

FIT2081 Mobile Application Development

WEEK 2

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Semester 1, 2023 Monash University Malaysia



Announcement for Week 2

Please complete your pre-reading quiz and submit by Monday 4pm.
 You can find the pre-reading quiz link at moodle "assessment" section.

- You will have to complete and submit the workshop quiz which will make available after the forum by Wednesday 11.55pm.
- Lab assessment will begin from this week (the procedure is same with week 1). Your lab solution must be submitted to moodle by Friday 11.55pm in order to get your mark.
- Please check your email and Ed frequently for the updates in this unit.

Activities and Checklist for week 2

Activity	Notes	Checked?
Study the slide "FIT2081_Week2_Malaysia" & Week 2 Slide set	Useful to complete your lab tasks.	
Complete the pre-reading quiz	Access it from the "assessment section" in moodle. Submit by Monday 4pm.	
Attend Forum	Online, for topics wrap-up.	
Complete Workshop quiz	Workshop quiz questions will be uploaded after the Forum on Monday. Submit by Wednesday 11.55pm.	
Complete lab task	Please refer to the complete section in week 2 moodle	
Attend tutorial	OPTIONAL – if you have issue regarding the lab tasks	
Attend Lab	COMPULSORY – You have to complete the lab tasks before coming to the lab. Submit your lab tasks (including the extra task) on Friday 11.55pm	

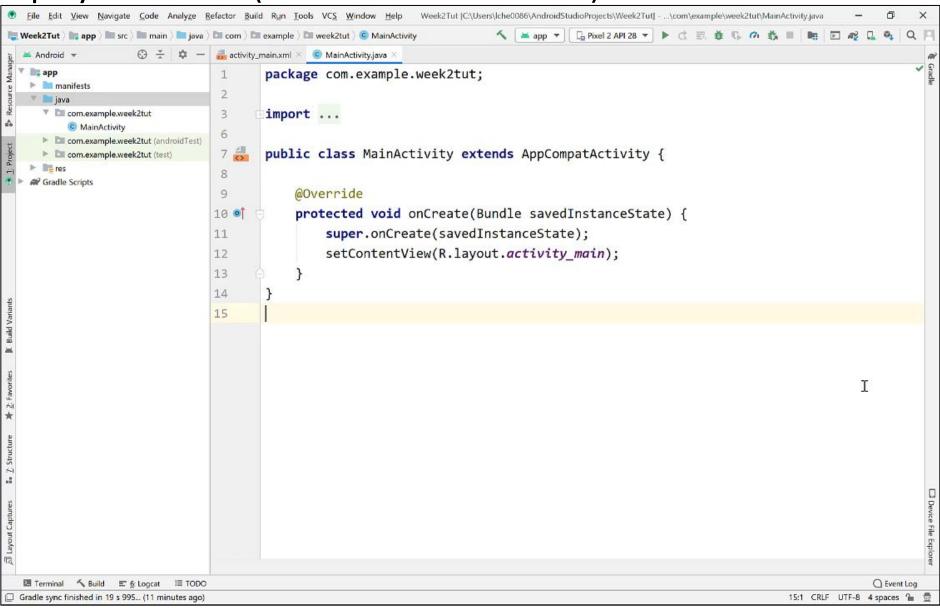
Tutorial time!



Gif retrieved from https://gifer.com/en/VwDf

Video 1: Usage of resources

1) Please play the video (7 minutes 04 seconds)

