

TASK GUIDE (A1X.05)

A. Objectives.

Students know how to configure color resources, make EditText, and Spinner.

B. Requirements.

Hardware:

- 2 GB RAM minimum, 8 GB RAM recommended
- 2 GB of available disk space minimum, 4 GB Recommended (500 MB for IDE + 1.5 GB for Android SDK and emulator system image)
- 1280 x 800 minimum screen resolution
- Intel processor with support for Intel VT-x, Intel EM64T (Intel 64), and Execute Disable (XD) Bit functionality

Software:

- Microsoft Windows 7/8/10 (32-bit or 64-bit)
- JDK 8
- Android Studio IDE

C. Resources.

Documents:

- Guide

Supplement files:

- None

Test code:

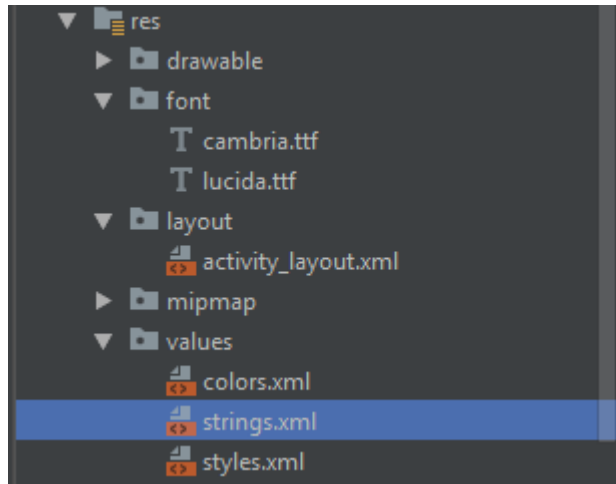
- TestA1BasicUIX051.java
- TestA1BasicUIX052.java

D. Task Description.

Student configure the color resource and start to design the interface with specified requirement and test it.

E. Specification.

1. Open BasicAppX project that already test passed.
2. Open “strings.xml” file under “res/values” folder.



3. Add the value of all “string-array” name as described in specification below.

Template:

```
<string-array name="string-name">
    <item>value1</item>
    .
    .
</string-array>
```

Name	value
tempList	°C
	°F
	K

4. Open activity_layout.xml file, to start UI design.
5. In the LinearLayout “child1” tag, add an EditText with id “inputText” refer on specification below.

name	value
id	inputText
layout width	0dip
layout height	20pt
layout weight	0.2
text	@string/inputText
text color	@color/textColor
text size	10pt
text style	bold
font family	@font/cambria
gravity	center

background color	@color/etBgColor
inputType	number
hint	@string/hint

6. Under EditText, add a Spinner with id “oriList” refer on specification document.

name	value
id	oriList
layout width	0dip
layout height	20pt
layout weight	0.24
entries	@array/tempList
prompt	@string/inputPrompt
spinner mode	dialog
gravity	center

7. Under Spinner, add a TextView with id “myTextView2” refer on specification document.

name	value
id	myTextView2
layout width	0dip
layout height	20pt
layout weight	0.12
text	@string/tv2Text
text color	@color/textColor
text size	14pt
text style	bold
font family	@font/cambria
gravity	center

8. Under TextView, add a EditText with id “outputText” refer on specification document.

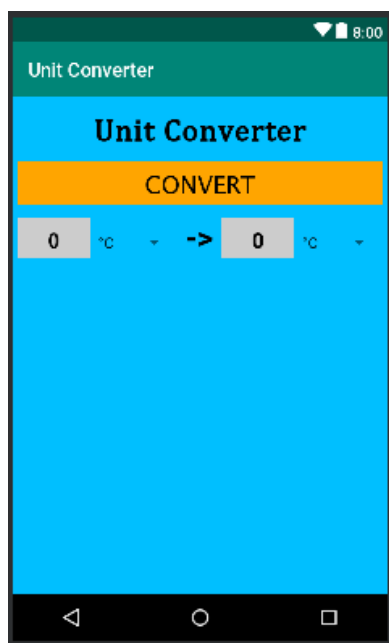
name	value
id	outputText
layout width	0dip
layout height	20pt
layout weight	0.2
text	@string/inputText
text color	@color/textColor
text size	10pt
text style	bold
font family	@font/cambria
gravity	center
background color	@color/etBgColor
inputType	number

