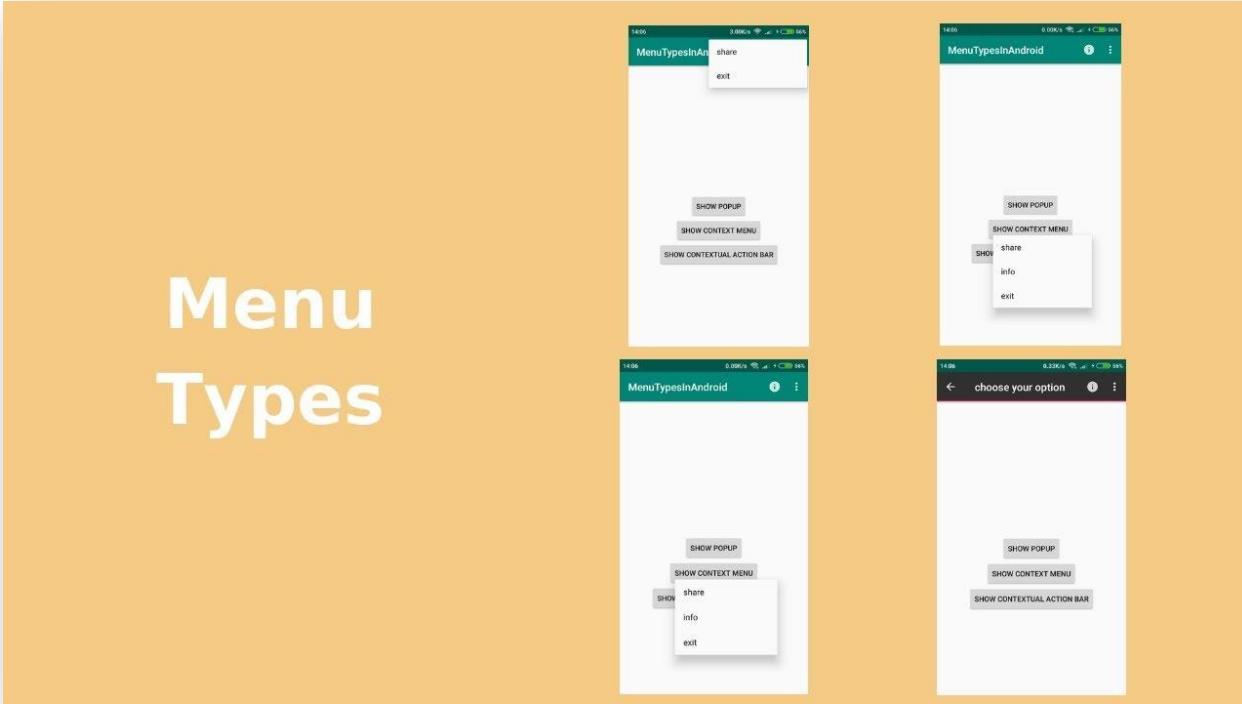


Menu Types



Lab 06 : Menu

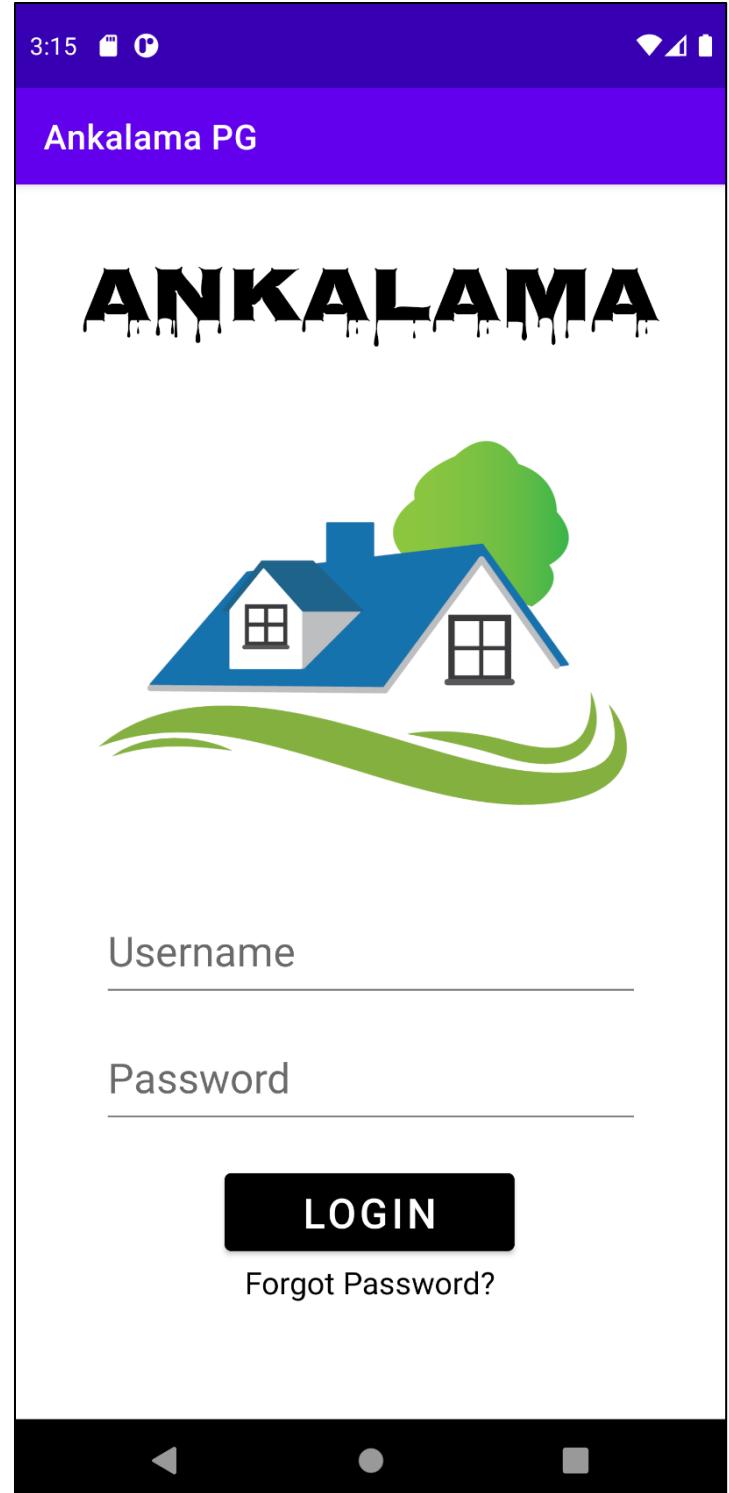
Name : Rajkumar B L
Reg.No : 2047120
Course : MCS 272 Mobile Application
(Lab 06 – Ankalama PG)

Output:

1. Splash Screen



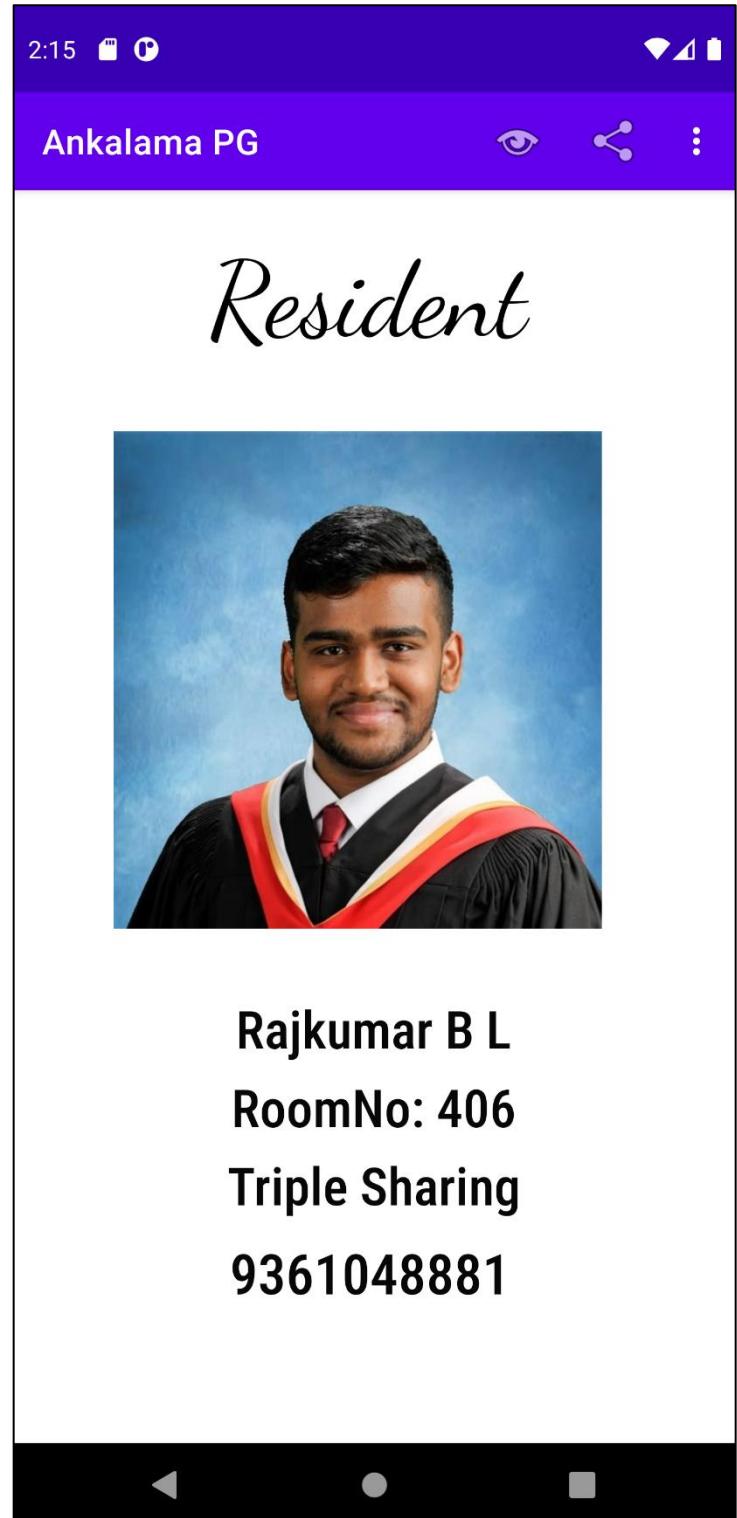
2. Welcome Screen



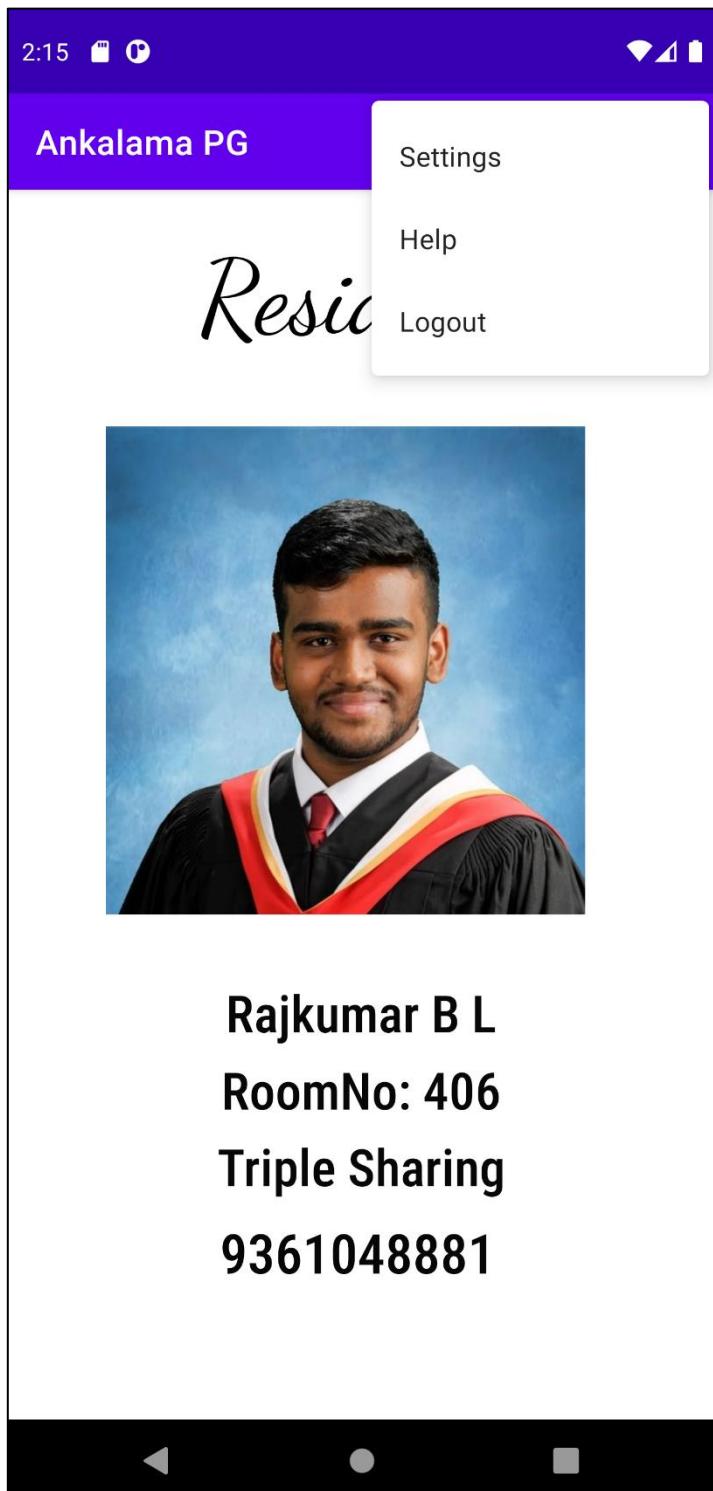
3. Login



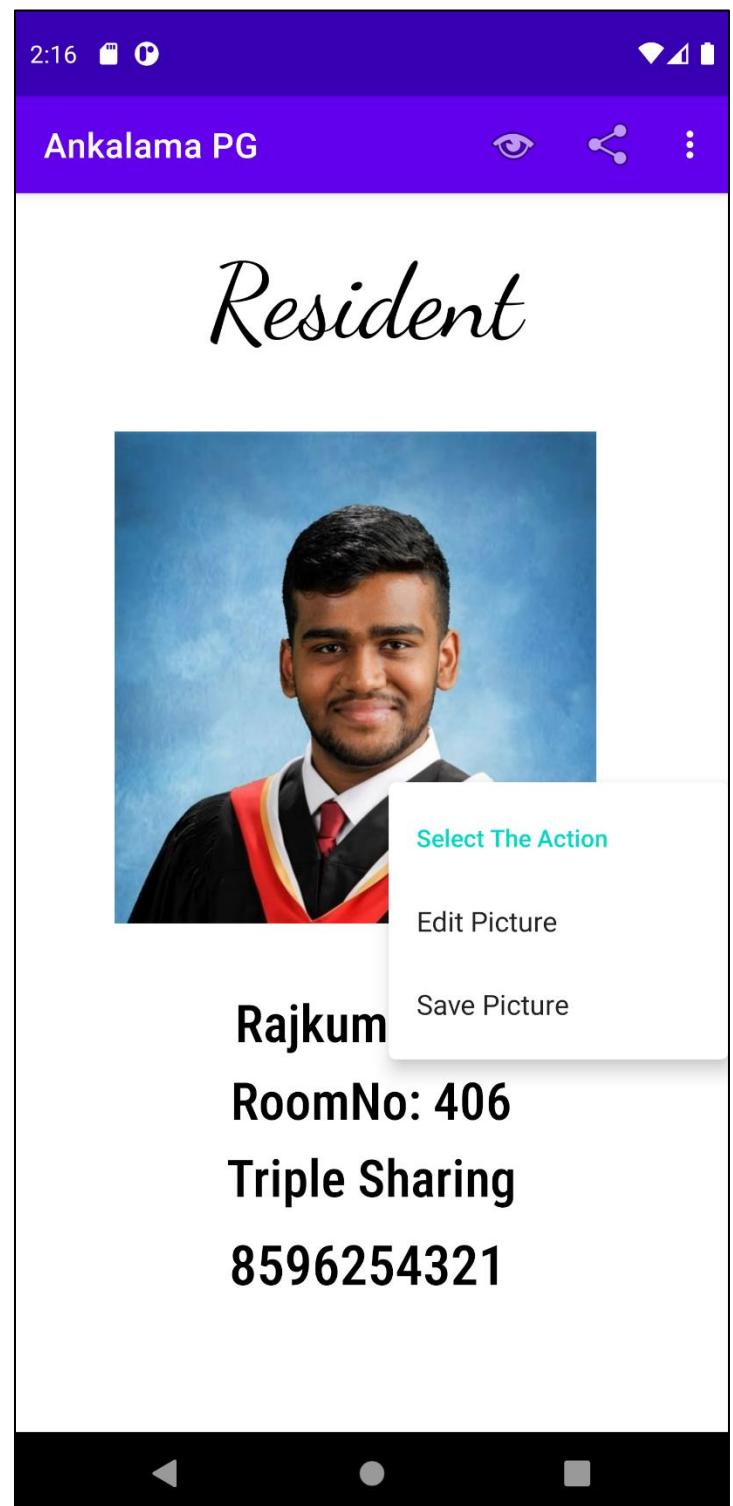
4. Resident Detail (Option Menu)



