

Assignment 2 – Button Click Listeners

Goals

- Understand how a layout file is inflated by an Activity
- Use string resources to display in UI widgets
- Use basic UI components—buttons and text views
- Develop simple event handling using listeners

Required naming convention *(replace # with the current assignment number)*

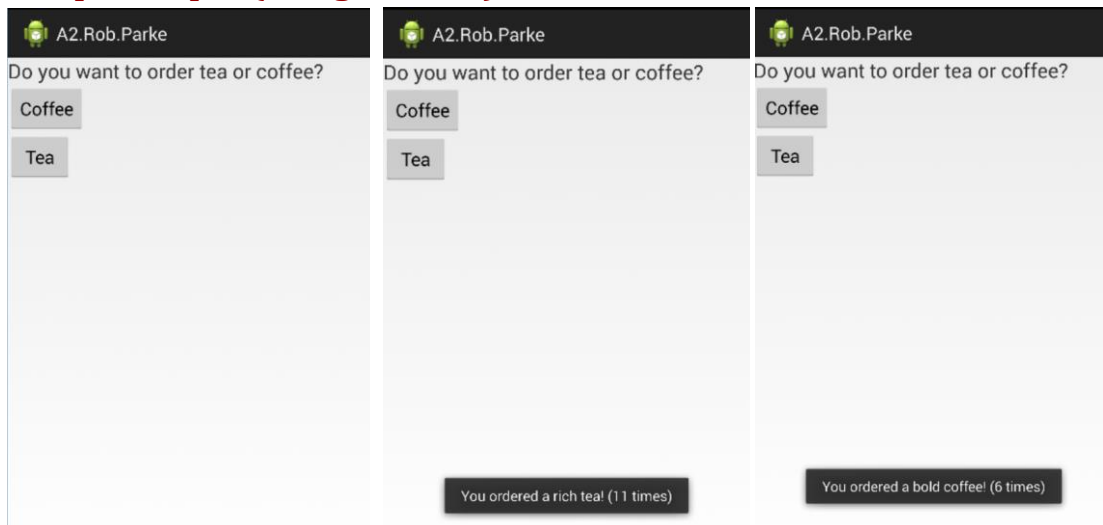
- **Application Name**
 - A#
- **Company Domain**
 - *firstname.lastname.itp341*
- **Package Name** *(should be automatically generated)*
 - *itp341.lastname.firstname.a#.app*
- **Zip File** (include entire project folder)
 - *A#.Lastname.FirstName.zip*

Requirements

- Create new Android Application Project
 - Min SDK: API 27
 - Create and test basic app
- Follow default prompt, but make sure to choose **Empty Activity**
- UI
 - TextView that asks the user a question
 - Minimum two Buttons with answers to the question
 - Each widget **must** use string resources to display text—points will be deducted for hard-coded text
- Listener(s)
 - Use any method to create the listener **except** XML listeners—points will be deducted.
- Activity class
 - **onCreate**
 - Event handler method(s)
 - Write a method to respond to each of the button clicks

- When the user clicks a button, these methods should display a Toast with feedback about the user's choice
- Message should also include how many times each button has been clicked during the entire life of the application
- Toasts
 - Toast messages will consist of two parts
 - The current number of clicks—this will be based on user action and the variable
 - The rest of the text in the Toast message—this **must** use string resources to display text—points will be deducted for hard-coded text
- Extra credit:
 - Use only one event handler method what responds to multiple button clicks
- Test app on AVD
- Question:
 - What happens when you rotate the screen?

Sample Output (using Nexus 5)



Deliverables

1. A compressed file containing your app. Follow the guidelines for full credit.
[Here are the instructions for submission](#)
 - a) Navigate to your project folder.

- b) Include the *entire* folder in a zip file
- c) Upload zip file to Blackboard site for our course

Grading

Item	Points
Correct project Settings	2
Valid Buttons and TextViews	2
Tracking of user response	2
String resources used for all text	2
Distinct Toast messages	2
Listeners / methods	6
Total	16