PROGRAMMING ASSIGNMENT #1

CIS 436 - MOBILE APPLICATION DEVELOPMENT - SUMMER 2017 UNIVERSITY OF MICHIGAN - DEARBORN PROF. JOHN P. BAUGH

Due:	Wednesday, June 14, 2017 at 11:59 p.m.				
Points:	/ 100				

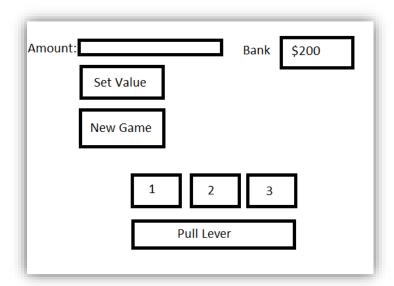
OBJECTIVES

- To create a basic user interface
- To create event listeners and handlers for UI components
- To create a basic test plan

INSTRUCTIONS

You are charged with the responsibility of creating a basic app, giving the user the ability to *play a slot machine*. It is assumed you will use good software engineering practice throughout, including the following:

- Use comments (useful comments), including your name, instructor's name, class you are in, and which project this is at the top of your Main Activity Java file
- Give appropriate ids to your widgets
 - o Button1, button2, etc. will result in loss of points



	ensure your program and assignment adhere to the following (In fact you could use the keeping the above instructions in mind also, as a check list):				
	u will allow the user to enter any numeric value from 100 to 500 (inclusive) into the editable				
	 You must make sure only the numeric soft keyboard appears when the user focuses on the editable text field 				
	 You must also make sure that a Toast displays indicating an error if the values are not within the range 100 to 500 (inclusive.) 				
wh	nce the user enters the numeric value, they should be able to click a button labeled Set Value , nich will cause both the button and the editable text field to become deactivated (i.e, you cannot be in the text field and/or click the button)				
	☐ There should also be a New Game button, which will reset the bank to o, and disable the slot				
	schine controls until the user selects a new amount and presses Set Value				
	ying the Game:				
	• Each time the user presses the Pull the Lever button, \$5 is removed from his/her account				
	Three TextView widgets display a number from 1 through 5 (inclusive				
	 Hint: See the Java Class Framework's Random class 				
	 https://docs.oracle.com/javase/7/docs/api/java/util/Random.html 				
	o If none of the numbers match, the user doesn't get anything				
	o If two of the numbers match, the user gets \$10				
	o If three of the numbers match:				
	 If the number that matches is less than 5, the user gets \$40 				
	 If the number is 5 through 8 (inclusive), the user gets \$100 				
	 If the number is 9 in all three slots, the user gets \$1000 				
\Box If t	he user's bank ever equals or exceeds \$1000, a Toast should pop up and tell the user they have				
cle	ared out the slot machine, and the program should then reset (the same as if the user had				
clie	cked New Game				
\Box If t	he user's bank ever equals o, the game should display a Toast that tells the user they've lost all				
the	eir money, and the game should reset (as if the user had clicked New Game)				
□ Yo	u must create a basic test plan for each of the above features and fill it in				
	 Use the example text plan on Canvas 				
	o Use Microsoft Excel (preferred), or Apache OpenOffice Calc, or LibreOffice Calc for the				
	workbook with the Test Plan				
	 If you use OpenOffice Calc or LibreOffice Calc, please generate a PDF and turn 				
	that in - do not turn in the native formats of these open source programs				

DELIVERABLES

Zip your entire Android project, with the **test plan stored at the top level of the project**

Upload the entire zip file to Canvas on or before the due date