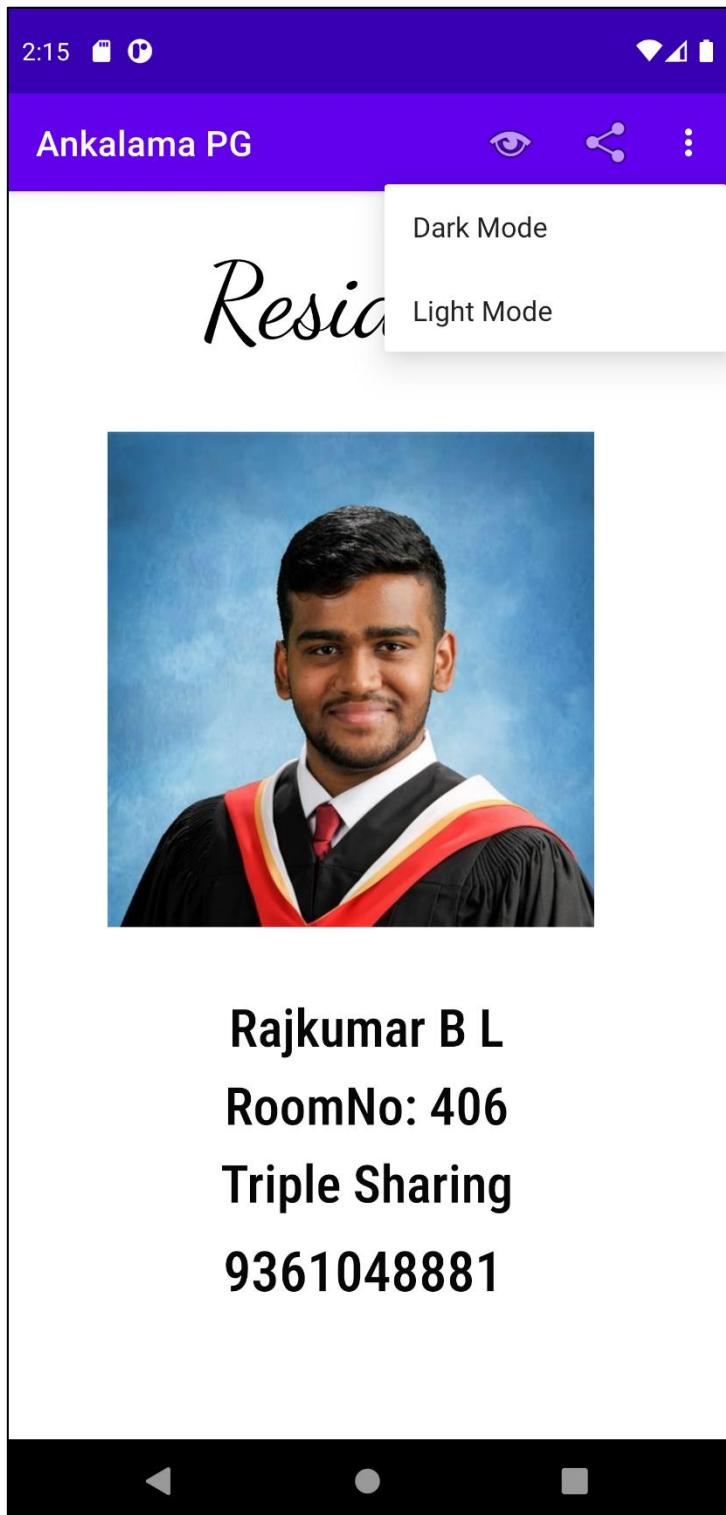
5. Option Overflow



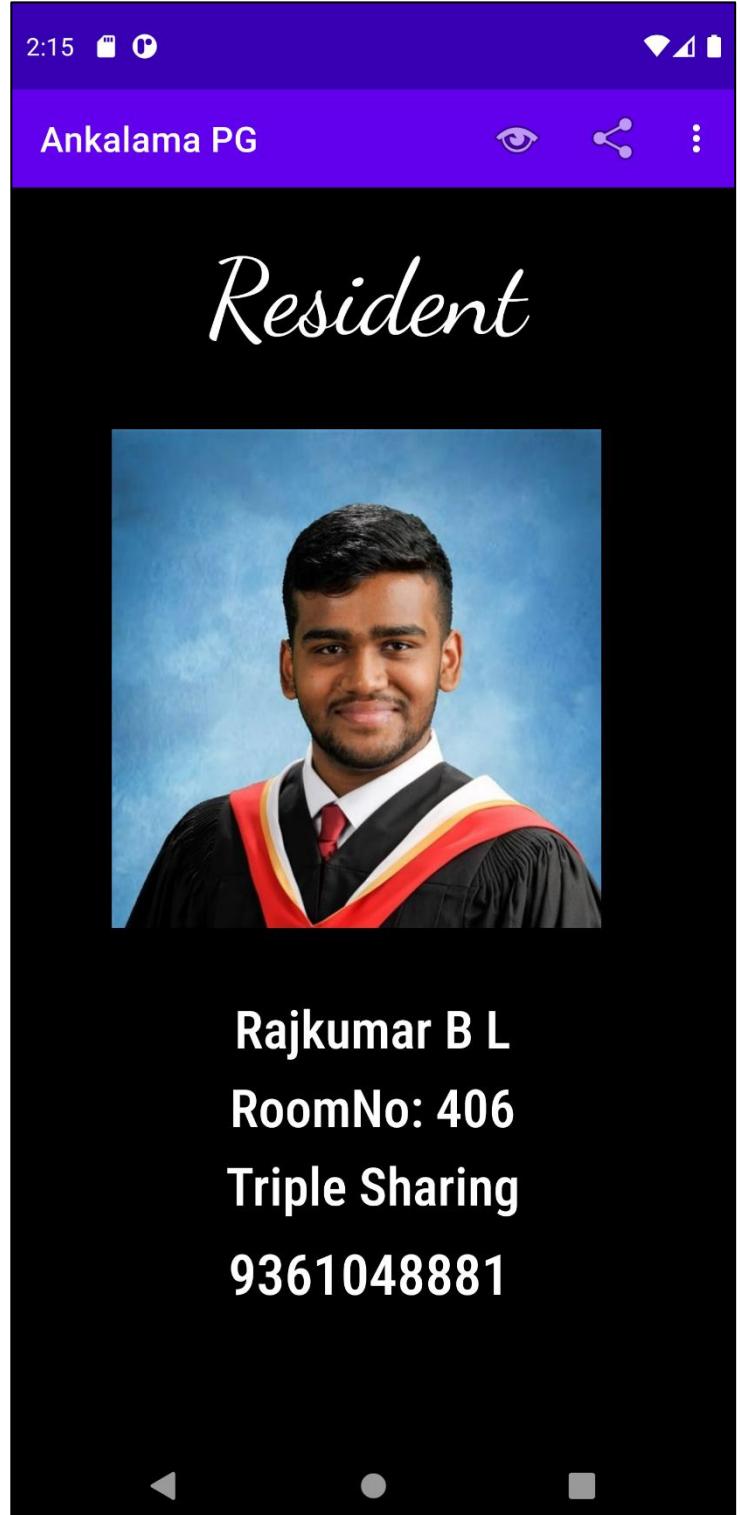
6. Contextual Float Menu



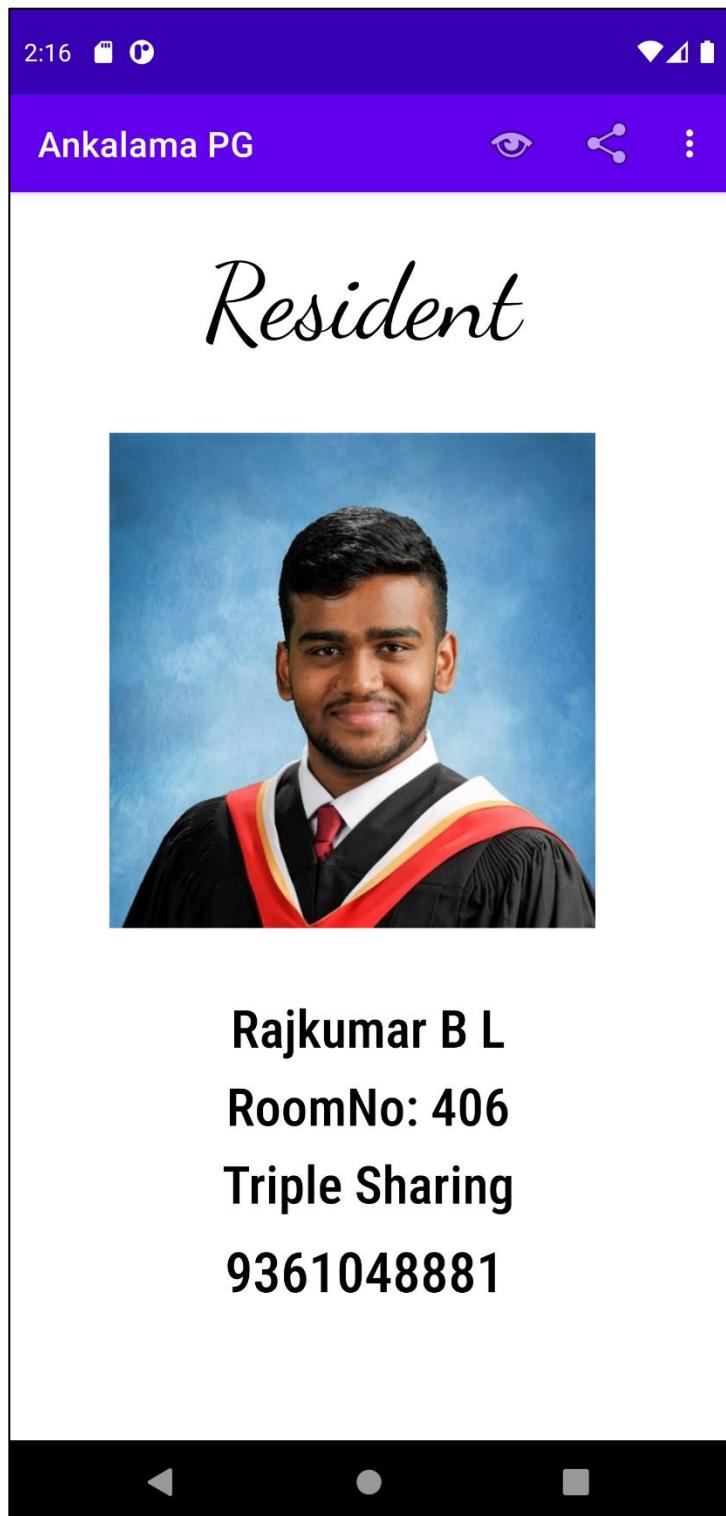
7. Popup Menu(View Modes)



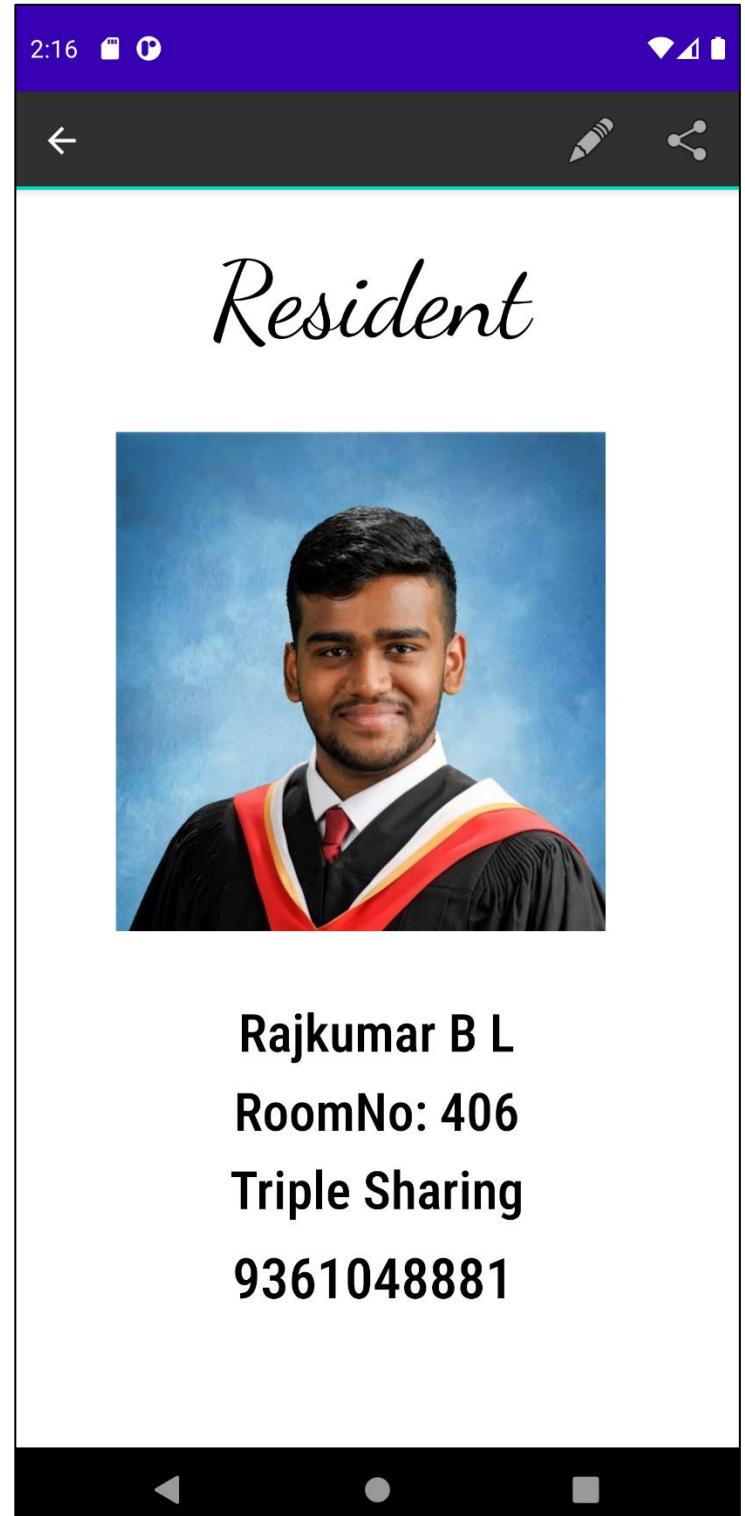
8. Dark Mode



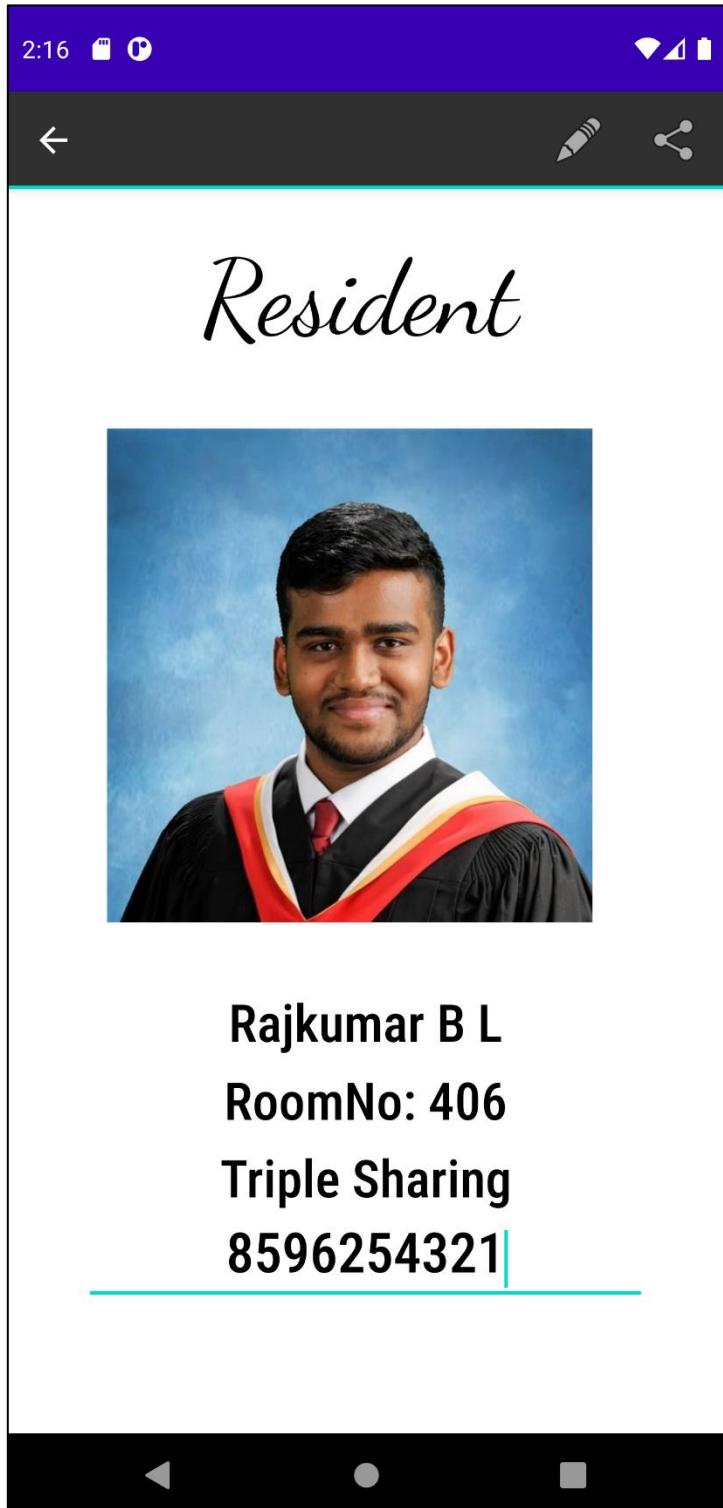
9. Light Mode



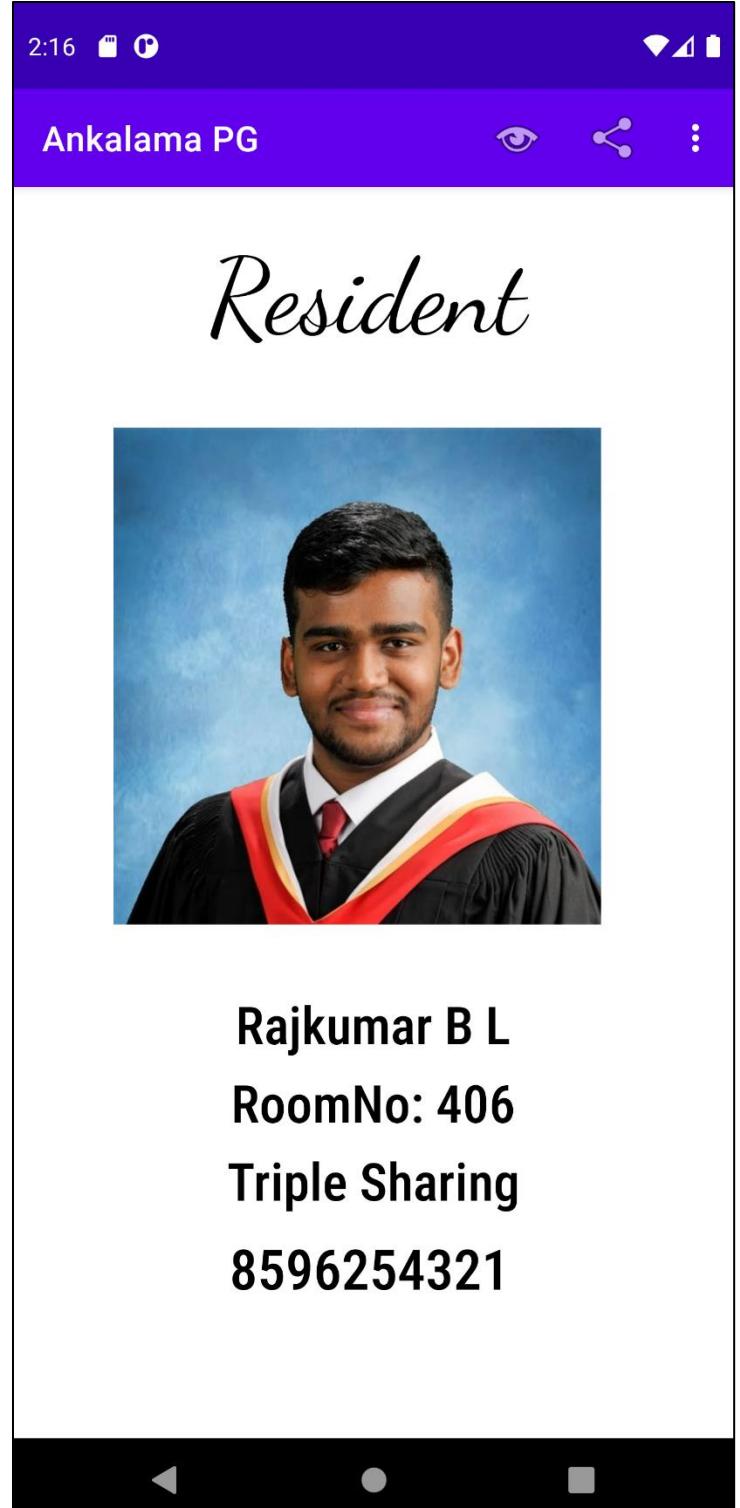
10. Contextual Action Menu (Phone Number Long Press)



