

CSci 245

Mobile Software Development

Instructor:

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ANDROID



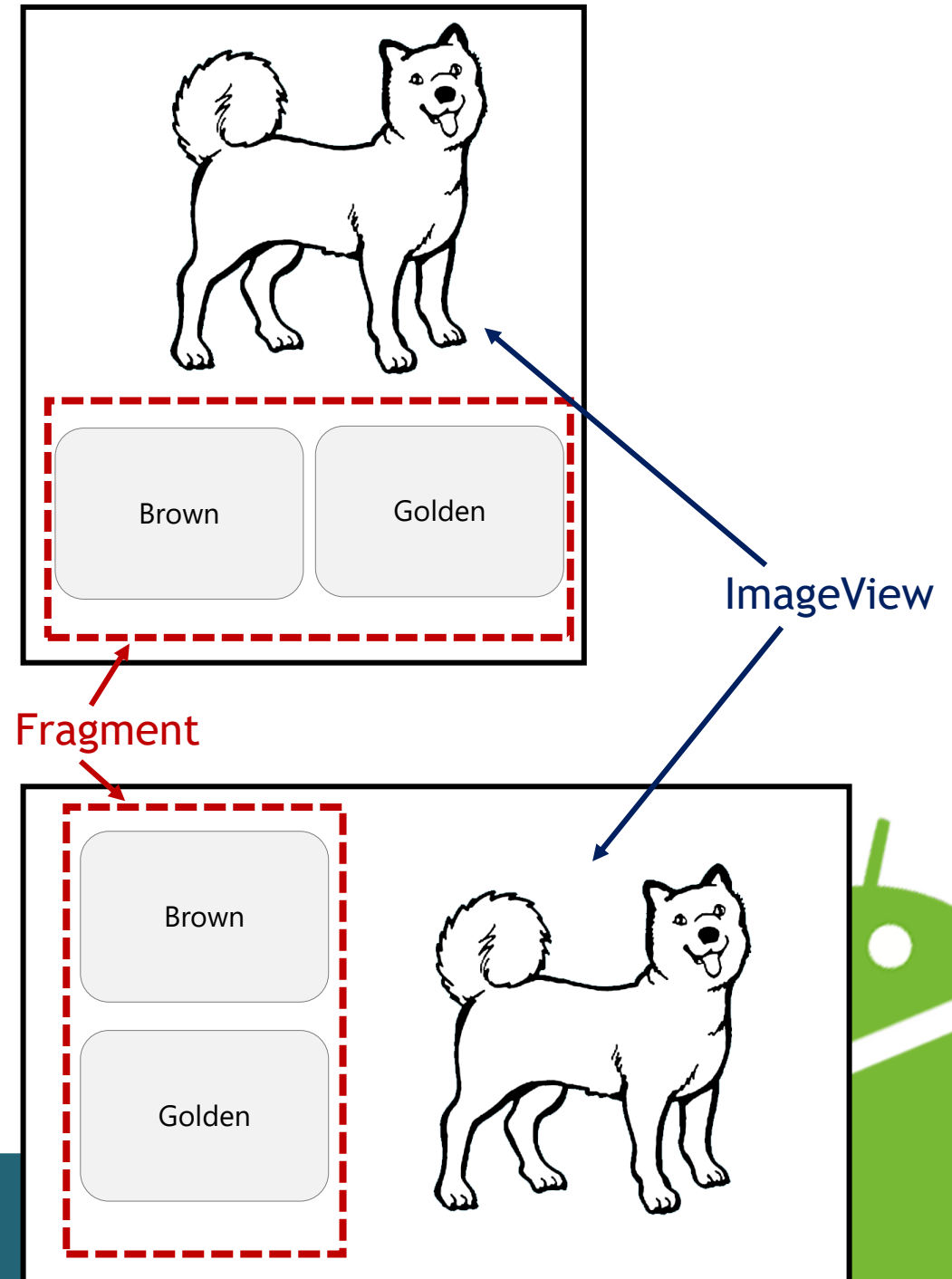
Submission

- Submission (DUE 11:00 pm Sunday)
- What to submit:
 - ONE Code .zip file
 - One video of screen recording (camera recording)
 - showing implemented functions



DogPainter

- An app to paint a dog
- Two sections (LinearLayout):
 - Left: A Fragment (PaletteFragment) with 2 buttons
 - Right: A ImageView (a png with a transparent dog and white background)
- When clicking the button, change the background of the dog.



Key Steps

- Add resources
- Add colors to res/values/colors.xml
- Create an Activity and ColorFragment
 - ColorFragment has the 6 color buttons. UI provided in resource file
 - Add Fragment and ImageView in activity.xml and activity.xml (land)
- Add a click lambda in ColorFragment, call it when the buttons are clicked.
- In the MainActivity, define the clickLambda, set the background color
 - `dog_img.setBackgroundColor(getcolor(R.color.brown))`
- Use supportFragmentManager to get the colorFragment, assign the lambda function.

