



# **National University of Computer and Emerging Sciences**



## **Software for Mobile Devices Fall 2024**

### **Assignment 1**

### Instructions:

- You are required to do this assignment **individually**.
- You must do this assignment using Android Studio with Java and XML language. **No template should be used.**
- Please properly comment on your code.
- It is highly preferable that you code as per Android and Java styling guide. However, it won't affect the marking criteria.
- Submit this assignment on Google Classroom before the deadline.
- **Create a Git repository for your project and share the repository link as your submission.**

## TASK (50 Marks)

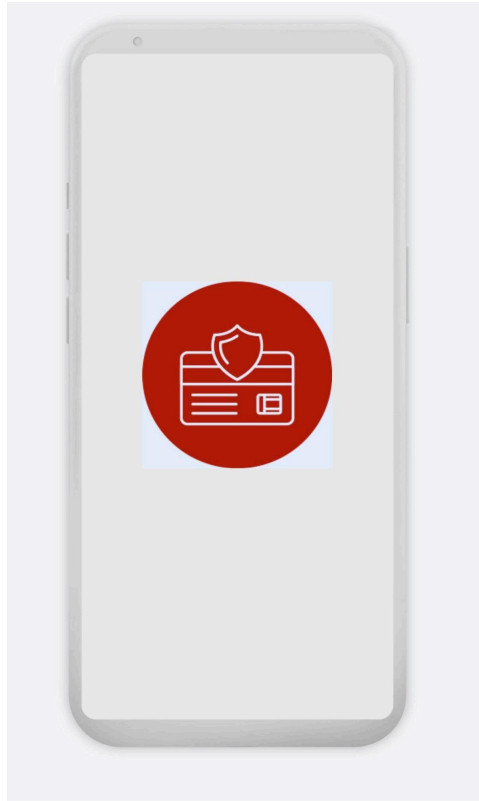
### Objective:

Design a mobile application with four distinct screens following the provided guidelines. Ensure the graphical user interface (GUI) is consistent with the specified design elements and functionalities.

### Guidelines:

- All the strings must be in the “strings.xml”
- All the dimensions must be in “dimens.xml”
- All the colors should be in “colors.xml”

### 1. Splash Screen



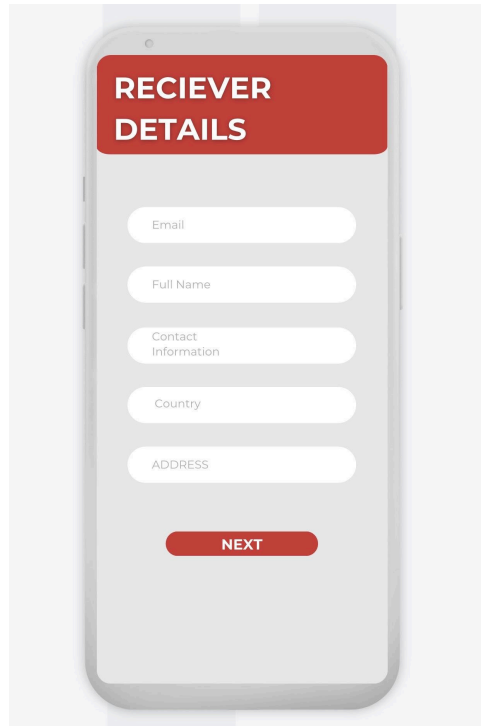
- **Description:** Create the initial splash screen that appears when the app is launched.
- **Requirements:**
  - Use the provided PNG file for the splash screen image.
  - Implement the background color and design as specified.
- **Guidelines:** The splash screen should be visually engaging and display the app's logo prominently.

## 2. Sender Information Form

A mobile app form titled "SENDER DETAILS" is displayed on a smartphone screen. The title is in white text on a red background. Below the title, there are five input fields with placeholder text: "Email", "Full Name", "Contact Information", "Country", and "ADDRESS". At the bottom of the form is a red button with the text "NEXT" in white.

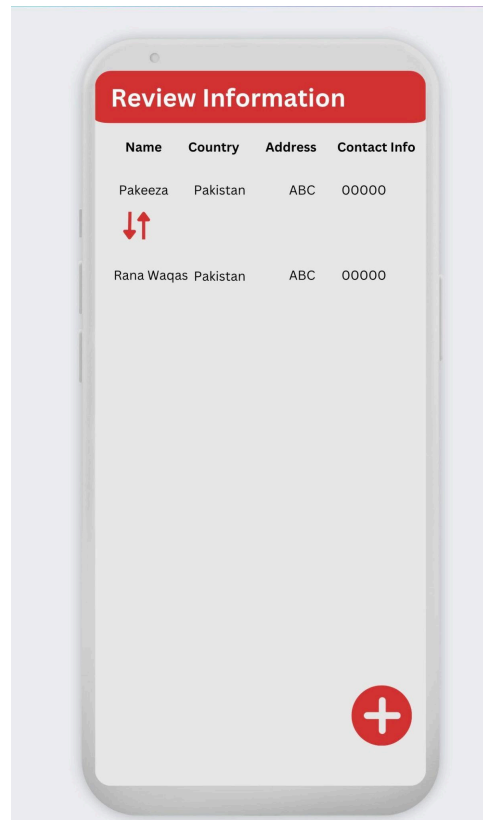
- **Description:** Design a form for collecting sender information.
- **Requirements:**
  - Include fields for entering details such as Name, Email, Phone Number, etc.
  - Follow the provided color codes (red:#D33333 and background color:E8E8E8) for consistency.
  - Implement a “Next” button to navigate to the receiver information form.
- **Guidelines:** Ensure the form is user-friendly and fields are clearly labeled. The design should be consistent with the sender screen in terms of color and style.

### 3. Receiver Information Form



- **Description:** Design a form for collecting receiver information.
- **Requirements:**
  - Include fields for entering details such as Name, Address, Email, Phone Number, etc.
  - Maintain the same color scheme as the receiver form.
  - Implement a “Next” button to navigate to the review information screen.
- **Guidelines:** Ensure the form matches the design and functionality of the receiver form for a seamless user experience.

#### 4. Review Information Screen



- **Description:** Display the collected information from both the sender and receiver forms.
- **Requirements:**
  - Create sections for displaying sender and receiver information.
  - **Include a transaction arrow symbol** between the sender and receiver sections to visually indicate the flow of information.
  - Implement a floating action button (FAB) that, when pressed, navigates back to the sender information form.
- **Guidelines:** Ensure the review screen presents data clearly and is consistent with the previous screens. The FAB should be easily accessible and functional.

## **Additional Instructions**

- **Consistency:** Maintain design consistency across all screens in terms of color, fonts, and spacing etc
- **Usability:** Ensure that all interactive elements (buttons, forms) are user-friendly and clearly labeled.
- **Testing:** Test the navigation flow between screens to ensure it functions as described.