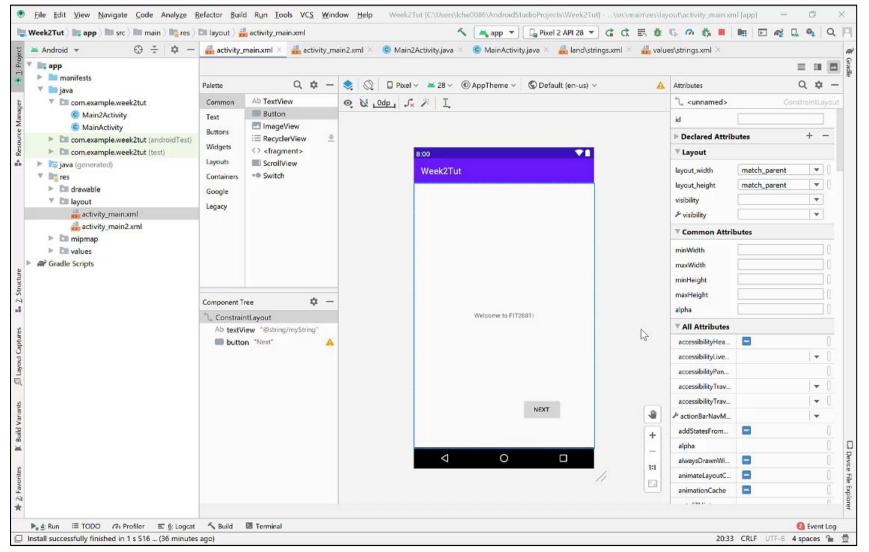


Intent play the video (5 minutes 28 Seconds)

• File Edit View Navigate Code Analyze Refactor Build Run Jools VCS Window Help Week2Tut [C:\Users\]che0086\AndroidStudioProjects\Week2Tut] - ...\example\week2Tut] - ...\example\week2Tut] - ...\example\week2Tut] Week2Tut) 📭 app) 🖿 src) 🖿 main) 🖿 java) 🖾 com) 🖾 example) 🖾 week2tut) 💿 MainActivity へ 異app ▼ □ Pixel 2 API 28 ▼ G C 記 菱 □ の 数 ■ ■ 区 № □ activity_main.xml × © MainActivity.java × 🍶 land\strings.xml × 👼 values\strings.xml package com.example.week2tut; manifests com.example.week2tut import ... com.example.week2tut (androidTest) public class MainActivity extends AppCompatActivity { com.example.week2tut (test) is java (generated) ▼ Ingres @Override drawable ▼ 🛅 layout protected void onCreate(Bundle savedInstanceState) { 10 01 activity_main.xml super.onCreate(savedInstanceState); 11 ▶ I mipmap values setContentView(R.layout.activity main); 12 Gradle Scripts 13 MainActivity > onCreate() □ Terminal Suild
□ 6: Logcat Profiler 4: Run □ TODO Event Log 12:48 CRLF UTF-8 4 spaces 🚡 🗒 Emulator: emulator: INFO: QtLogger.cpp:68: Critical: Uncaught TypeError: Cannot read property 'update' of undefined (qrc/html/js/location-mock-web-channel.js:130, (null)) (16 minutes ago)

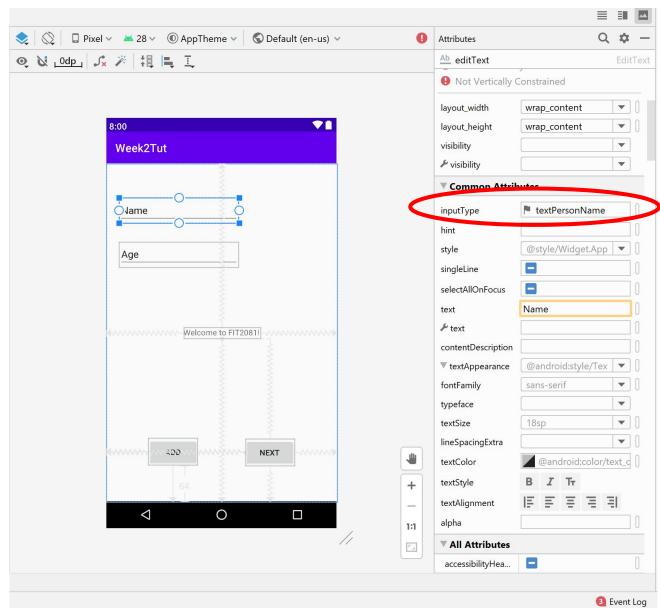
Video 3: Show a Toast Message!