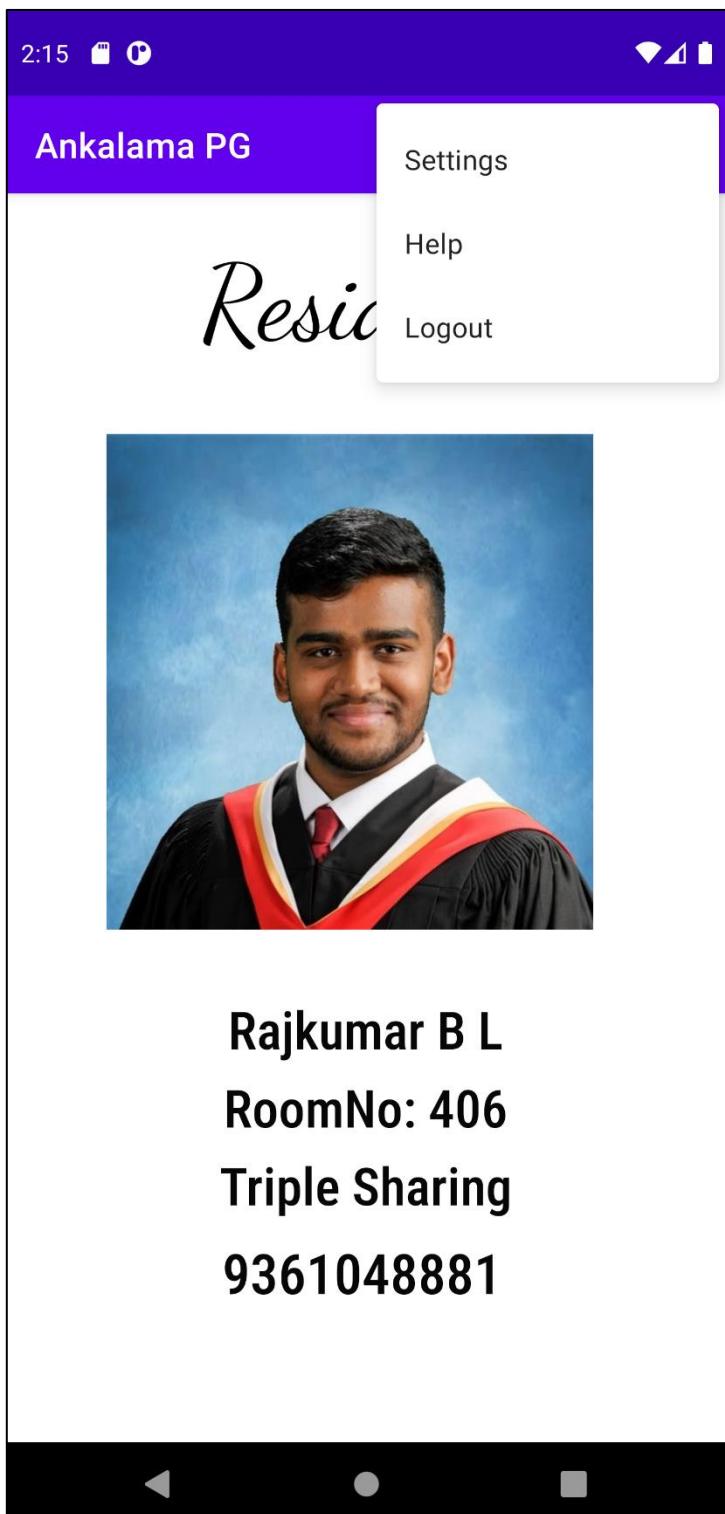
11. Edit option enables phone num editing



12. Edited new phone number



13. Logout – Exit app

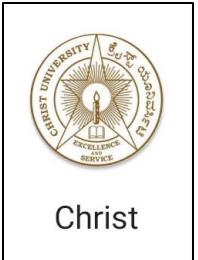


The code used in the Main Activity, XML layout, Splash scree, button ripple effect is attached below for reference.



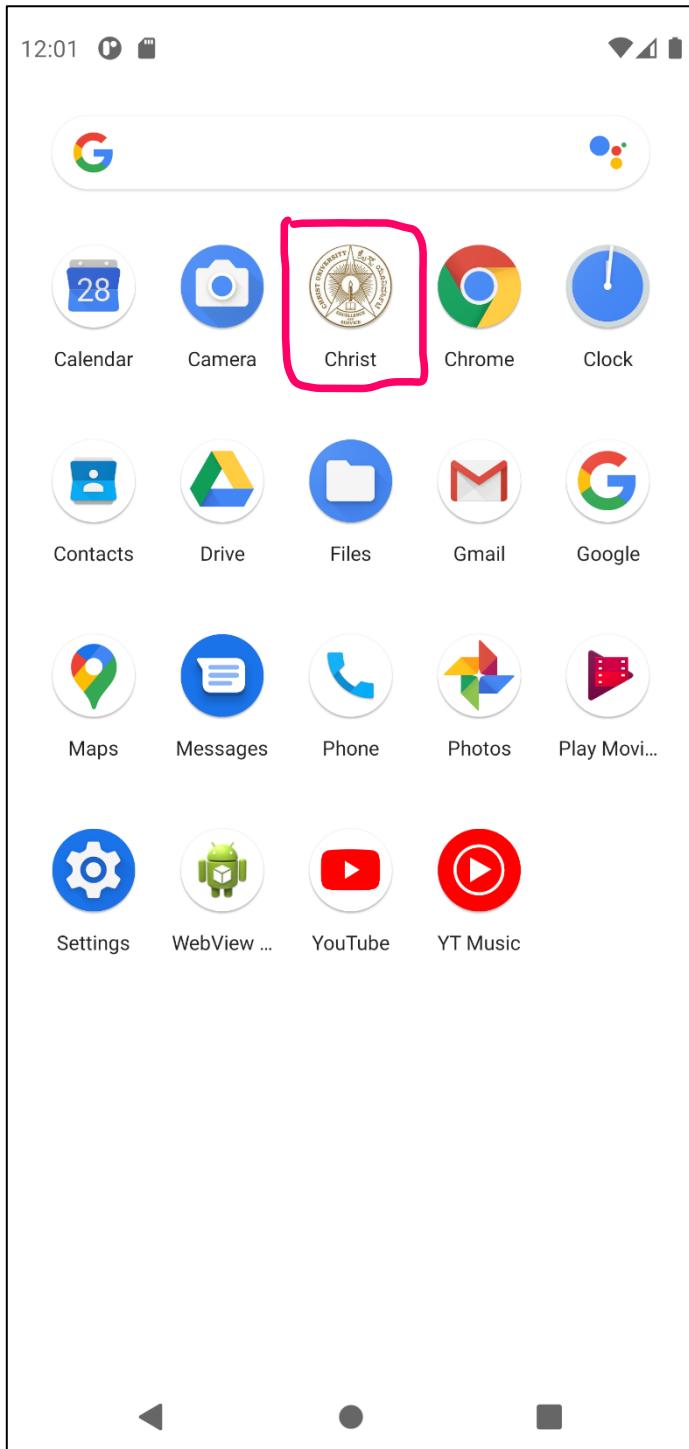
Lab 07 : Navigational Drawer

Name : Rajkumar B L
Reg.No : 2047120
Course : MCS 272 Mobile Application
(Lab 07 – Christ University)

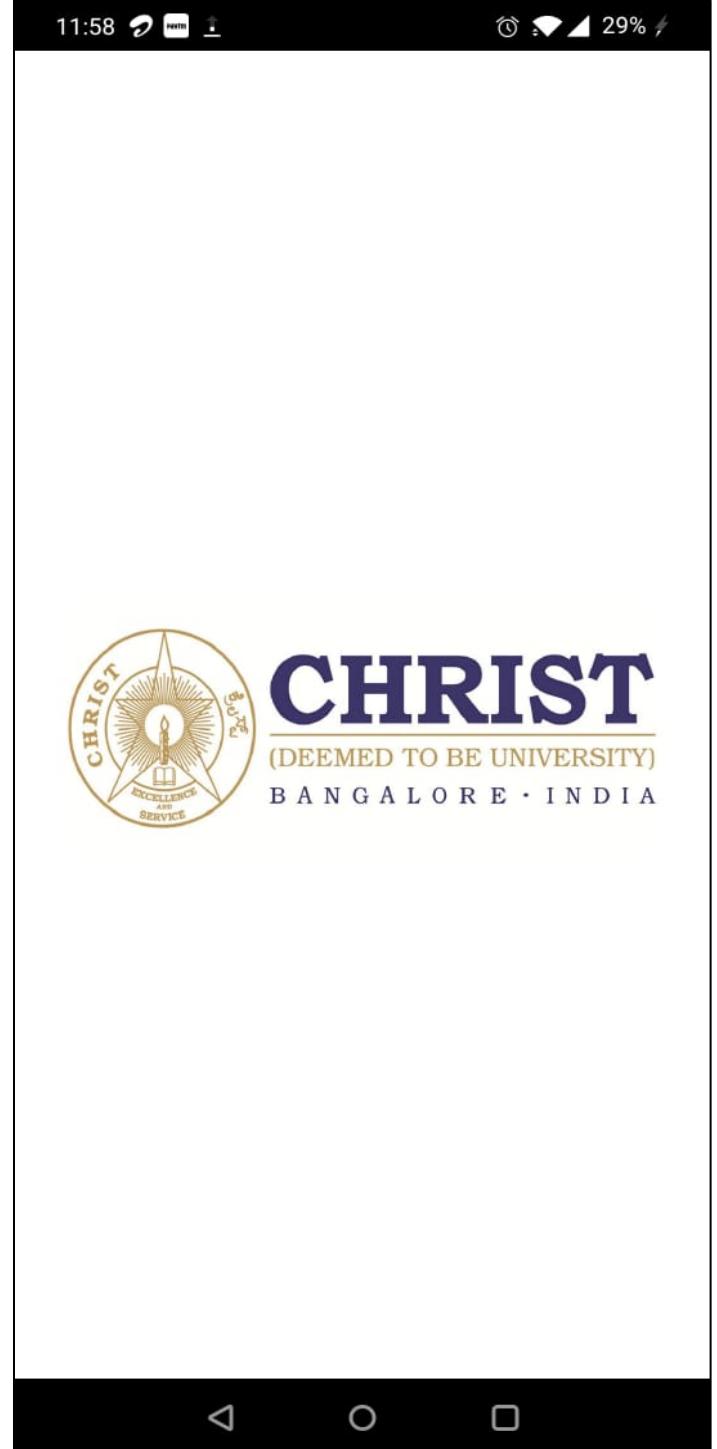


Output:

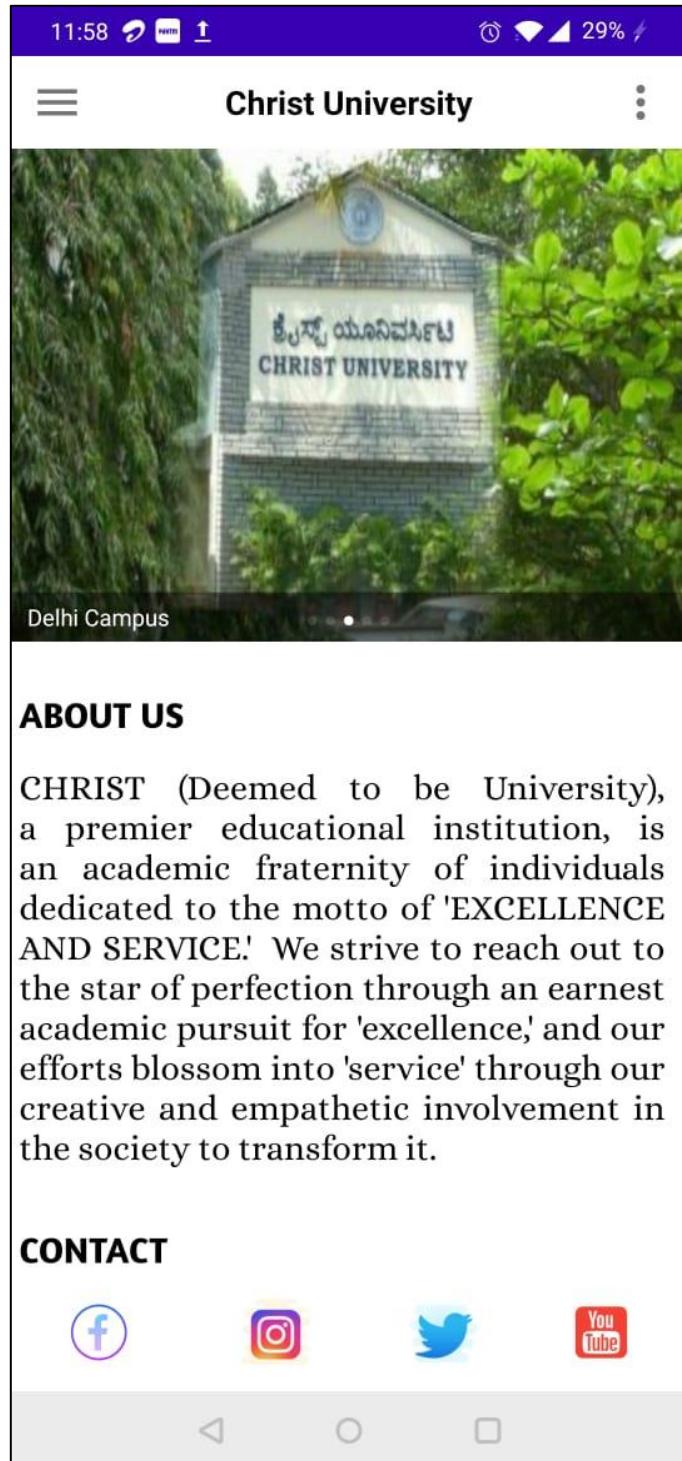
1. App Icon



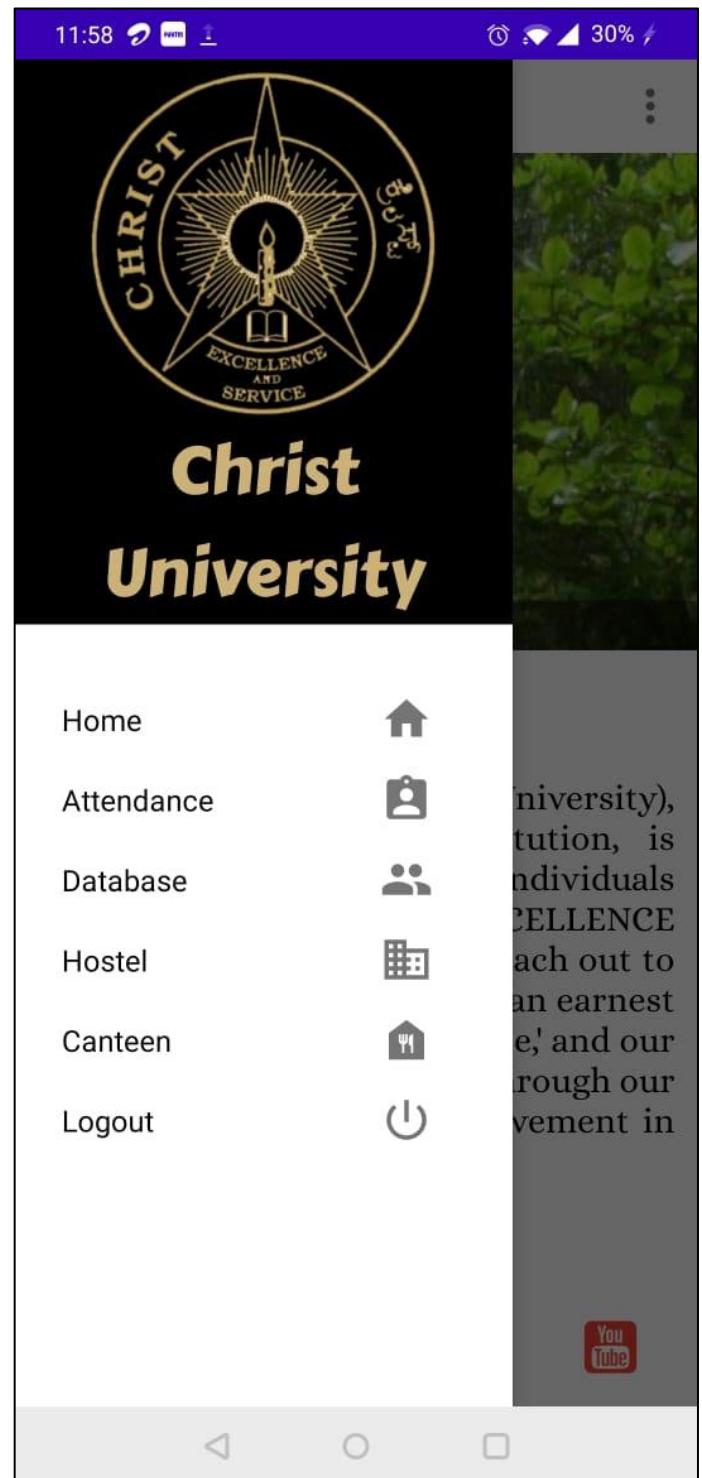
2. Splash Screen



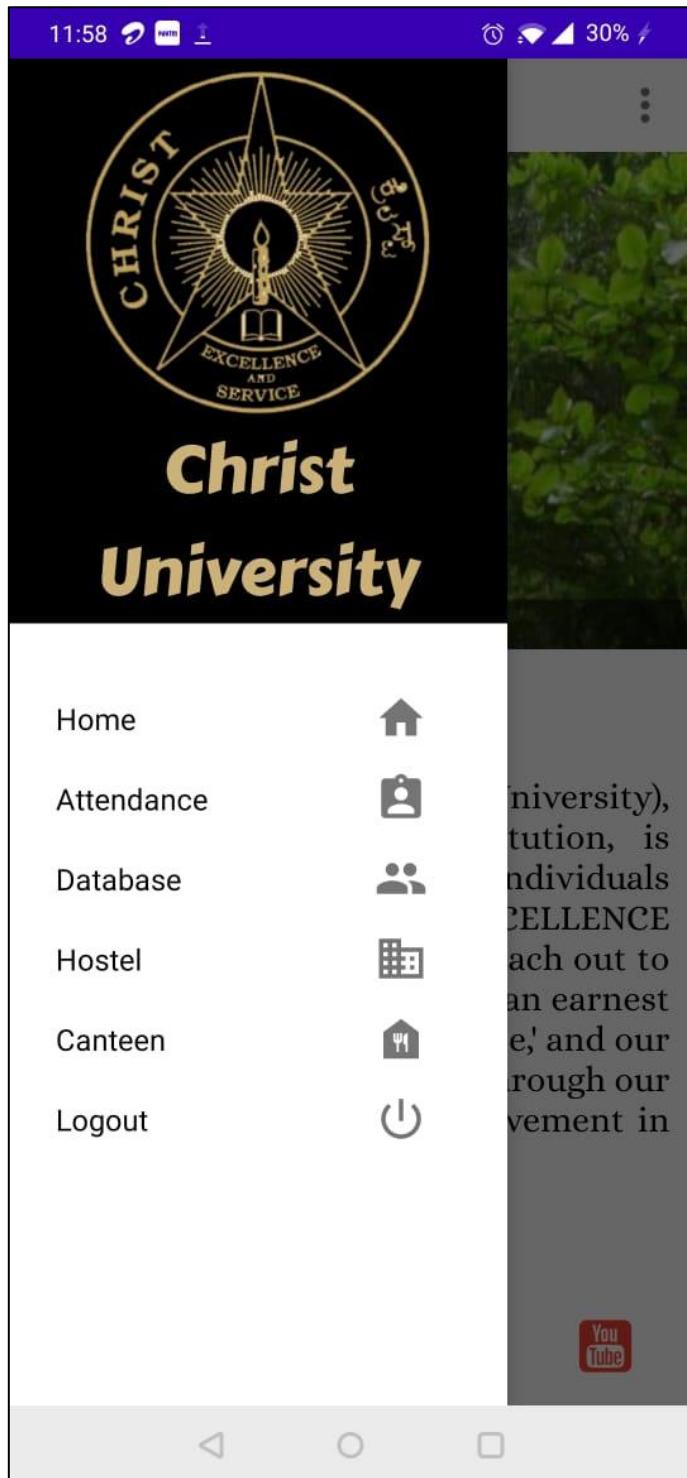
3. Welcome(Home Screen)



