Danique and The Arabian Prince

**Work in Progress Report**

Major developments/breakthroughs(reference specific code please):

We have a 3 activity project that is currently stable. We have coded the activity for the actual game part and added the menus to it.

Major Challenges/setbacks( reference specific code please):

Updating SDK on Danny’s computer and registry issues. Android studio is complaining about the registry, further more windows fails to install windows updates now. Tools provided by Microsoft have failed to find any problems.

Any modifications to your specifications/release schedule:

None, we will continue to work on XML.

**Description of your scratch/test program:**

Describe the generic concept you needed to test out:

Using intents to switch activities. <http://stackoverflow.com/questions/736571/using-intent-in-an-android-application-to-show-another-activity>

Using radiobuttons for the multiple choice and to switch levels in the menu activity. http://developer.android.com/guide/topics/ui/controls/radiobutton.html

Switching images.

Using Menuinflaters to go to a settings activity.

Describe the code and the lesson that you learned from it:

We learned that you need an intent in order to switch activities and as well as managing the manifest. You simply have a listener execute the following:

Intent nextScreen = new Intent(getApplicationContext(), rbScratch.class);

startActivity(nextScreen);

For radiobuttons we learned that they must be put in groups in the XML, in main we call upon them as we have learned before with buttons. They are working nicely.

When we checked for integrity of the answer in our quiz we would display if the user was right or wrong with a toast. sToast would be declared as necessary before the toast was shown.

Toast toCred = Toast.makeText(MyActivity.this, sToast,Toast.LENGTH\_SHORT);

toCred.show();

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| Criteria | Mark | Max |
| Breakthroughs: Total amount of work is evident |  | 5 |
| Challenges: Your lack of breakthroughs are not from lack of effort. You show the many different attempts that did not work. |  | 5 |
| Documentation: Your journal is clear. Your code clearly links to the sources where you learned new techniques. |  | 5 |
| Scratch: You clearly isolated a concept that may or may not have been integrated into your main program. |  | 5 |