- 1) Please play the video (3 minutes 33 seconds)
- 2) Reference: https://developer.android.com/guide/topics/ui/notifiers/toasts



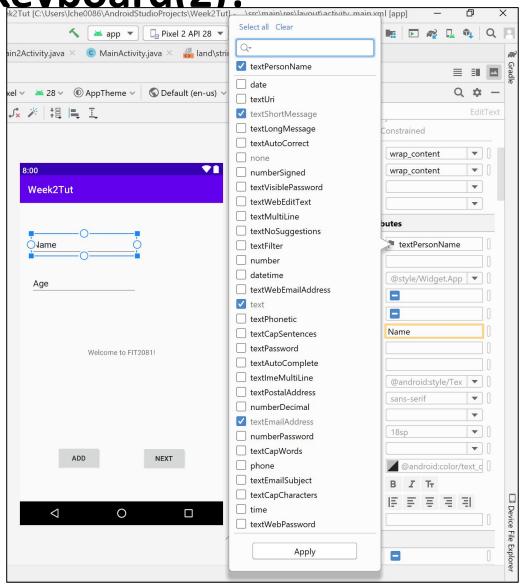
How to show the Numpad or QWERT virtual Keyboard(1)?

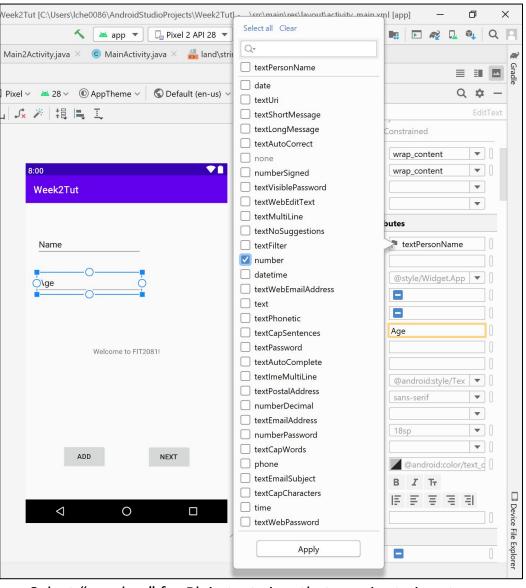
- There are times where you want to enforce certain keyboard to show up for particular "Plain text" views.
 E.g. Numpad for inputting age and QWERT keyboard for name.
- You may set the "inputType" attribute towards the Plain text views.



How to show the Numpad or QWERT virtual

Kevboard(2)?



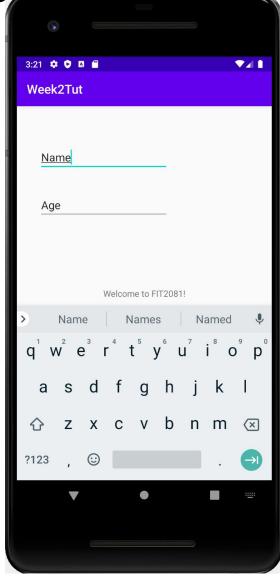


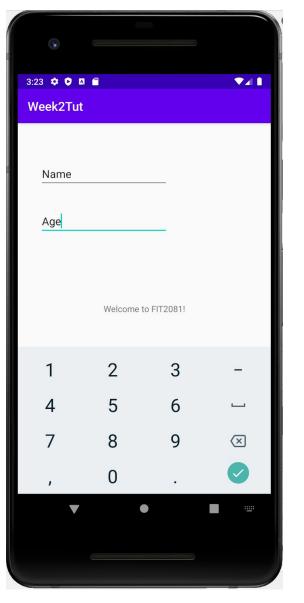
Select "textPersonName" for Plain text view that require to input name