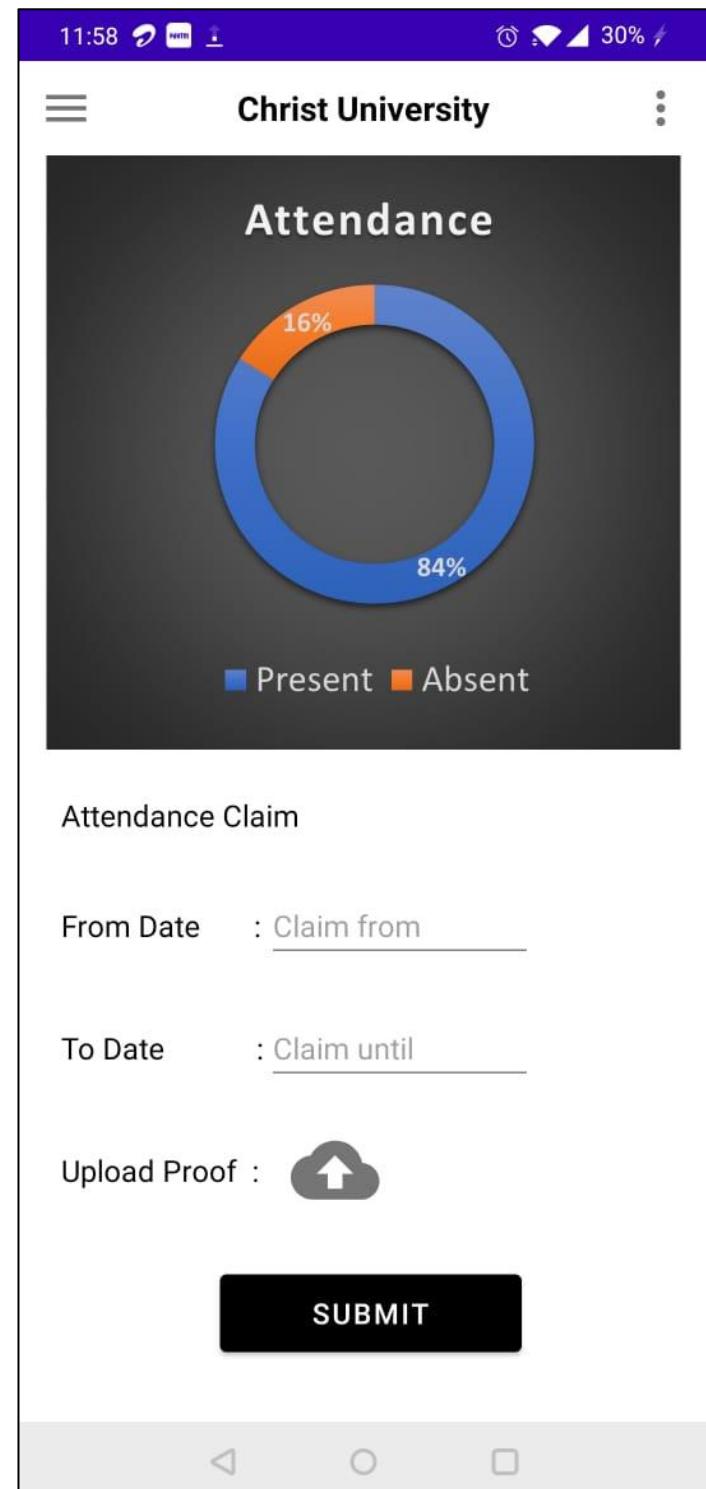
4. Navigational Drawer Menu



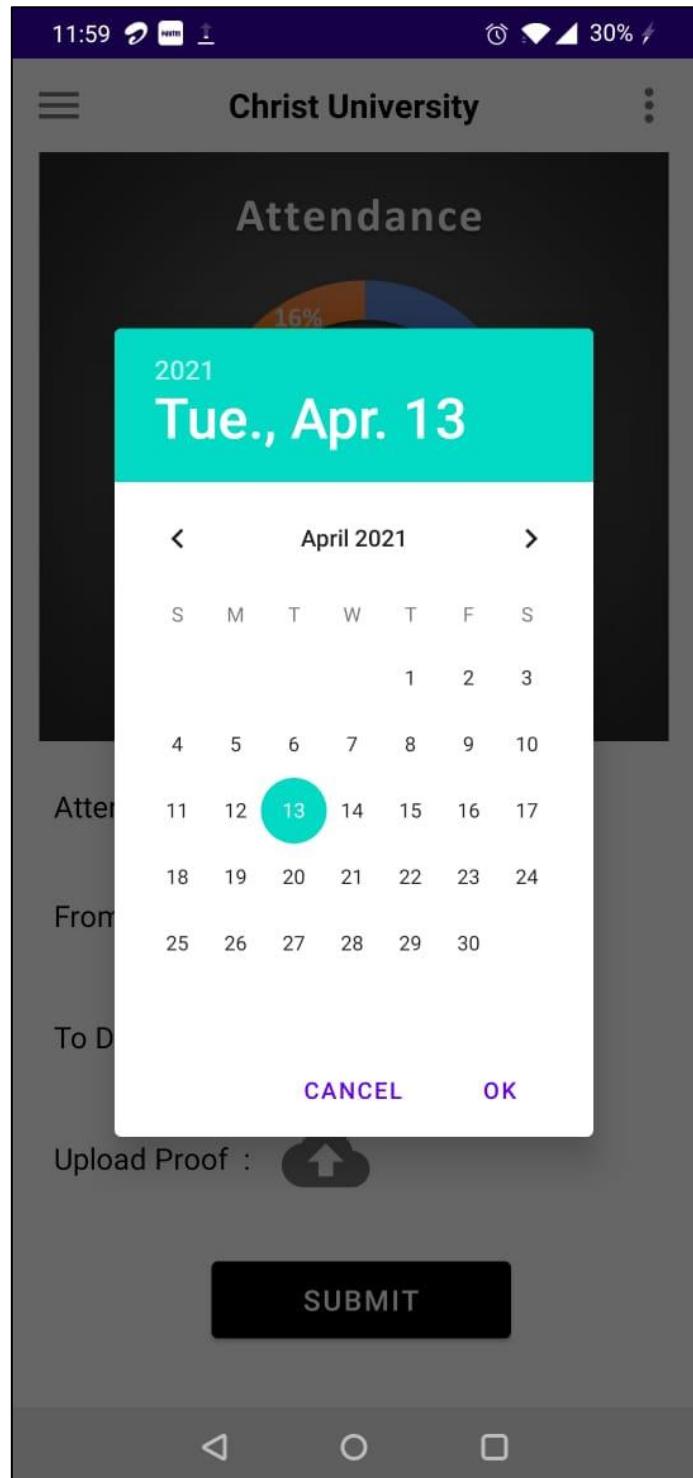
5. Menu



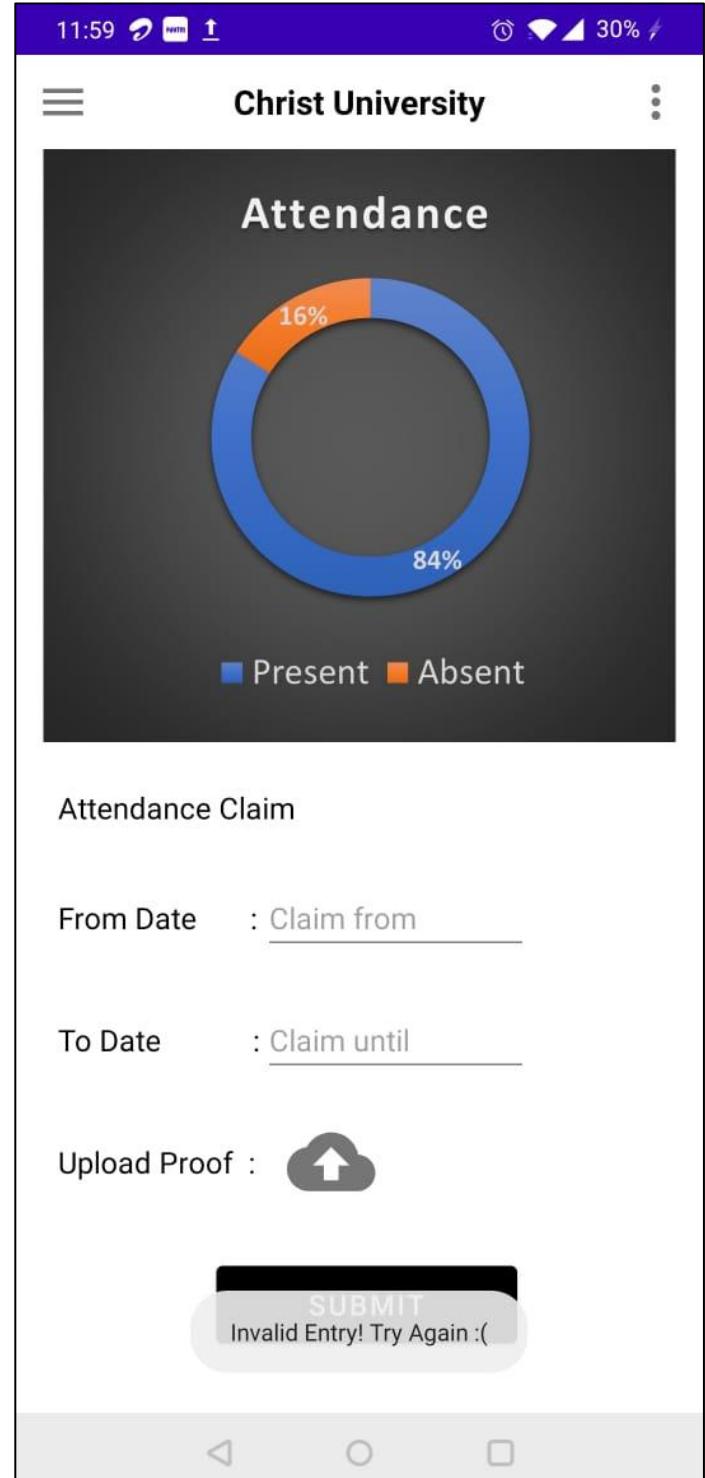
6. Attendance



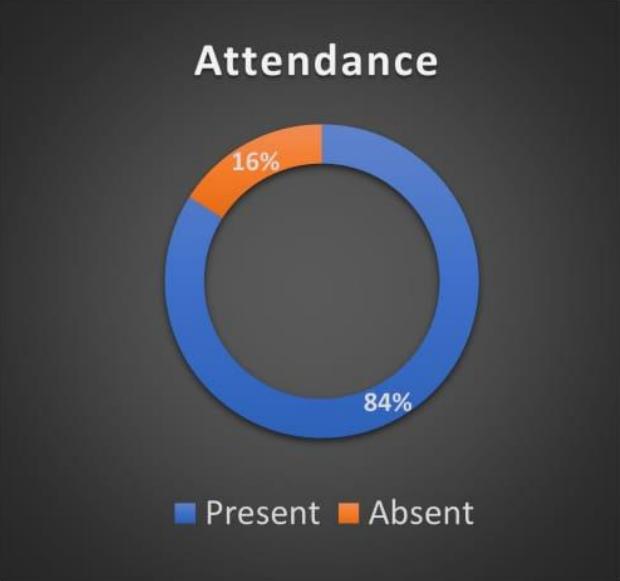
7. From Date - Picker



8. Date Validation

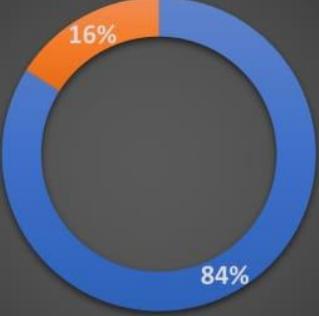


9. Valid → From & To Date



Christ University

Attendance



■ Present ■ Absent

Attendance Claim

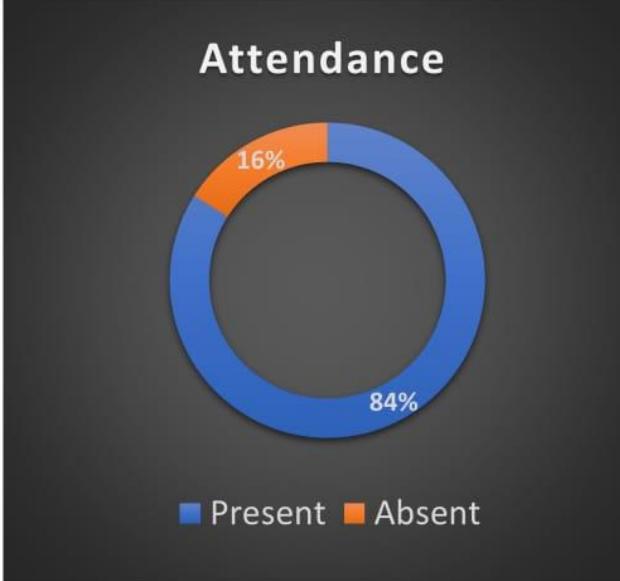
From Date : 8/2/2021

To Date : 12/2/2021

Upload Proof : 

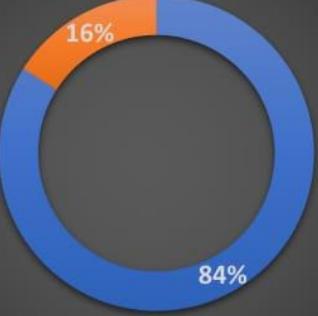
SUBMIT

10. Submit – Under Maintenance



Christ University

Attendance



■ Present ■ Absent

Attendance Claim

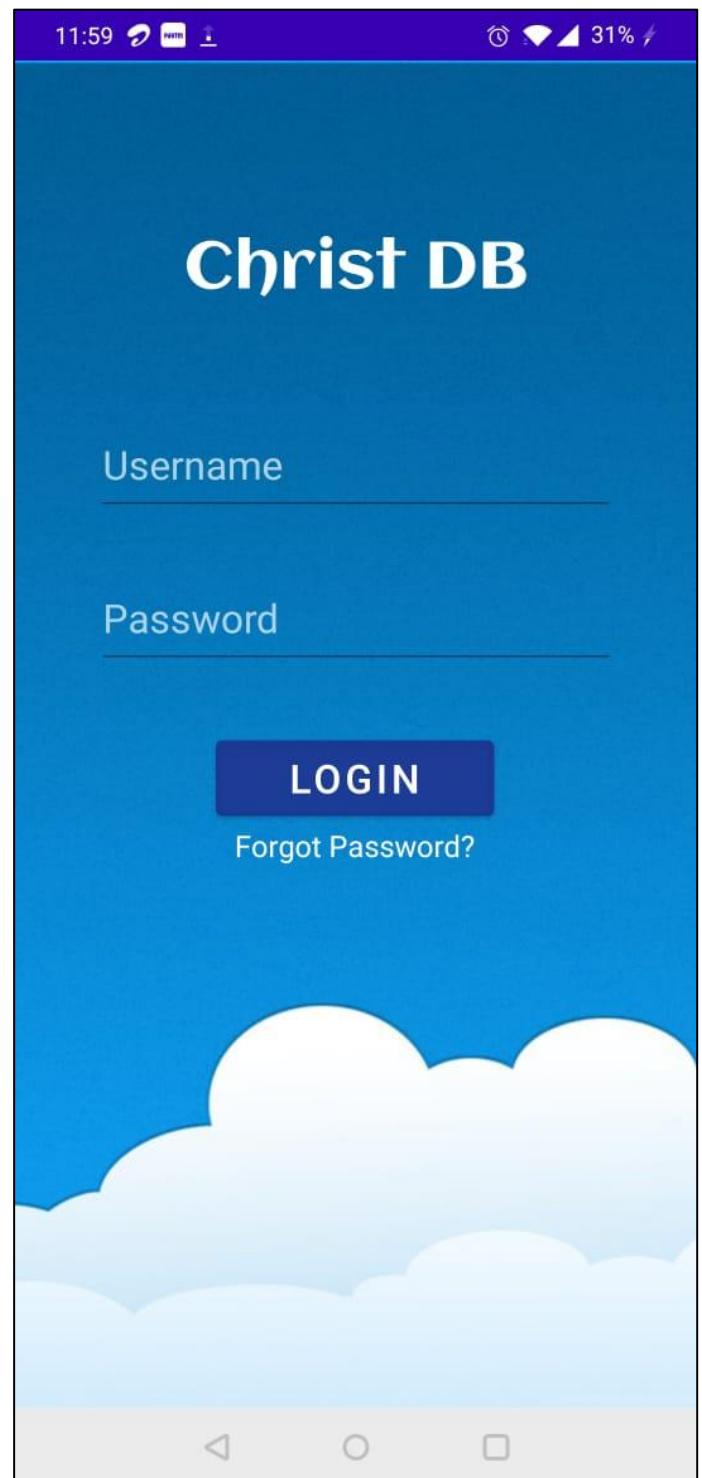
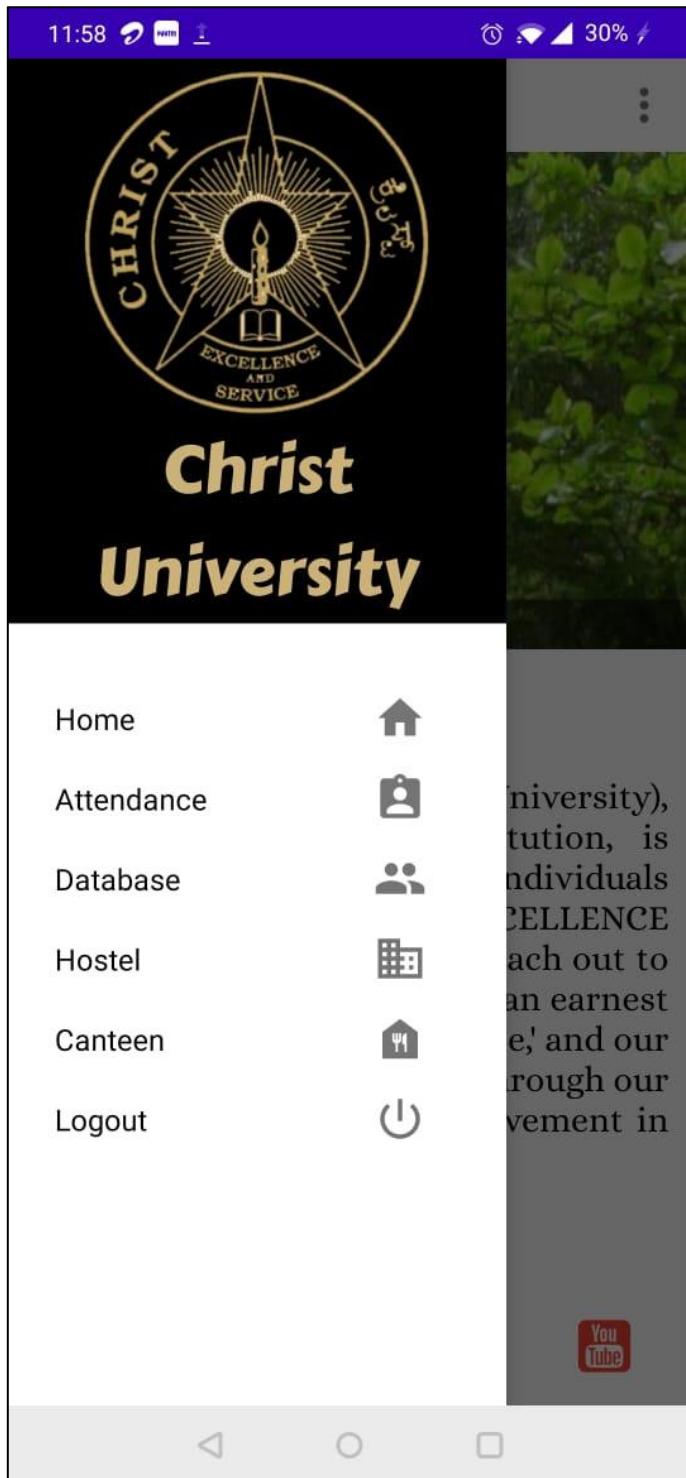
From Date : 8/2/2021

