

Programming Assignment #2

CIS 436 – Mobile Application Development
University of Michigan - Dearborn
Prof. John P. Baugh

Points: _____ / 100

Objectives

- To create a basic user interface
- To create event listeners and handlers for UI components
- To create a basic test plan
- To work with fragments
- To handle orientation changes

Instructions

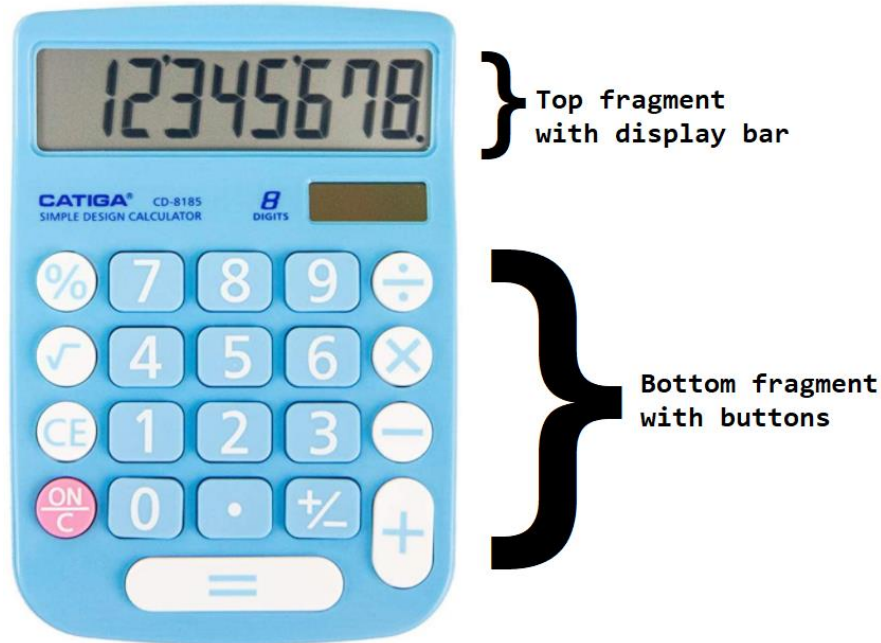
You are charged with creating a simple calculator. You must satisfy the following requirements:

Functional and interface requirements:

- Positive and negative numbers
- Real numbers
- +, -, *, /, and % (modulus **-not percentages** like a regular calculator)
- Square root
- Clear options
 - C clears the entire display screen and the current calculation.
 - CE clears the most recent entry (e.g., the last digit you just entered)
- The user must interact with the buttons, not the software keyboard
- The app **must handle rotations** and still be beautiful and usable

Sample UI

You can closely match an actual simple (basic) calculator, such as the following:



- You must use: **buttons, text views** to complete the assignment
- You must provide a test plan with at least **three days** on separate worksheet tabs indicating the tests that were performed
- You **must use fragments** (one for top display, and one for bottom with buttons)
 - If you do not use fragments, you will lose a significant number of points

Deliverables

Zip your entire Android Studio project, with the **test plan stored at the top level of the project.**

Upload the entire zip file to Canvas on or before the due date.