Select "number" for Plain text view that require to input age

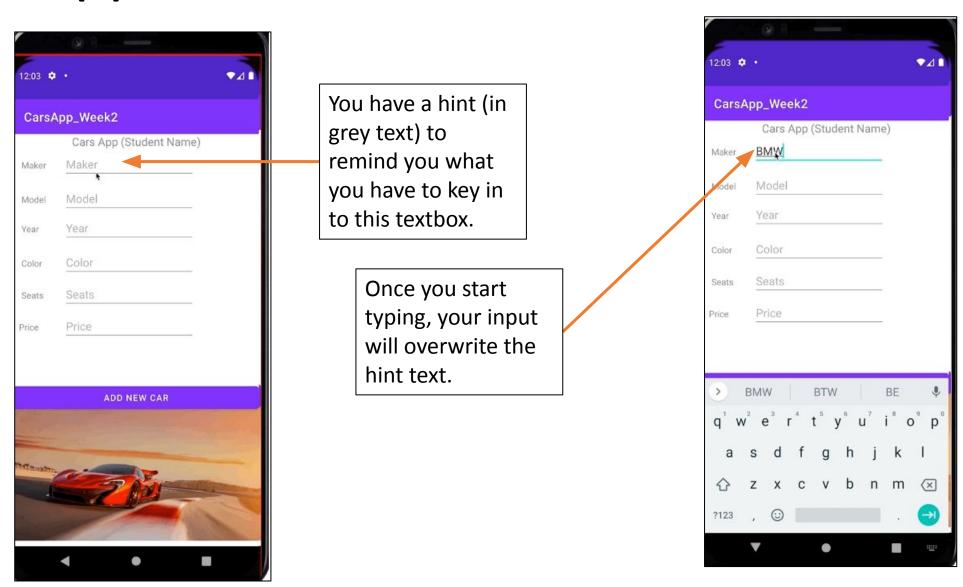
How to show the Numpad or QWERT virtual

Keyboard(3)?

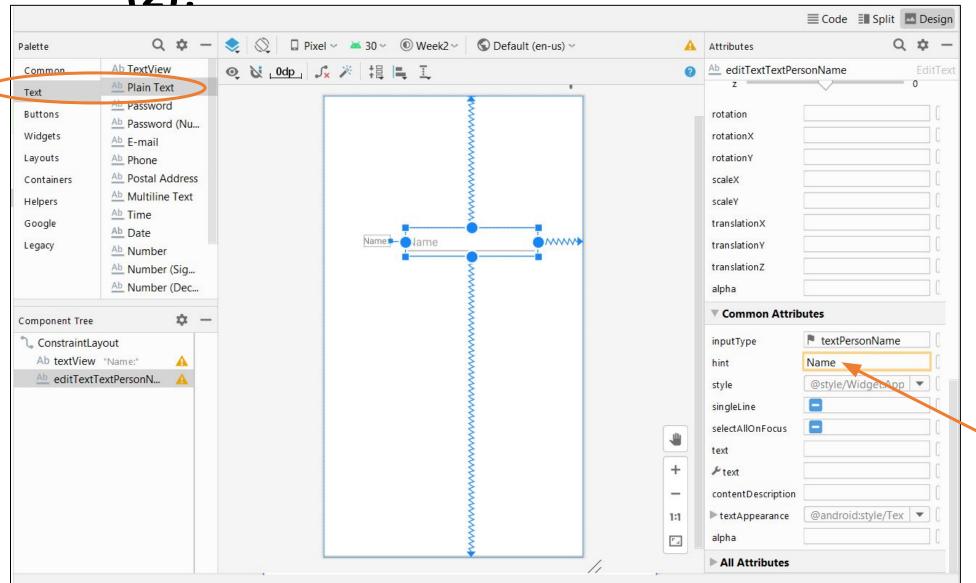




How to show the hint on your text View (1)?