enabled	false
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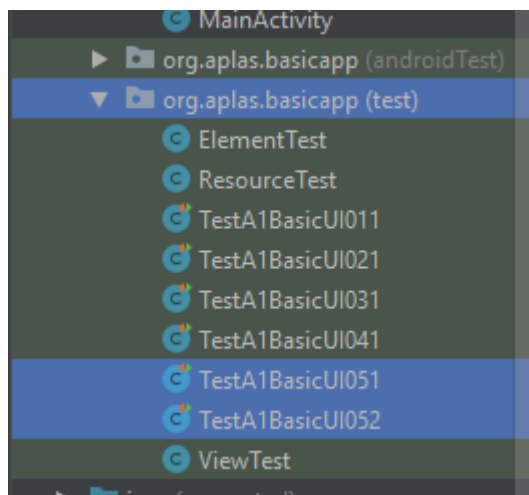
9. Under EditText, add a Spinner with id “convList” refer on specification document.

name	value
id	convList
layout width	0dip
layout height	20pt
layout weight	0.24
entries	@array/tempList
prompt	@string/inputPrompt
spinner mode	dialog
gravity	center

10.The result like below.

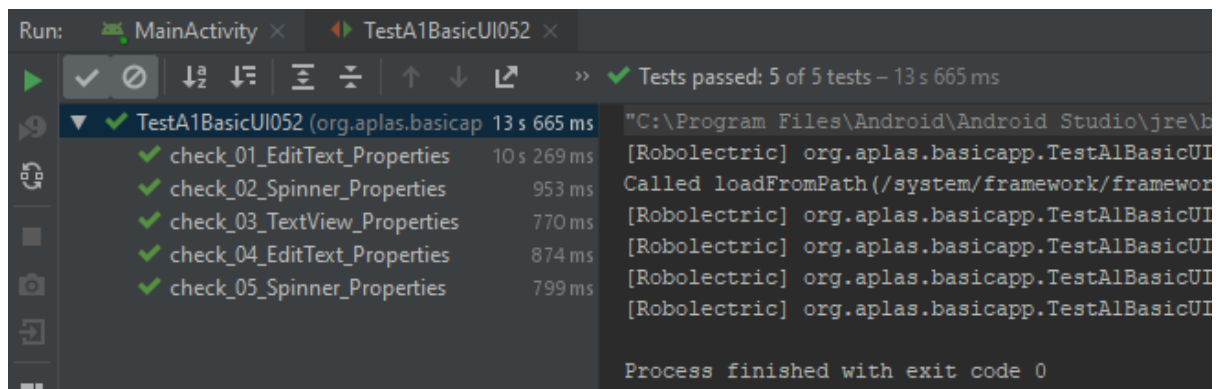
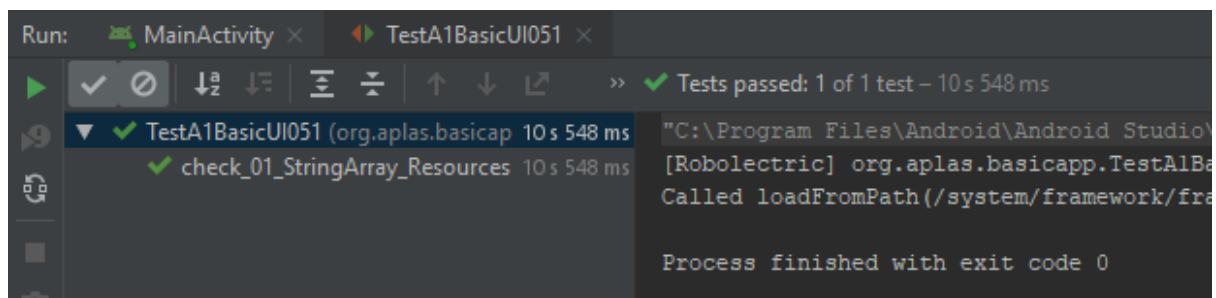


11.Copy “TestA1BasicUIX051.java” and “TestA1BasicUIX052.java” file to “org.aplas.basicapp (test)” folder.



12. Right click on the “TestA1BasicUI051.java” file then choose Run ‘TestA1BasicUI051’ and click it. It may take long time to execute. Do it for “TestA1BasicUI052.java” file also.

13. Get the result of your task. If passed you will get green check like below. If the test failed, you will get orange check get the messages and you must start your project again.



F. Testing.

You have to try until get all green checks and continue to the next task.