

CSC 214 ASSIGNMENT 02

Your assignment is to write a simple application for Android mobile platforms by following the instructions below. The assignment has three sections that will be implemented as part of a single Android application. You are expected to practice good coding principles, including class design, structure, comments, etc. See the coding guidelines for the course for more information. Remember, you can lose up to 10% of your score for poor style, and gain up to 10% if you do something impressively creative above and beyond the requirements of the assignment. If you choose to try for extra credit you *must describe your effort in your README so that the grader knows*.

Note: Giving or receiving electronic copies of CSC 214 assignment solutions are violations of the academic honesty policy. More importantly, as each assignment builds on the previous assignments, and each project builds on the assignments, if you do not implement the solutions yourself, you will not learn by doing, and will struggle with later assignments.

The goal of this assignment is to write a simple application with a custom layout that includes at least three buttons.

Assignment Instructions

Using Android Studio, create a new Android Application with the following attributes:

1. A layout that includes at least one **RelativeLayout** with one **LinearLayout**. You may choose which to use as the root view, and you may incorporate more than one of either or both kinds.
 - a. The layout must include at least three distinct buttons, and one **TextView** (see below).
2. At least two **Buttons** that, when pressed, display a Toast message.
3. The **TextView** should begin by displaying “100” (one hundred). A third **Button** that, when pressed, decrements the value displayed on the **TextView** by one. For example, the first time the **Button** is pressed the **TextView** will change from “100” to “99,” the second time to “98,” and so on.

HAND IN

Before handing in, create two additional files in your lab directory:

1. Create a README that contains the following:
 - a. Your contact information (name, class, lab session), TA name, and assignment number.
 - b. A brief (one paragraph at most) description of the assignment.
2. Create a directory titled "SampleOutput." This directory should contain:
 - a. A file called "logs.txt" that contains examples any relevant logs generated by your application. Remember to use LogCat filters to show *only* your log messages before copying them into the file.
 - b. Screenshots (in PNG or JPG format) taken from an Android Virtual Device that show examples of your application's user interface.
3. Name your file using your last name and the assignment number. For example: "stjacques_assignment01.zip". This makes it easier for the TAs to organize when grading multiple students.

Hand in by uploading the compressed (i.e. "zipped") folder containing your Android Studio project and the required additional files to Blackboard. Remember that **late submissions are not accepted**.