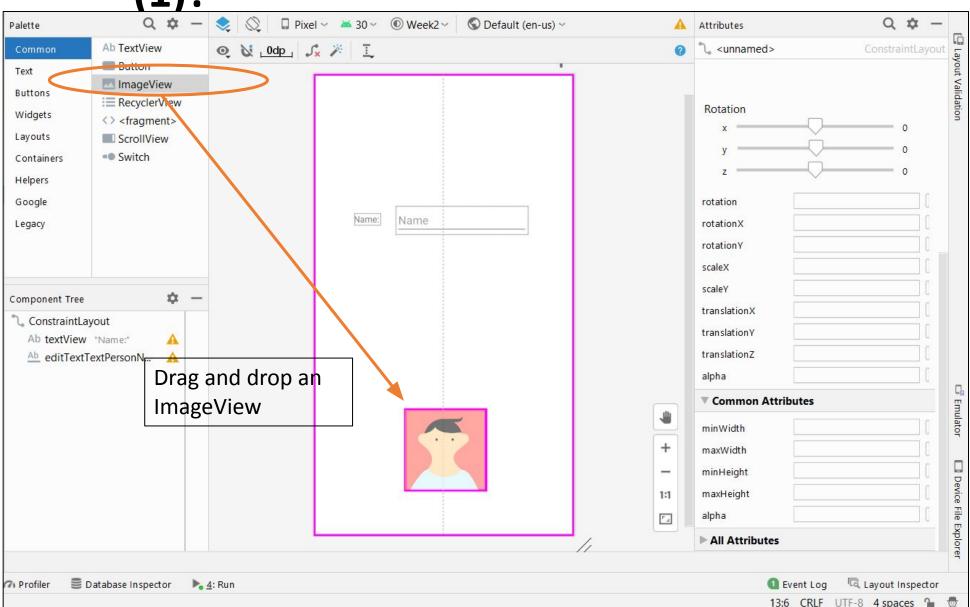


How to show the hint on your text View (2)?

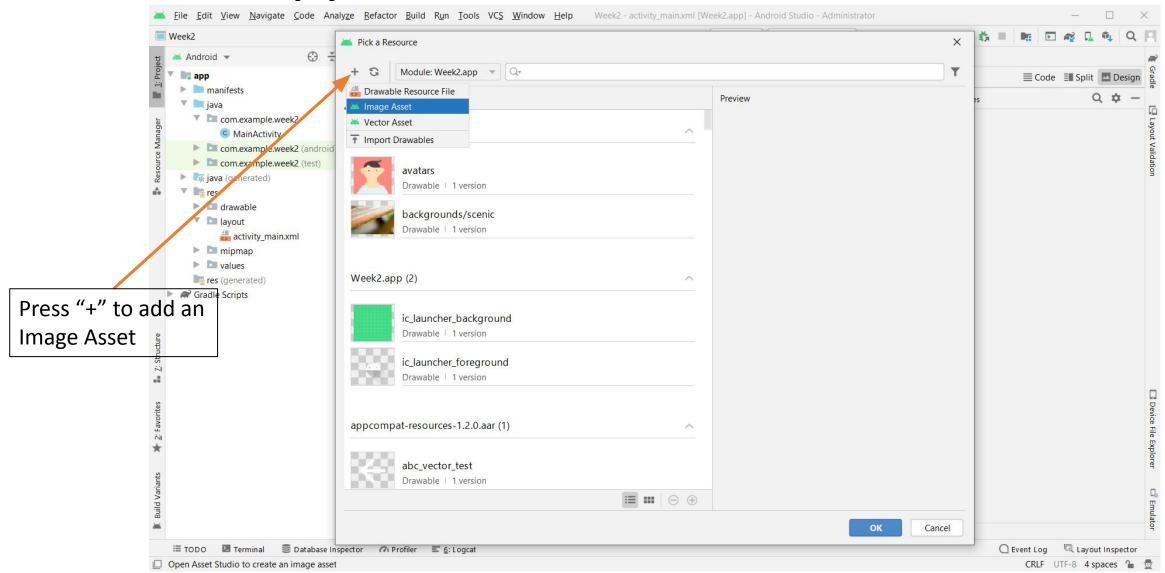


Just input your hint text into the "hint" attribute. This attribute is available in "Plain Text".

