

Mobile Application Development
In Class Assignment 2

Basic Instructions:

1. In every file submitted you MUST place the following comments:
 - a. Assignment #.
 - b. Full name of the student.
2. If included in the assignment, download and use the support files in the assignment.
3. **Submission Details:**
 - a. Zip all the project folder to be submitted on canvas. The file name should follow the following naming scheme: **Group#_InClass02.zip**
 - b. Submit the assignment through Canvas: Submit the zip file.
4. **Failure to follow the above instructions will result in point deductions.**

In Class Assignment 2 (100 Points)

In this assignment you will build your first Android application. You will get familiar with some common Android components. You will build a discount calculator application.

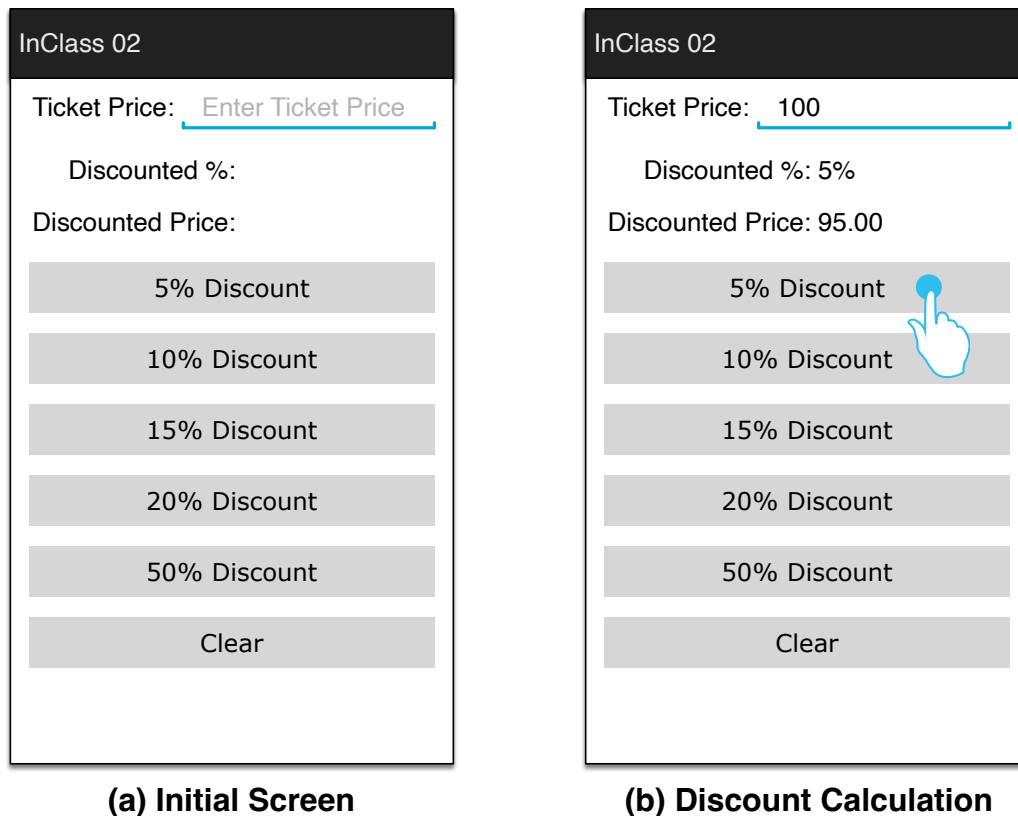


Figure 1, Application User Interface

Part 1 (100 Points):

The interface should be created to match the user interface presented in Fig 1. You will be using layout files, and strings.xml to create the user interface. To build the UI, please follow the following tasks:

1. The string values used for all the labels used in this application and should not be hardwired in the layout file.
2. Use the "Hint" attribute to set the "Enter Ticket Price" grayed out hint in the EditText of the input field for the ticket price. The buttons are labeled as shown in Fig 1.
3. Clicking on a "XX% Discount" button:
 - a. If the ticket price is empty or is not a valid number you should show a Toast message indicating that the number should be a valid positive number.
 - b. If the ticket price is entered correctly, the "Discount %" should be shown, and the "Discounted Price" should be calculated and presented as shown in Fig 1(b). The result should be formatted to 2 decimal places.
4. Clicking the "Clear" button should clear the form and bring it back to the initial state shown in Fig 1(a).