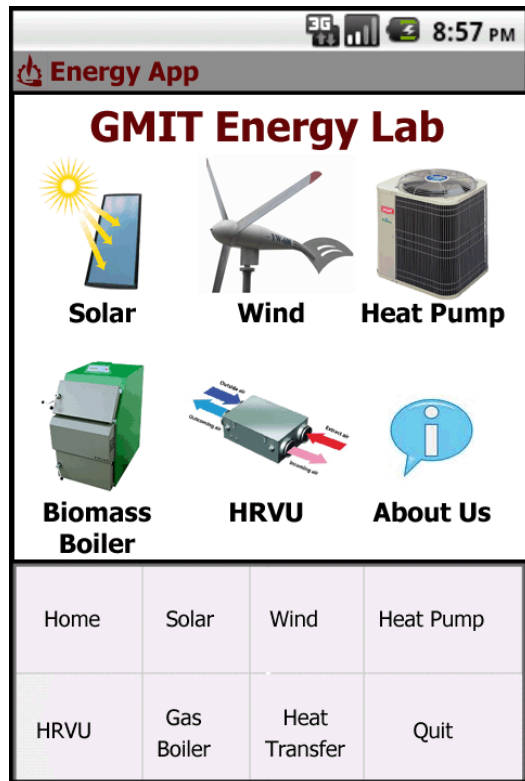


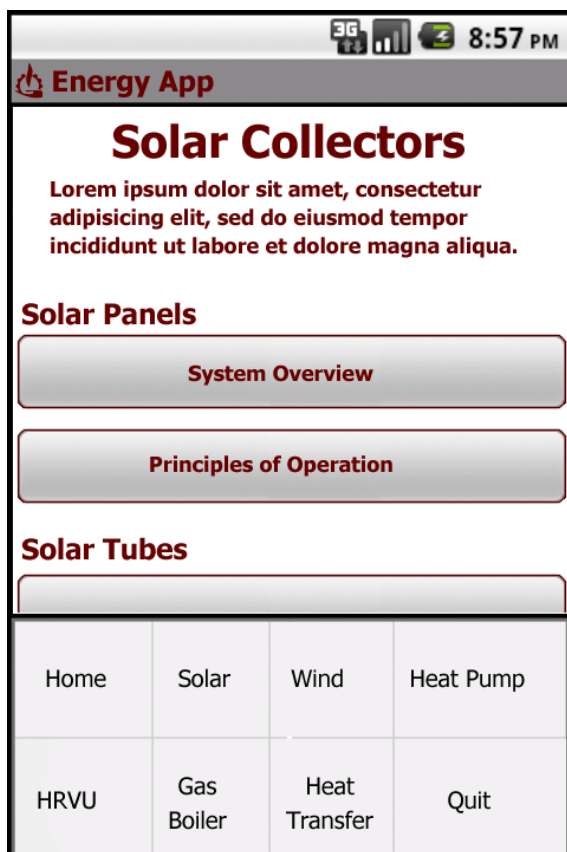
App Home (Level 1 Screen)



Each Level 2 item in the application hierarchy (see below) should be included in an application menu. You can use image buttons to allow easy navigation from icons on the home screen to the relevant activity screen. The application menu should also provide menu items to quit the application, return to the home screen and open an “About Us” activity.

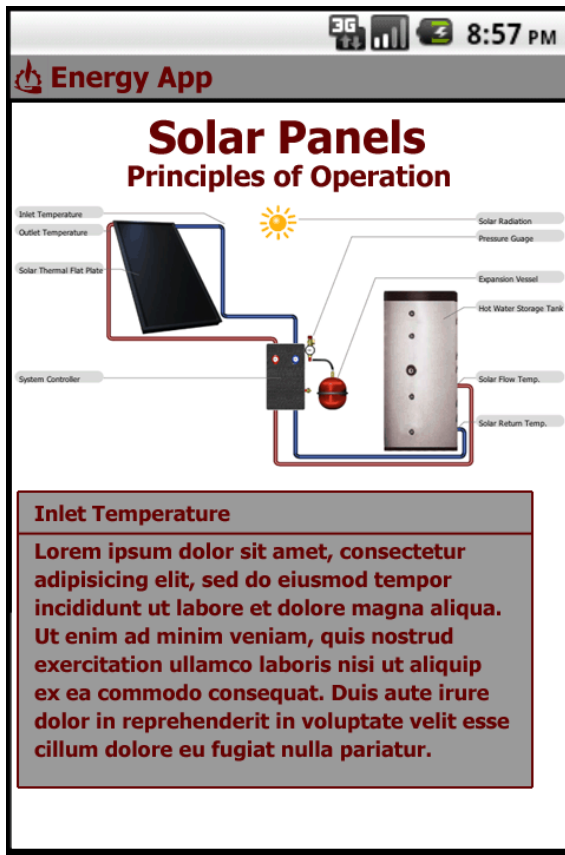
Note: use the names shown in Level 2 of the application hierarchy – the menu shown here is for demonstration purposes only.

Level 2 Screen (Applies to items in Application Menu)



Level 2 screens relate to items that are navigable from the application menu or home screen. These might contain text, images or a link to a Youtube video (I'll forward on code to show how this can be done). If there is more than one Level 3 screen accessible from this level, use buttons or icons to allow the user to navigate.

Level 3 Screen



The Level 3 screens show topics like System Overview and Principles of Operation. In both cases, the labels (shown in grey) should be clickable and prompt a dialog or Toast showing a description of each component. You can attach an `OnTouchListener` to determine which part of the image was selected. I'll forward an example to you later...

The diagrams that depict systems overviews and principles of operations should have clickable components (shown as text in a gray box above) that expand to give a description of the item selected. Feel free to implement this functionality any way you see fit, e.g. a Toast. In addition, it would be nice if the name of each system component could also be viewed in a spinner/list allowing users to select a component to view its description.

Application Hierarchy

Level 1	Level 2	Level 3
<u>Home</u>	<u>Solar Panels</u> Description with image(s)/link to Youtube video.	<u>System Overview</u> Display image containing points that show text when clicked.
	<u>Heat Pump</u> Description with image(s)/link to Youtube video.	<u>System Overview</u> Display image containing points that show text when clicked.
		<u>Principles of Operation</u> Image showing moving arrows showing flow of air/water. Image contains points that show text when clicked.
		<u>Energy Calculator</u> Allows price comparison with traditional systems. Equations for calculations will be provided.
	<u>Biomass Boiler</u> Description with image(s)/link to Youtube video. Buttons to allow navigation to Level 3	<u>Wood Gasification</u> Display image containing points that show text when clicked.
		<u>Wood Pellet</u> Display image containing points that show text when clicked.
	<u>Gas Boiler</u>	<u>System Overview</u> Display image containing points that show text when clicked.
	<u>Heat Transfer</u> Description with image(s)/link to Youtube video. Buttons to allow navigation to Level 3	<u>Radiator System</u> Display image containing points that show text when clicked.
		<u>Under Floor Heating Systems</u> Display image containing points that show text when clicked.
	<u>About Us</u> Text and link to Energy degree courses on GMIT web site.	
	<u>Home</u> Button to return to home screen.	
	<u>Quit</u> Button to exit application gracefully.	

You should use the “Menu” button on Android to allow users to return to home or to any of the Level 2 items in a single click from any Activity in the application.