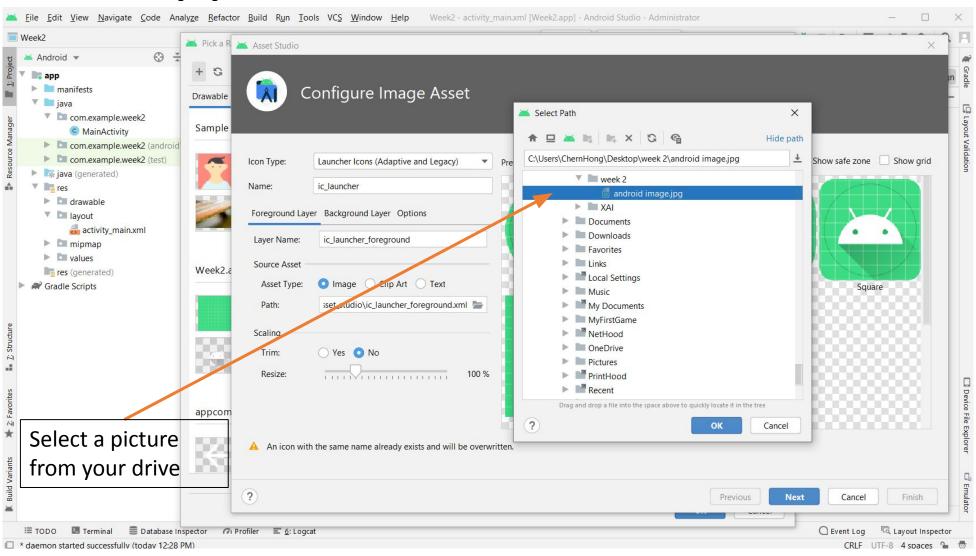
How to add image to your app (1)?



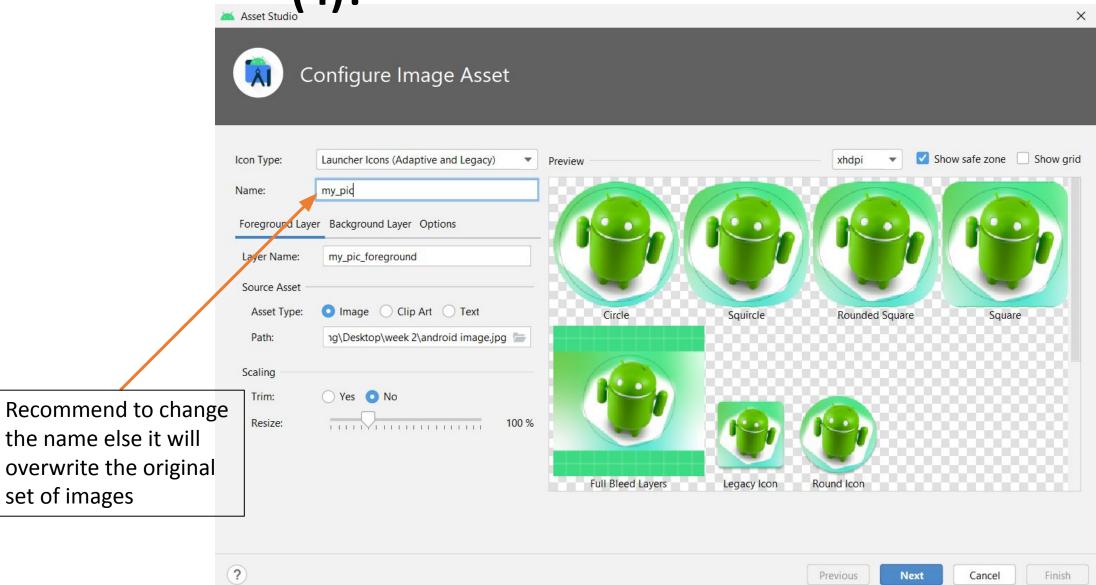
How to add image to your app (2)?



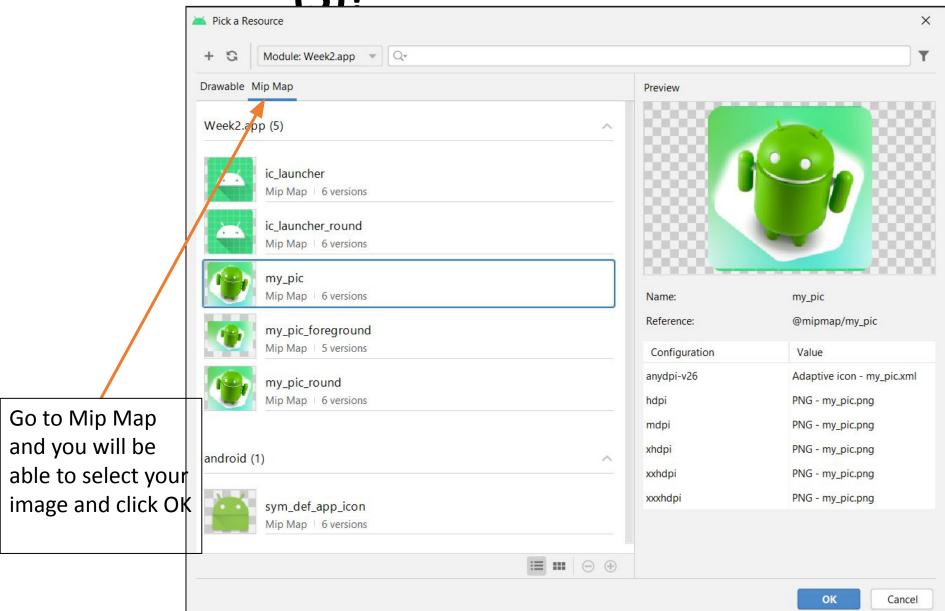
How to add image to your app (3)?