To Date : 12/2/2021

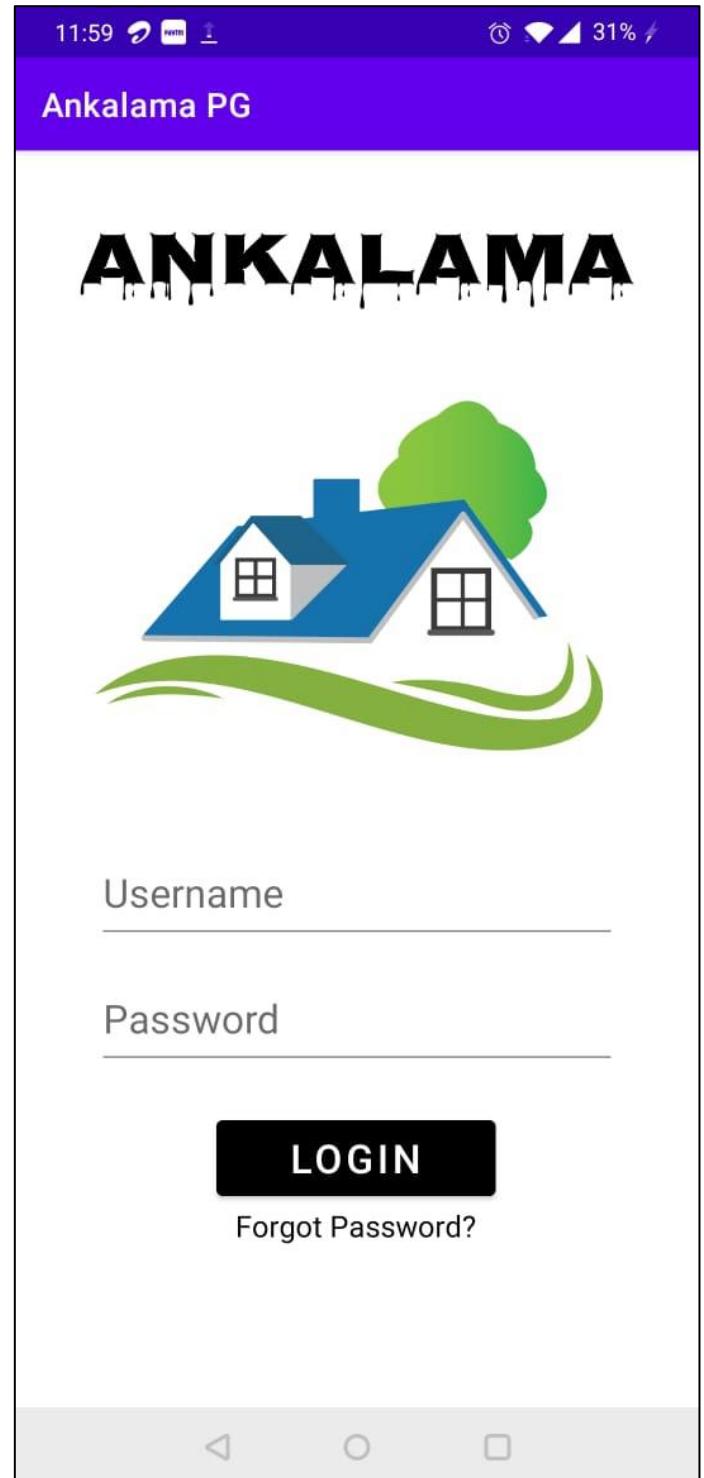
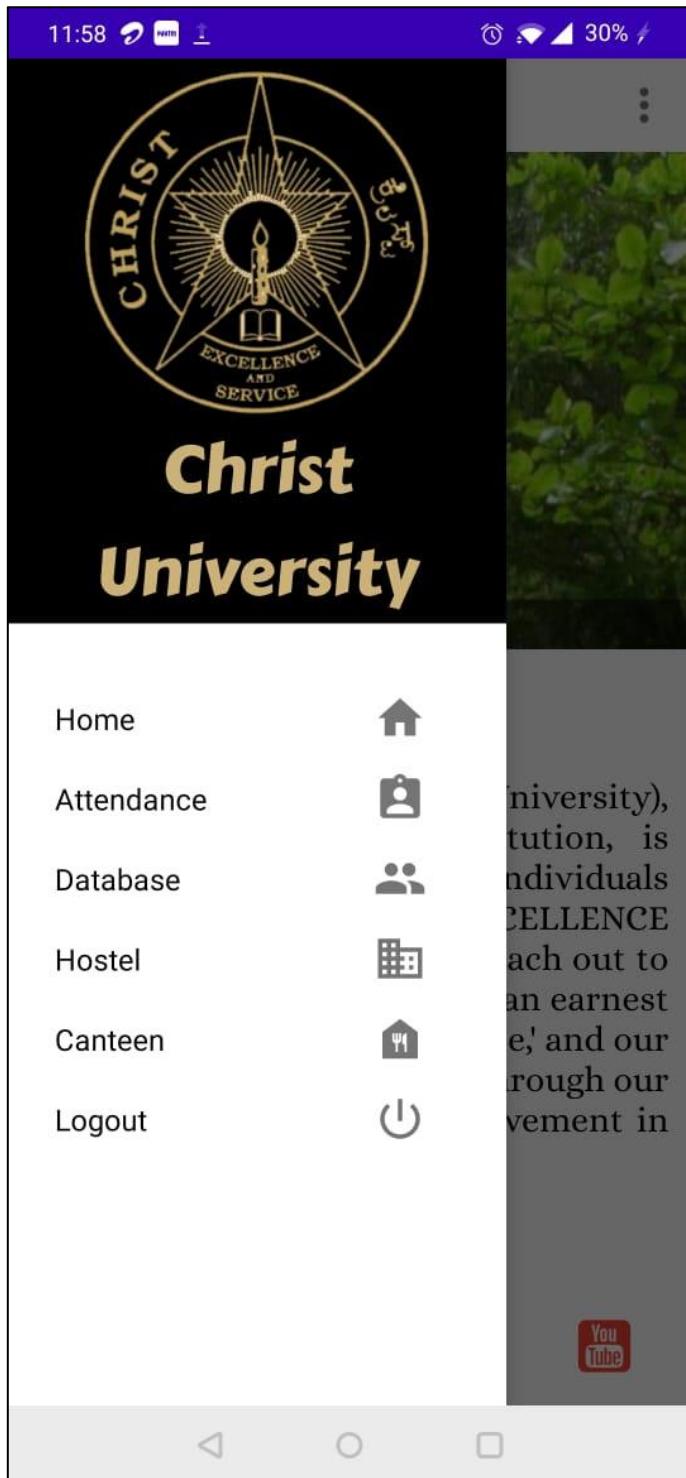
Upload Proof : 

SUBMIT
Activity Under Maintenance

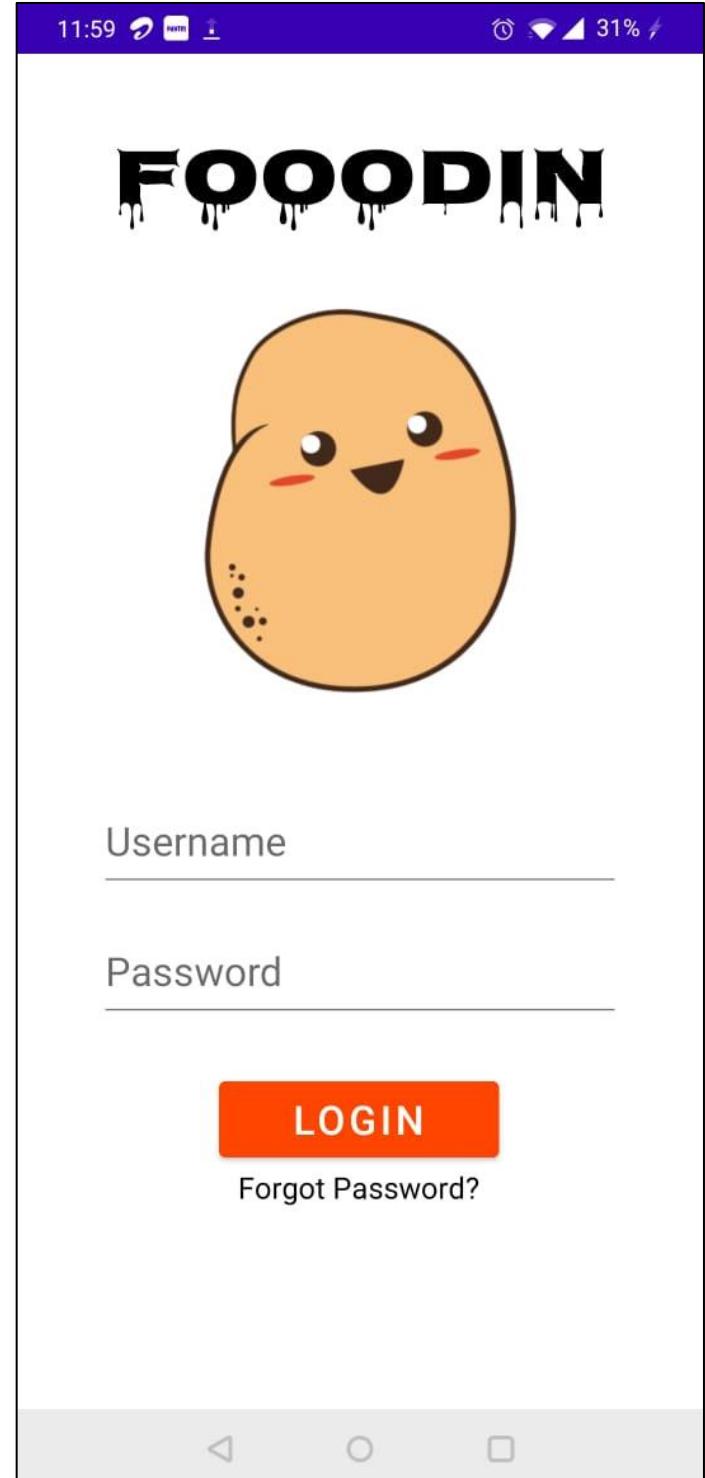
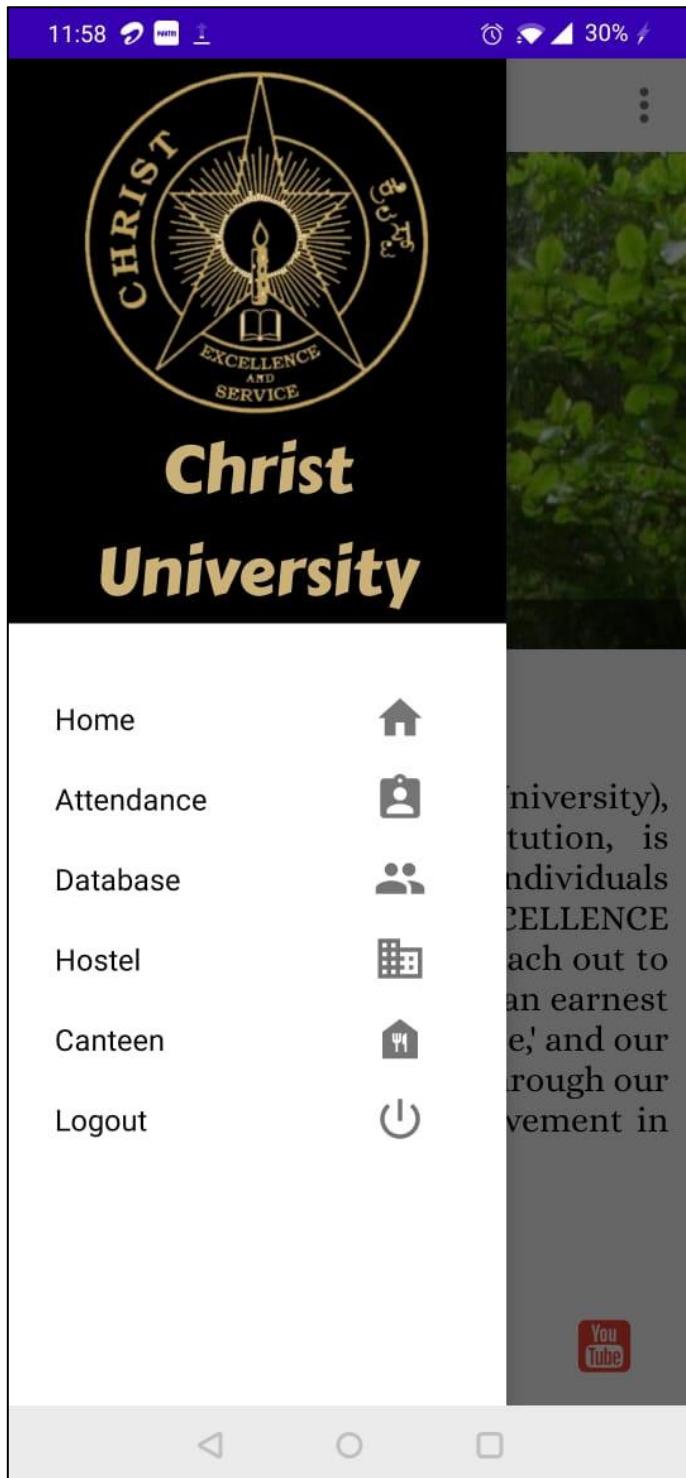
11. Menu → 12. Database



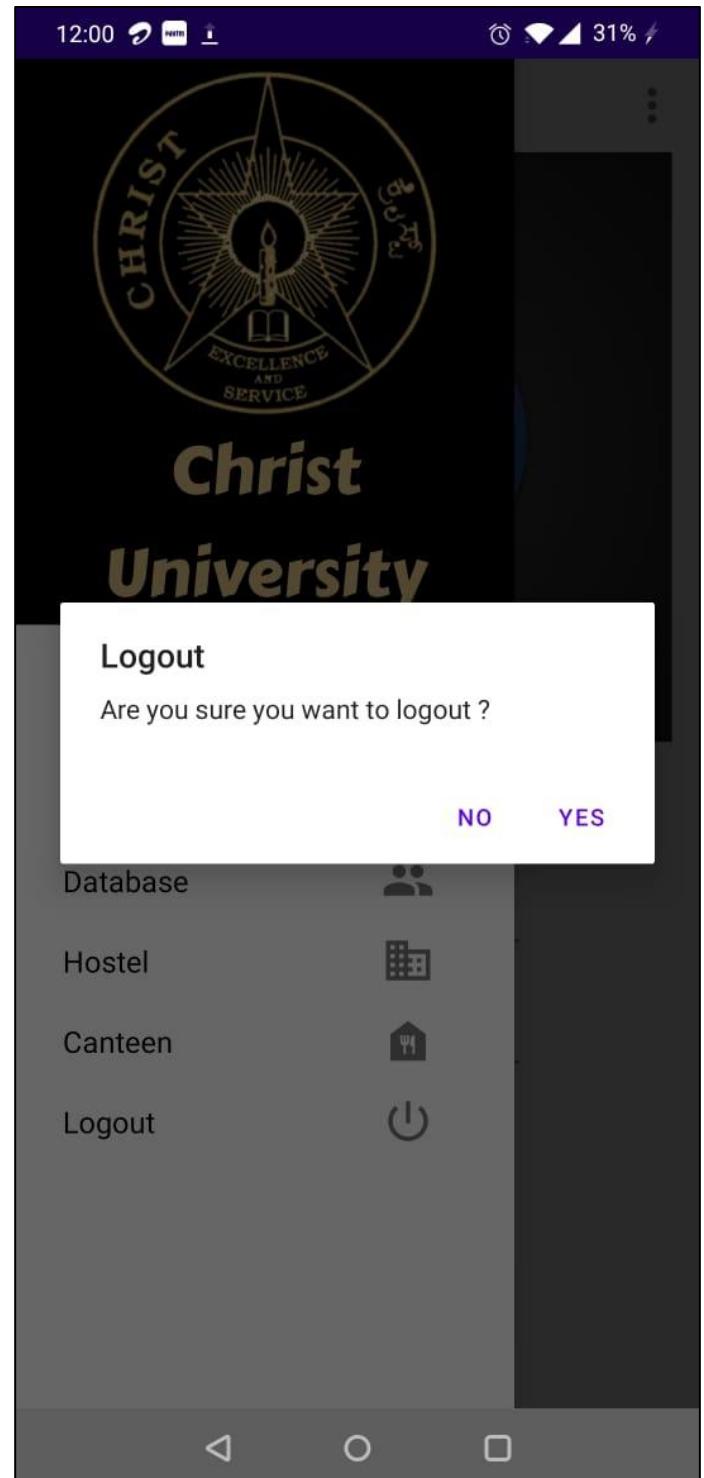
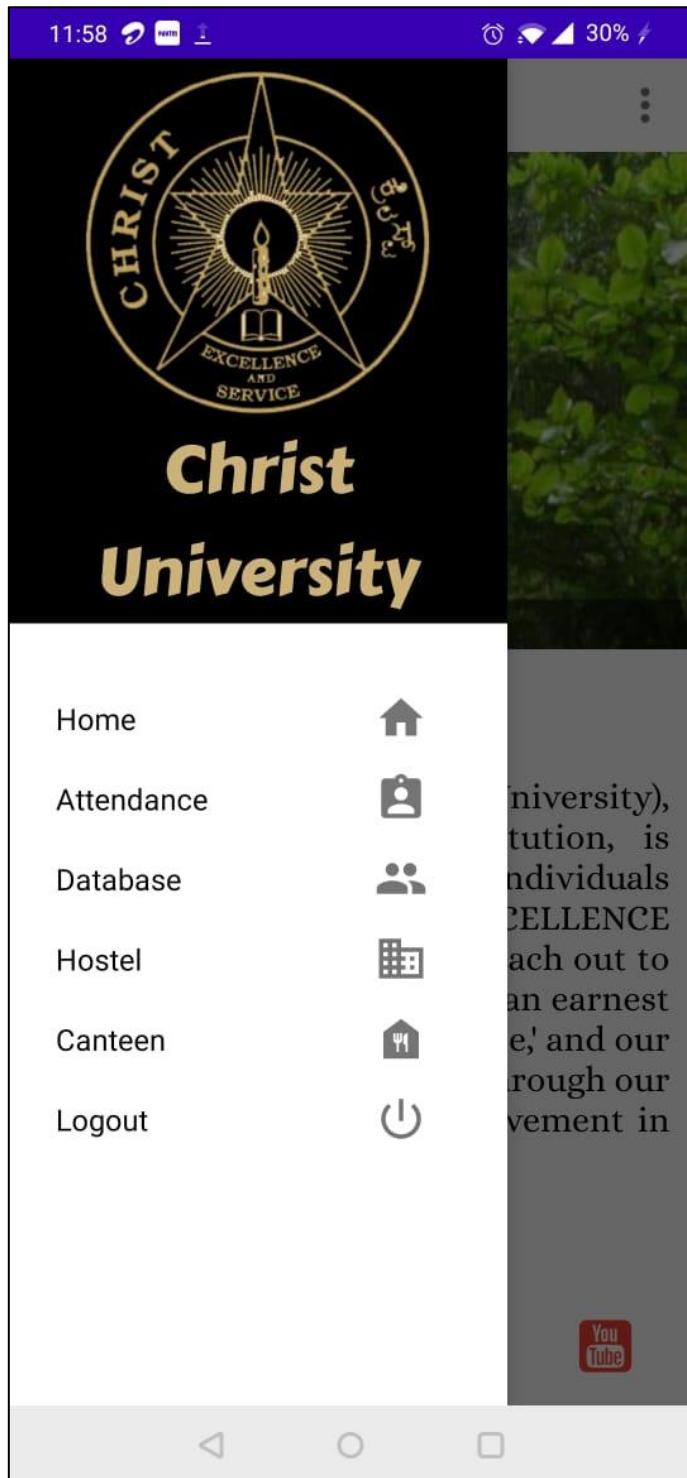
13. Menu → 14. Hostel



