improve the design of the interface.

Resources

You'll have to implement the layout from scratch using the provided colors, dimens, string, and drawables. You can download a project with those resources and a basic skeleton from here.
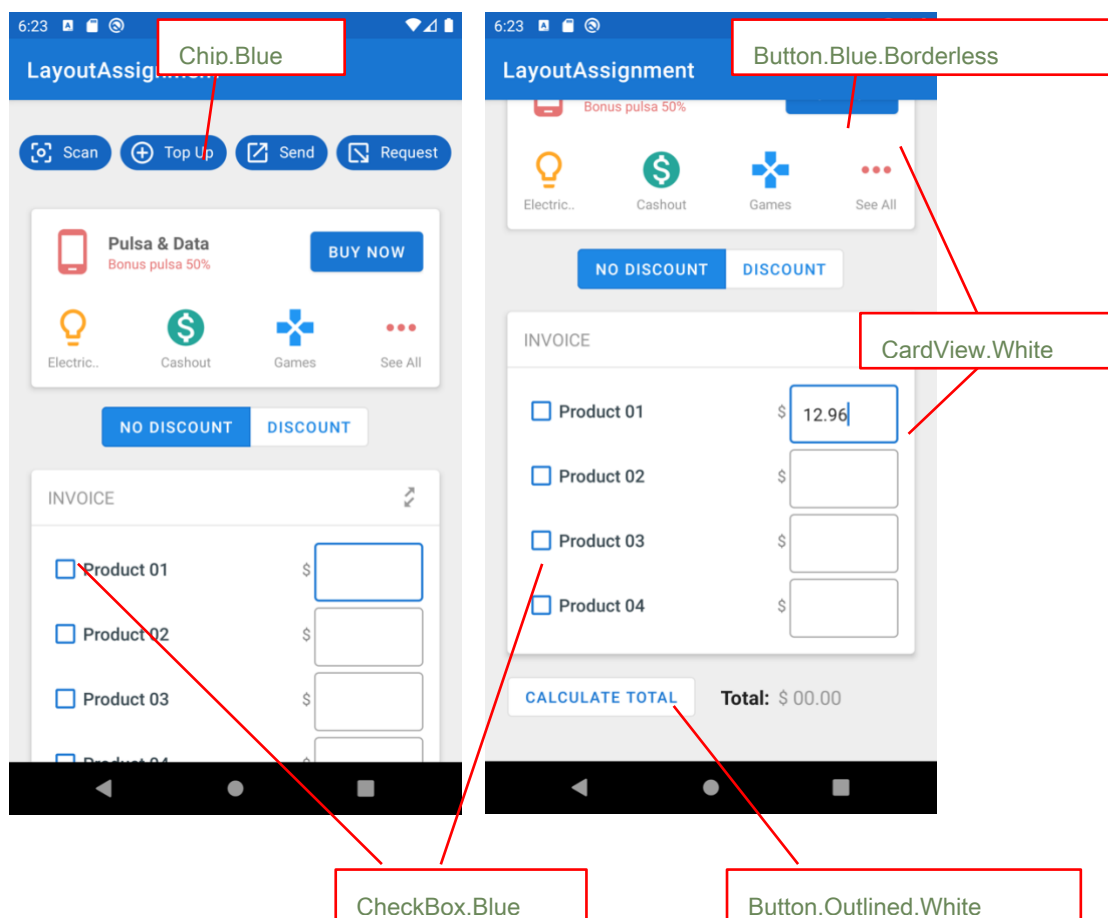
Functionality

In this video, you can see a video with the desired functionality. Only the elements included in the invoice section are interactive. More specifically:

- Every EditText element will be used to provide the amount of money spent on the product located in the same row.
- The user will check/uncheck a product to indicate whether the corresponding amount of money will be included in the computation of the total or not.
- The user can also indicate whether a discount is applied to the total or not by using the MaterialButtonToggleGroup located right above the invoice card.

Important notes

- The main objective of this task is to **<u>use the appropriate widgets and layouts</u>** to implement an app from a given design. The use of components such as ConstraintLayout, Helpers, Chains, etc. will be considered positively where appropriate.
- To define the Invoice section as well as the section right under the chip row, the several used widgets are enclosed in a view called CardView. It's not mandatory using this view type. However, it is a good practice to value that you get used to consulting the Android online documentation. Therefore, the use of this type of view will be assessed in the proposed solution.
- In the styles.xml file, you can find some of the styles necessary to create a layout with a look and feel similar to the one depicted in the image.

- Remember that to apply a style to a component in the layout, you just have to define its "style" property and set one of the provided styles.
- The cleanliness and clarity of the code will also be valued.

Summary:

- **[30%]** Layout definition of the chip row and the white card located right below it.
- **[30%]** Layout definition of the MaterialButtonToggleGroup and the rest of the components related to the Invoice.
- **[20%]** Style and general look and feel.
- **[20%]** Interaction. Computation of the Invoice's total amount of money.