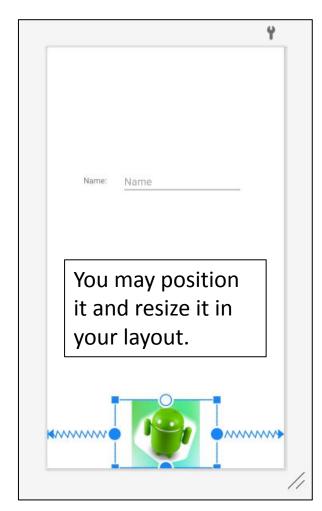


How to add image to your app (4)?



How to add image to your app (5)?





Lab time!



Gif retrieved from https://giphy.com/

Lab 2 – Instructions (Complete it before lab)

Please follow the intrusions posted on the moodle (Please view the full task from moodle).

Week 2 - Lab Tasks

Lab Specifications

Develop a single activity application that represents a Book Store management application. The following attributes represent each book:

- ID
- Title
- ISBN
- Author
- Description
- Price

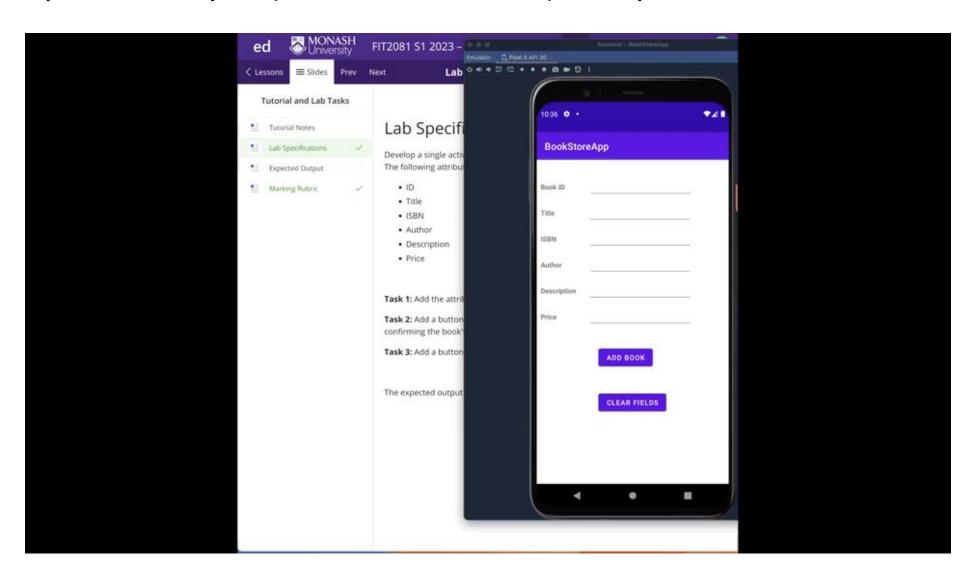
Task 1: Add the attributes (see above) to the main activity

Task 2: Add a button to the activity responsible for showing a toast with a message confirming the book's title and price.

Task 3: Add a button to the activity responsible for clearing all the input fields.

Lab 2 – Instructions (Complete it before lab)

The expected output (but not limited to) is depicted below:



***Please join your tutorial class if you have any queries regarding the lab tasks.

Thank you!