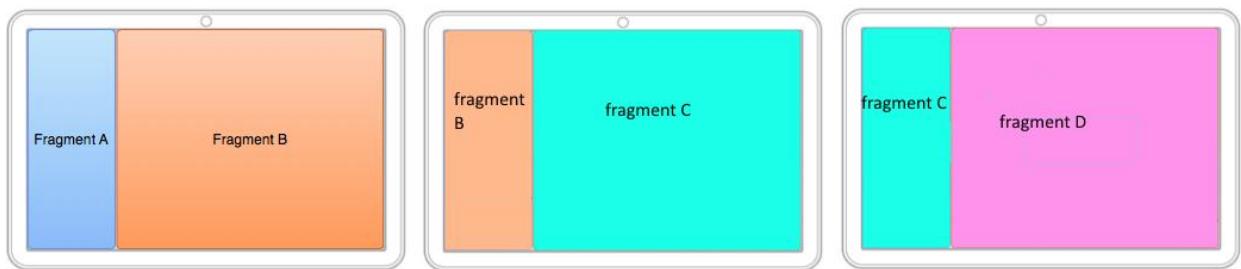
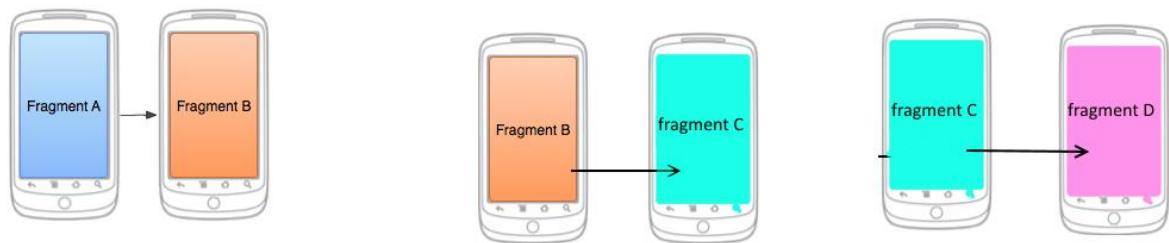
15. Menu → 16. Canteen



17. Menu → 18. Logout



The code used in all the Activities, XML layouts, Splash screen are attached below for reference.



Lab 08 : Fragment

Name : Rajkumar B L
Reg.No : 2047120
Course : MCS 272 Mobile Application
(Lab 08 – Sreeraj Icecream)



Output:

1. Splash Screen



2. Welcome Screen



3. Login (Raj, Raj1234)



4. Home (Horizontal ice menu)



5. Mango Fragment

11:42

Mango



Cone Cup

Chocolate Caramel

Quantity: 3

ADD TO CART **BACK**



Items added to cart

6. Strawberry Fragment

11:42

Strawberry



Cone Cup

Chocolate Caramel

Quantity: 5

ADD TO CART **BACK**



Items added to cart

7. Pista Fragment

11:42

Pistachio

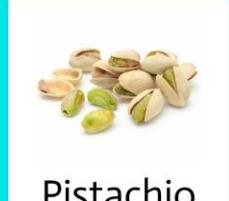


Cone Cup

Chocolate Caramel

Quantity: 1 ▾

ADD TO CART **BACK**

Strawberry Pistachio Bluebe

achio

◀ ⏴ □

8. Blueberry Fragment

11:42

BlueBerry



Cone Cup

Chocolate Caramel

Quantity: 1 ▾

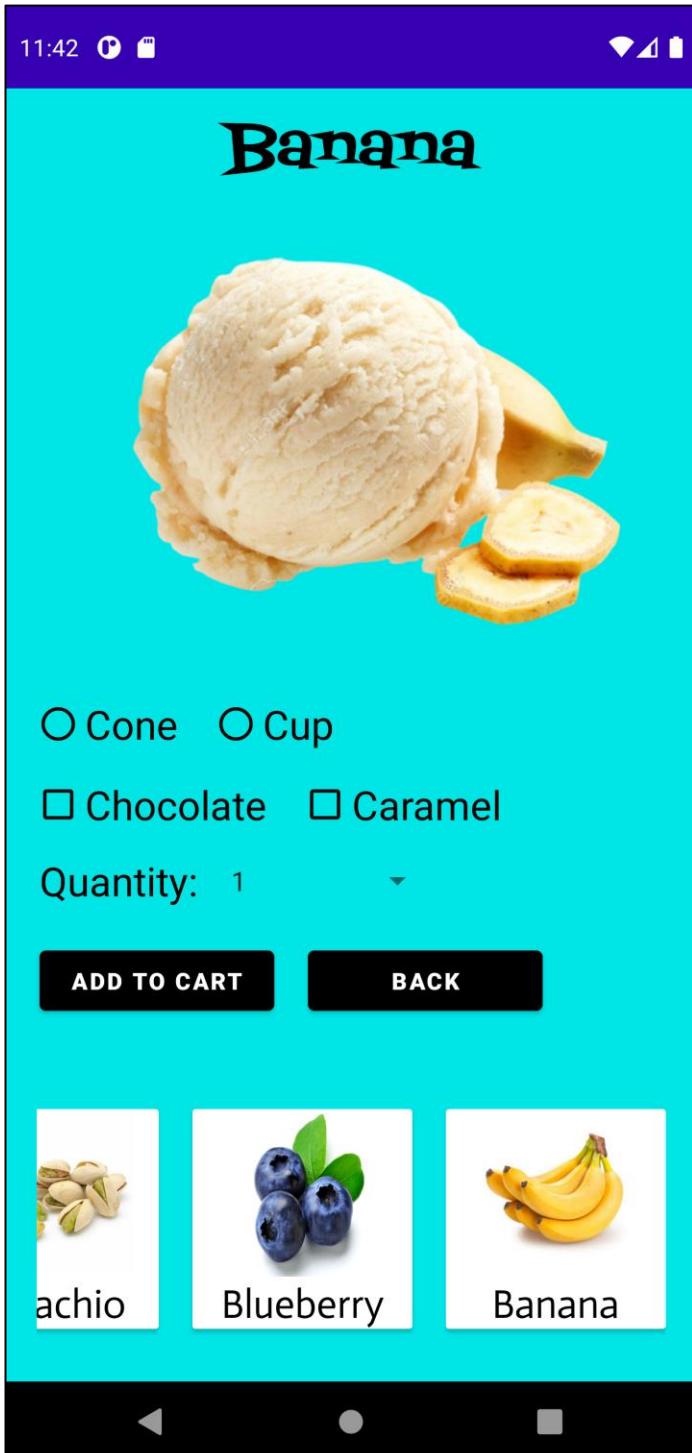
ADD TO CART **BACK**

achio Blueberry Banana

◀ ⏴ □

9. Banana Fragment



The code used in all the Activities, XML layouts, Splash screen are attached below for reference.



Lab 09 : Music Player

Name : Rajkumar B L

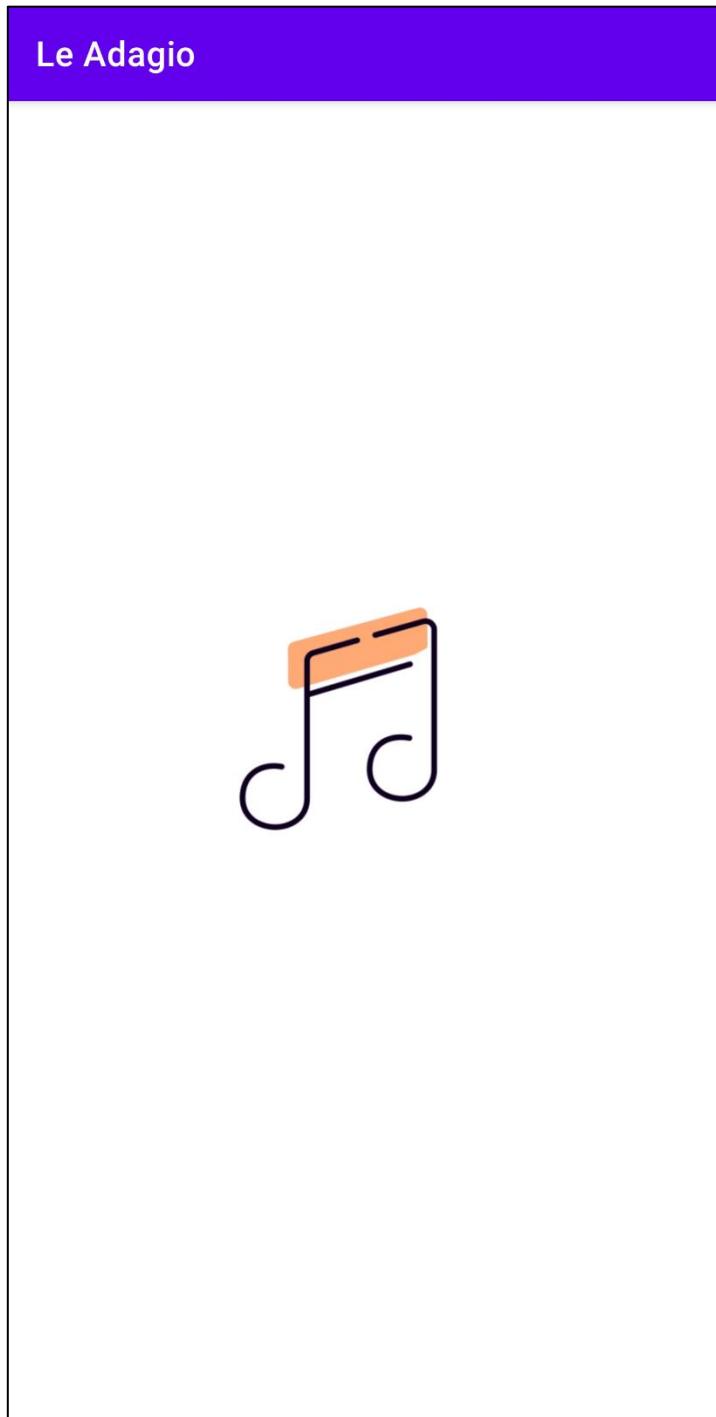
Reg.No : 2047120

Course : MCS 272 Mobile Application

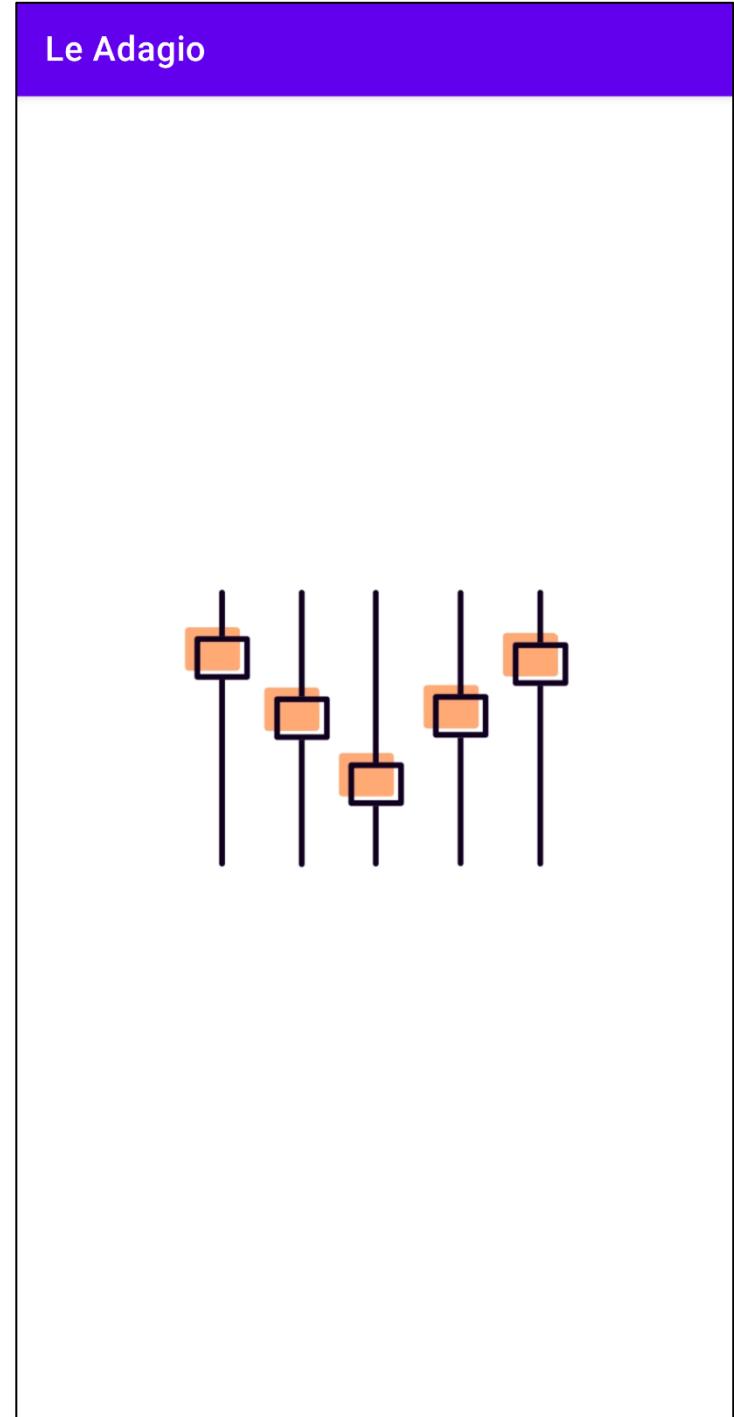
(Lab 09 – Le Adagio)

Output:

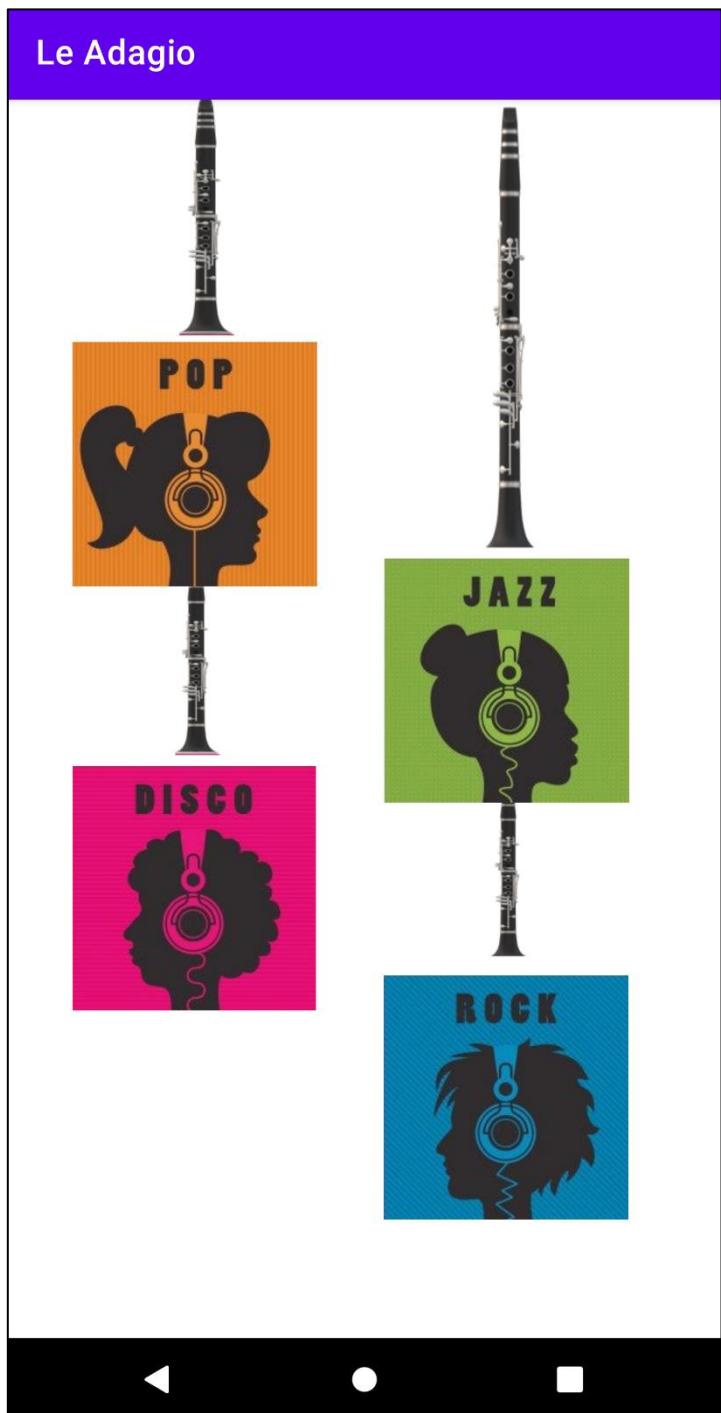
1. Splash Screen



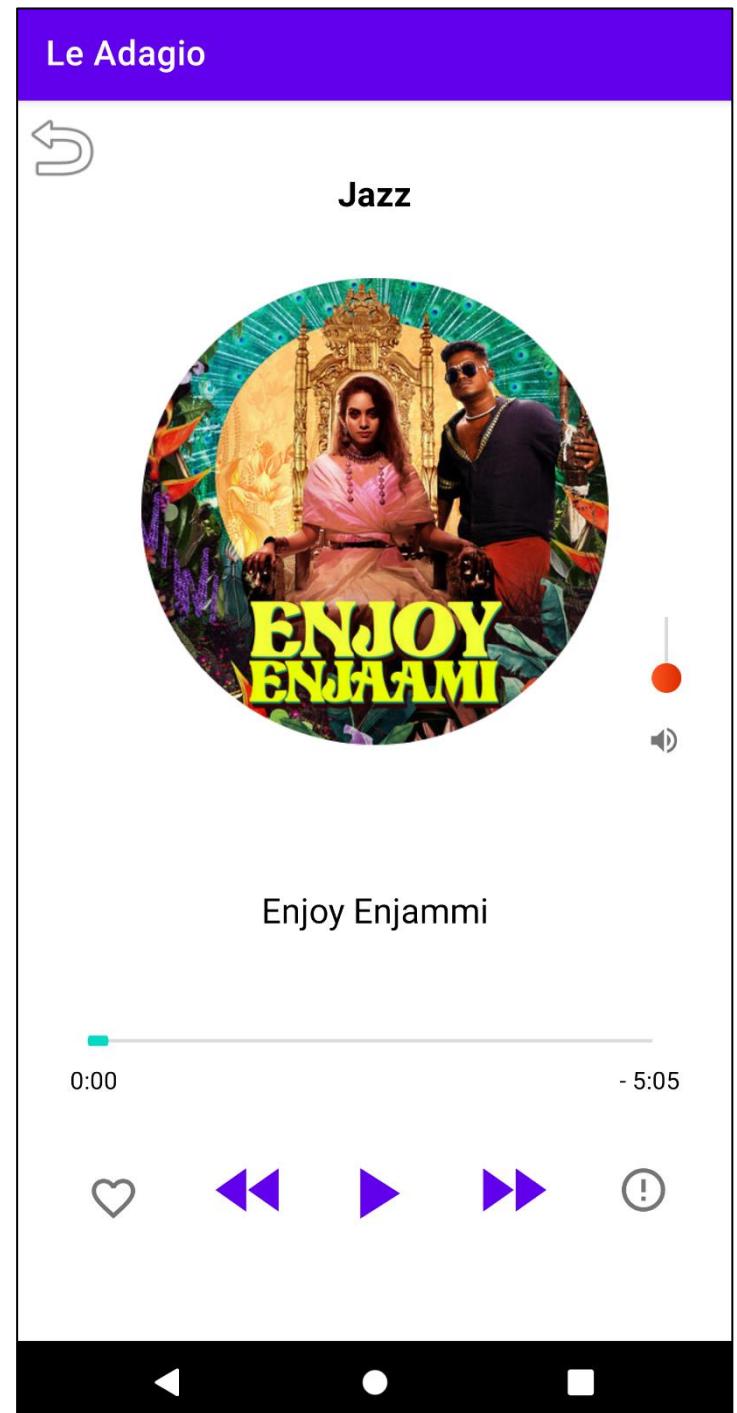
2. Splash Screen 2



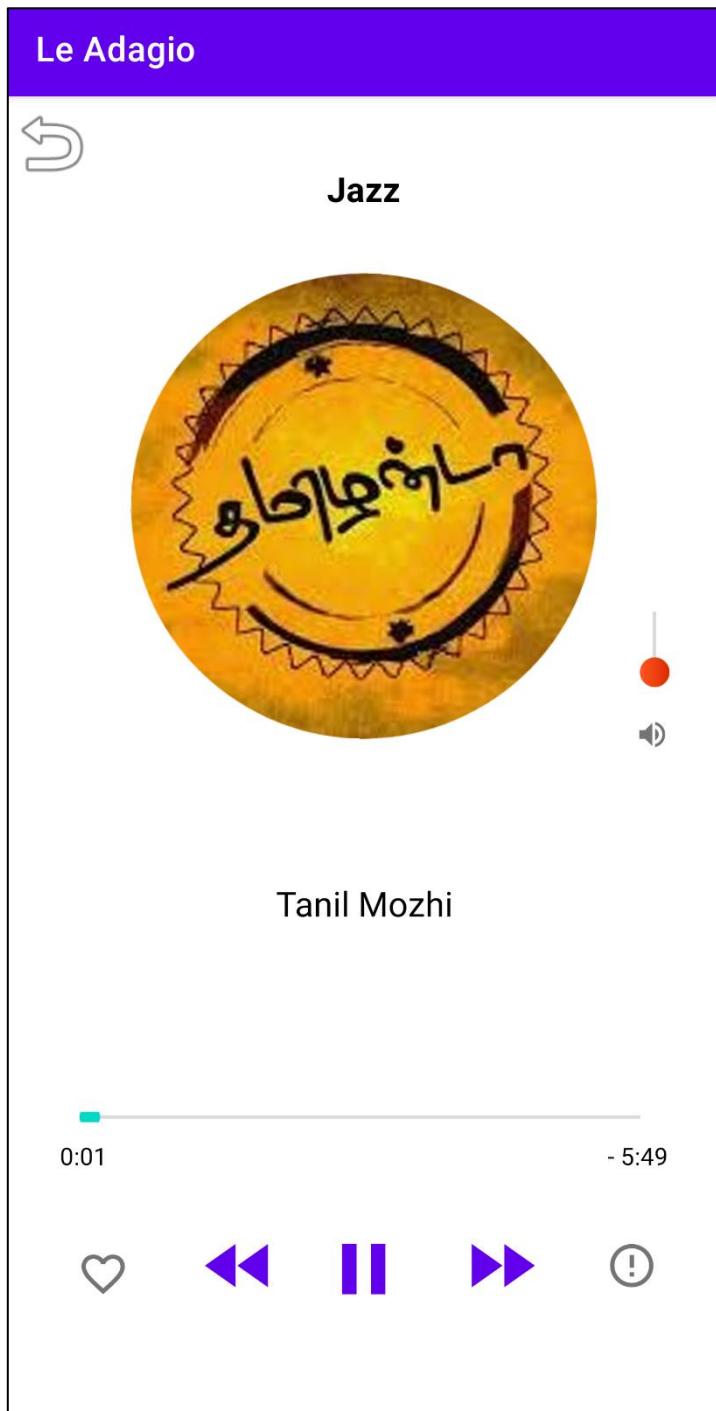
3. Menu



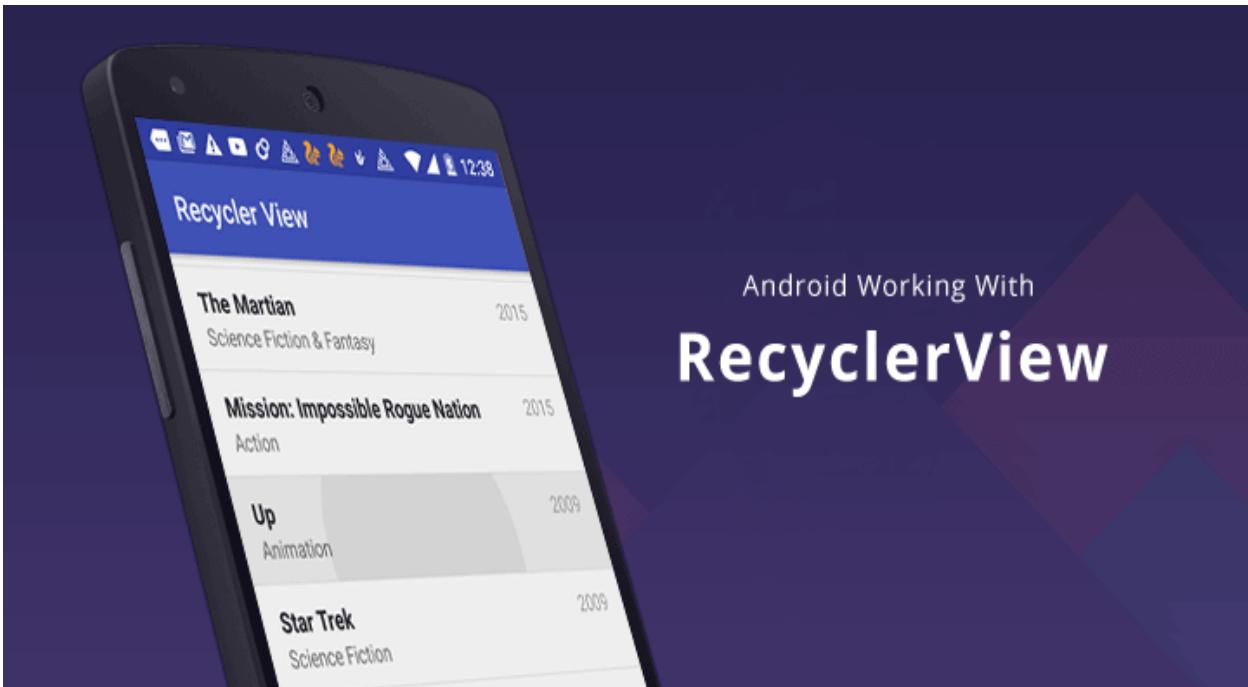
4. Jazz – Song 1



5.Jazz – Song 2



The code used in all the Activities, XML layouts, Splash screen are attached below for reference.



Android Working With

RecyclerView

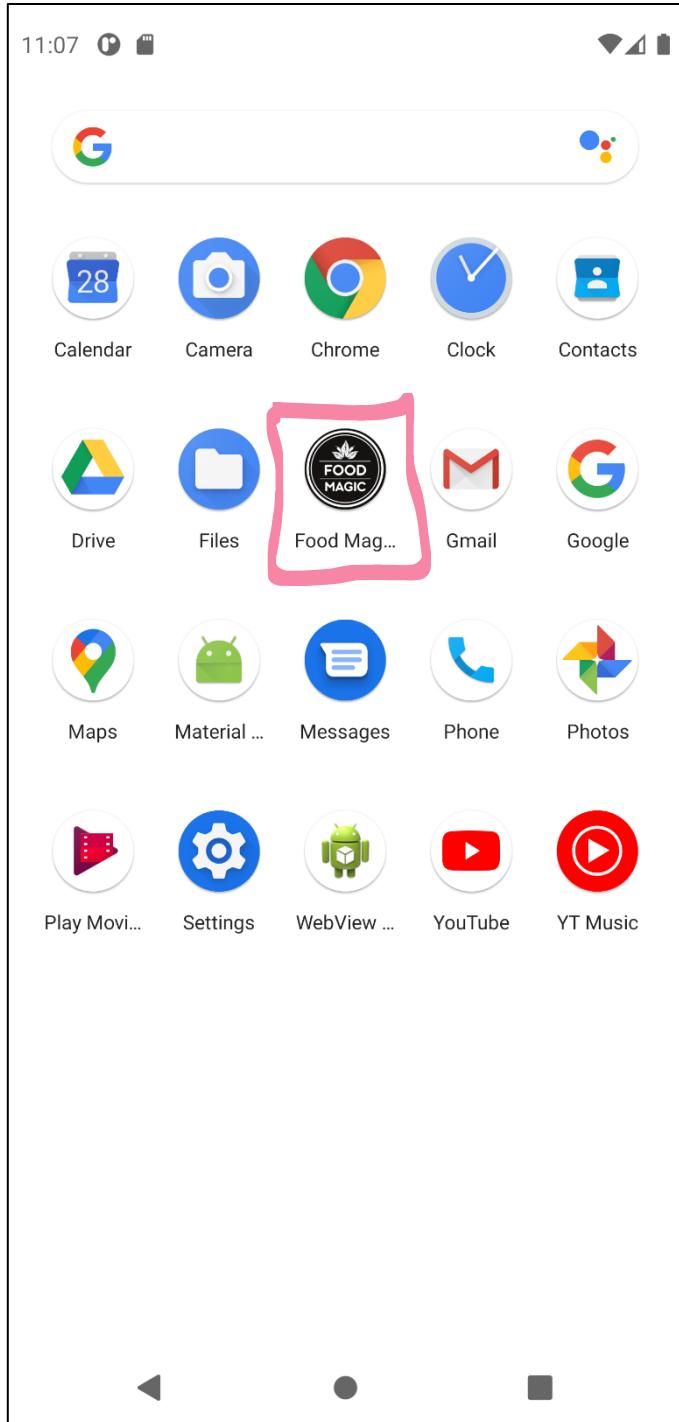
Lab 10 : Recycler View

Name : Rajkumar B L
Reg.No : 2047120
Course : MCS 272 Mobile Application
(Lab 10 – Food Magic)

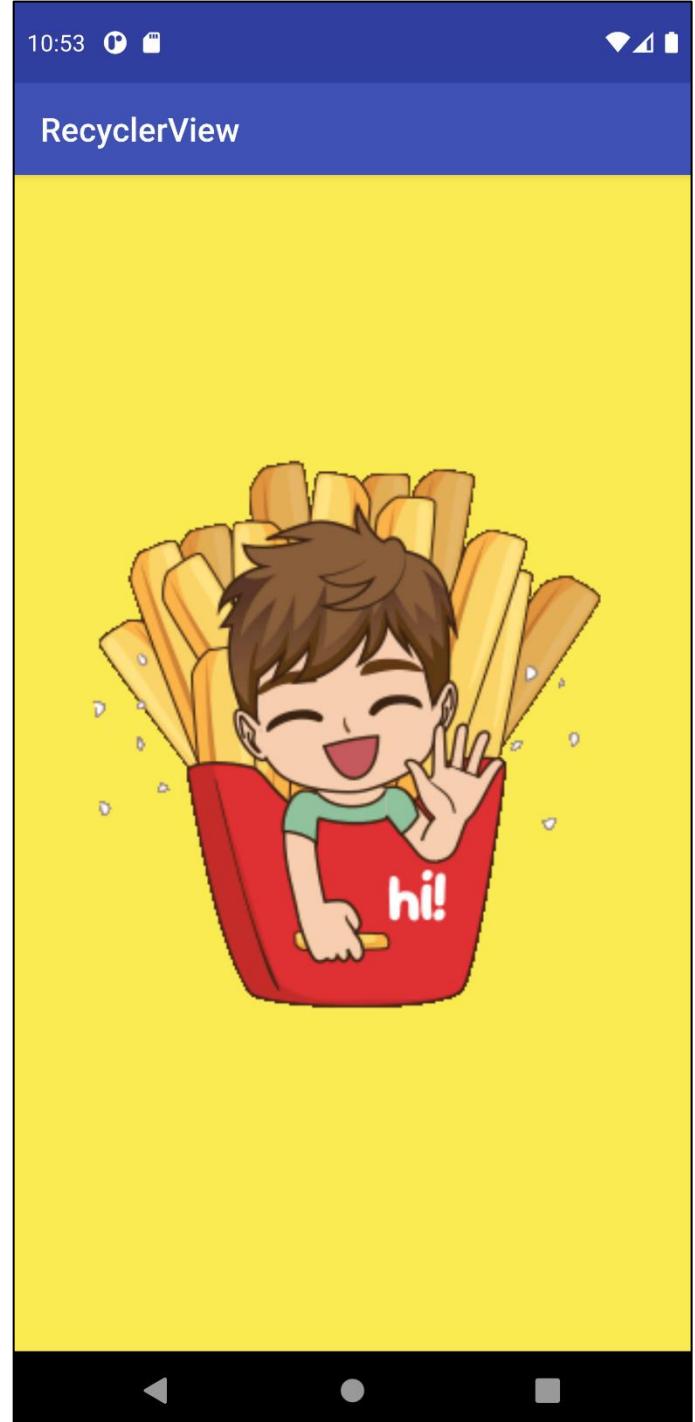


Output:

1. App Icon

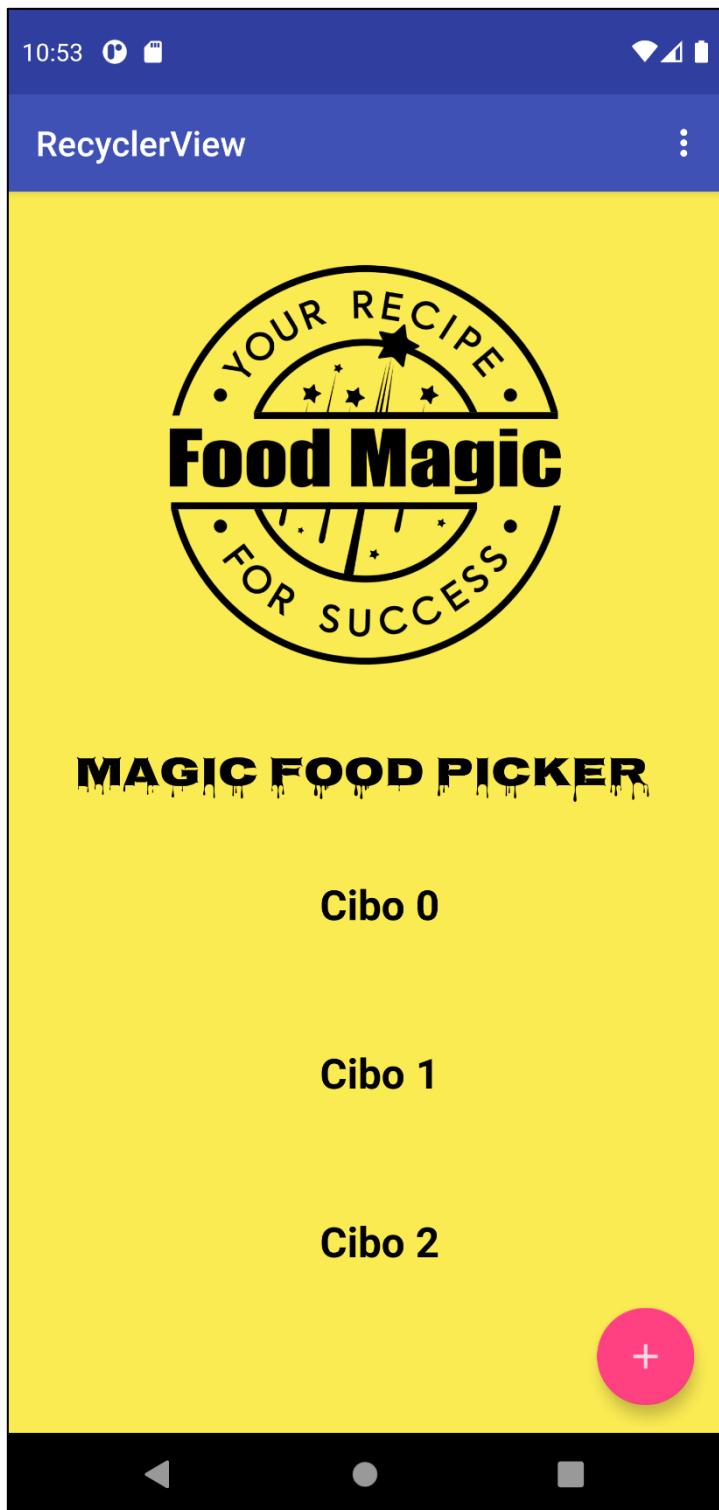


2. Splash Screen

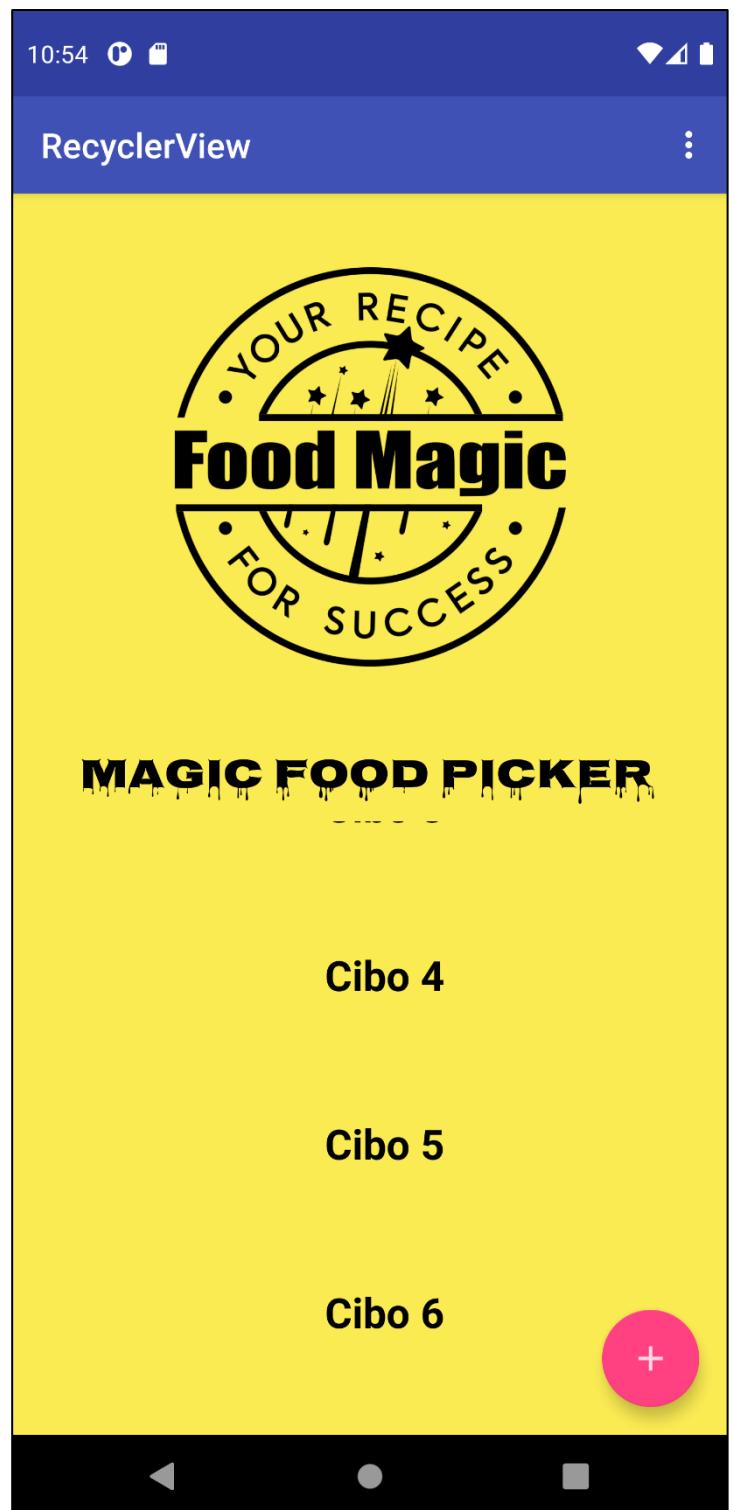


Note: Cibo means food in Italy. Clicking on the plus sign in the bottom adds a new cibo to the magic food picker list.

3. Welcome Screen

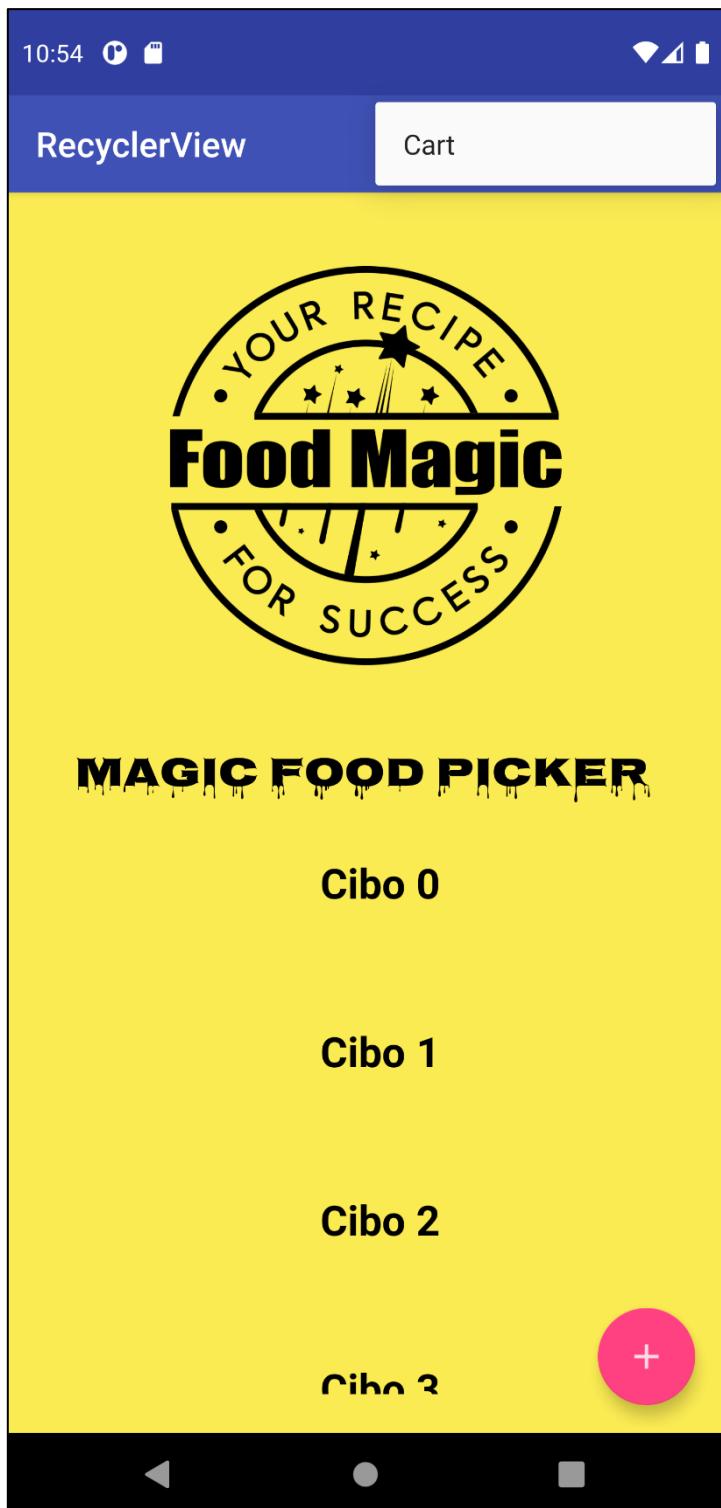


4. Adding items to the list

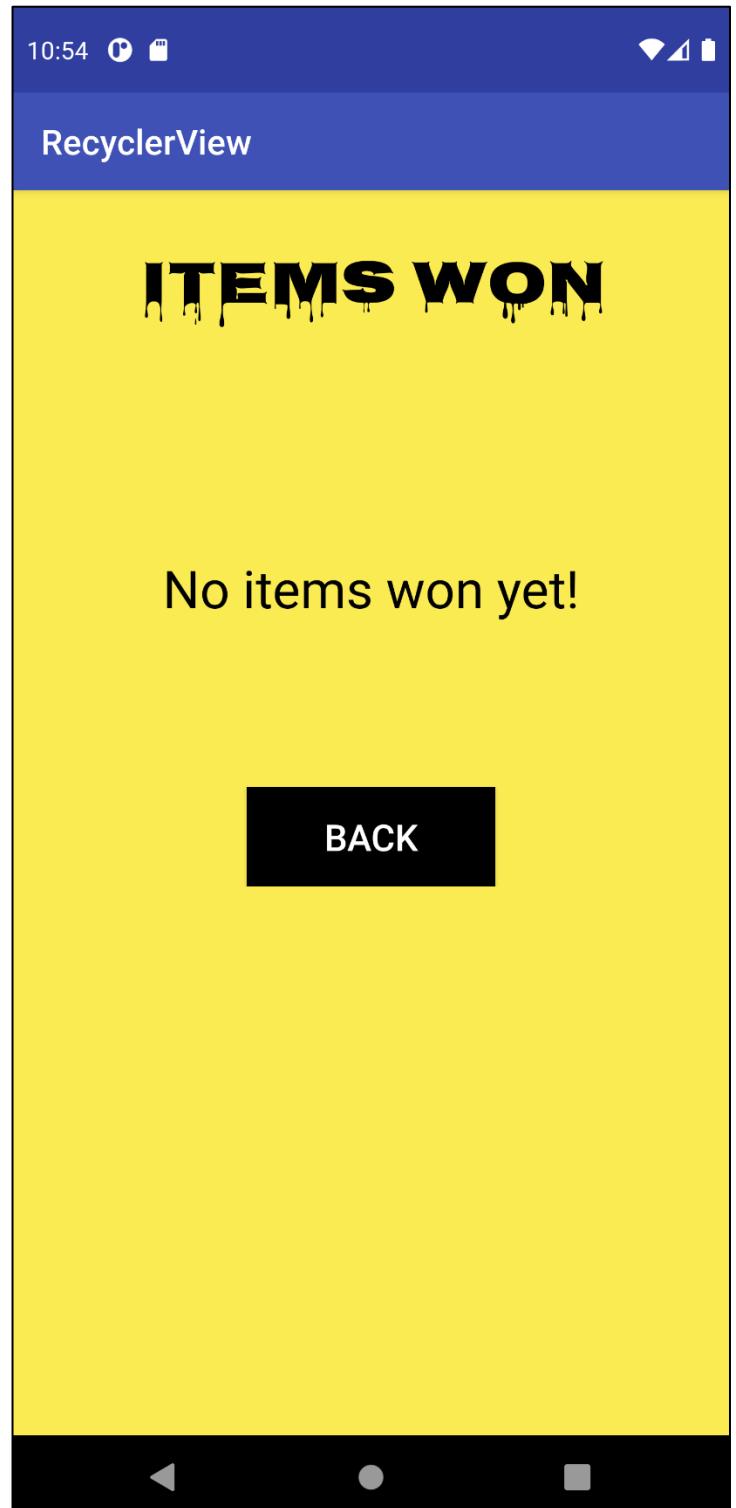


Note: Clicking on the cart option in the menu takes to the cart activity. Cart activity displays all the items won by clicking on items from the magic food picker list.

5. Option menu - Cart

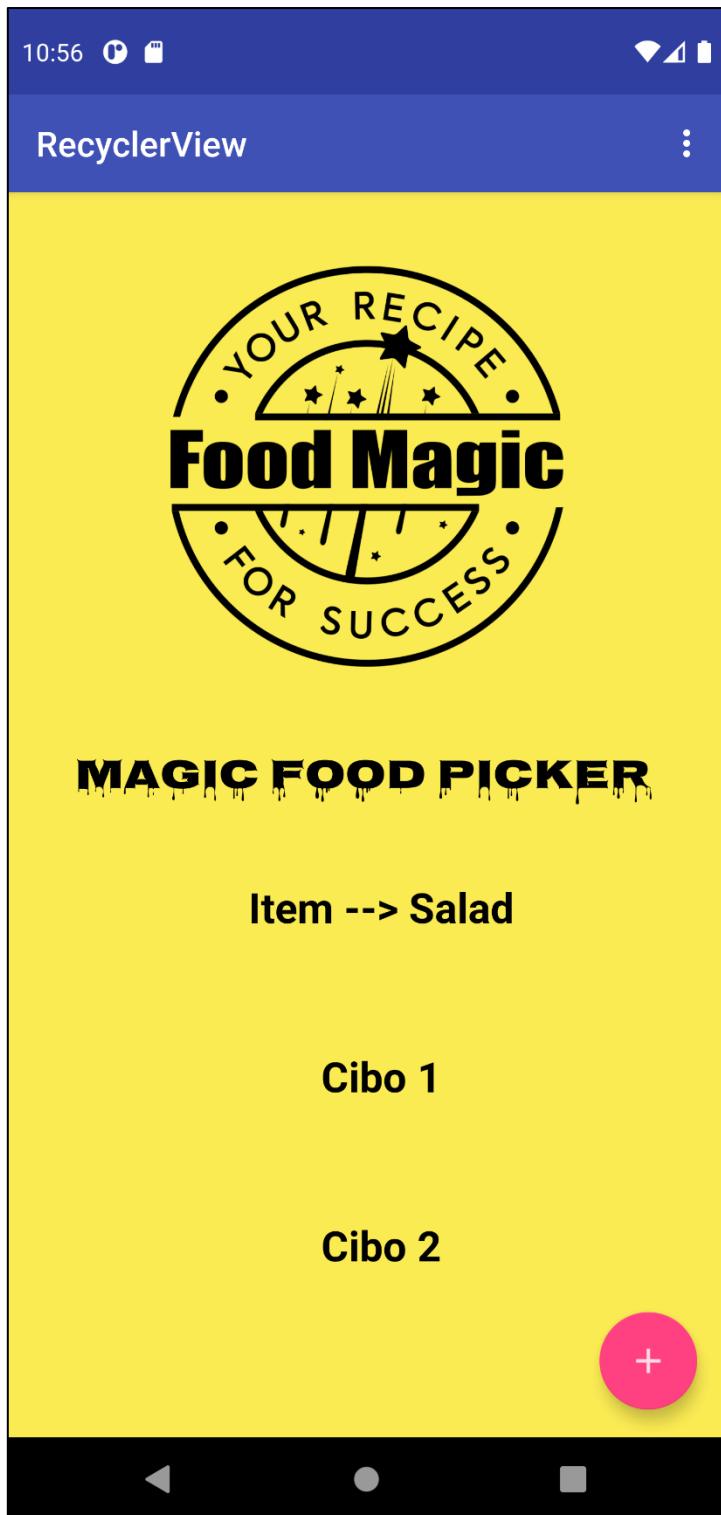


6. Cart Activity



Note: Clicking on the item from the magic food picker list will change the item's text to a food item by randomly picking it from the menu array. This eventually adds the magic dish to the cart. By doing this we are letting the user to win food items.

7. Click on cibo item - 0

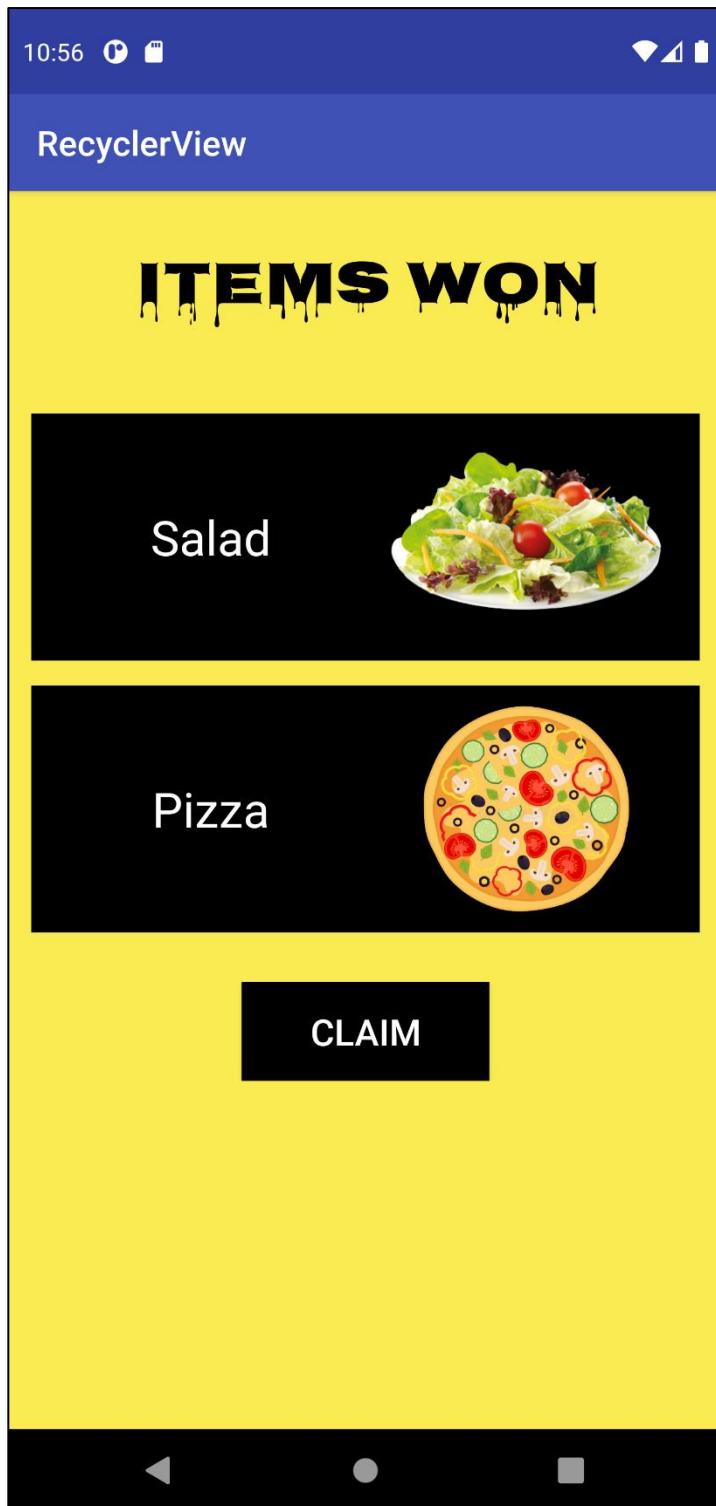


8. Click on cibo item – 1, 2



Note: From the above screen shots it is evident that the user was unlucky as he/she got the same dish(Salad) twice. So only items were added to their cart (Salad and Pizza).

9. Items Won - Cart



10. Congratulations Message

