**All Classes Involved.**

List class

Properties class

Item class

Options Class

**Classes**

Main Class

**Constructor initializations**

**Instance Variables**

**None**

**Methods**

**Classes**

List Class

Item Class

Main Activity(Android)

**Layouts**

Activity main layout

Row layout main

Fragment 1 layout (With Spinner)

Fragment 2 layout(with list. Maybe List Fragment)

**Constructor initializations**

**Instance Variables**ArrayList or List of Strings. Maybe Hashtable to include category. List of Item Objects.

Enum property for categories.

Category

Date Modified

Item name

**None**

**Methods**

Add to ArrayList

Remove to ArrayList

Save list

Open List

Sort List

Serialize List

De-serialize List

**Instructions.**

Start with simple Android Activity that has a Listview with input boxes with a title if possible. Start with the creation of that. Do this basic functionality then go from there. Implement Add, Save List functionality with Serialization.

Developer Simple Action Bar with Menu items. Get Android Design down first.

Could Design Item Class.

**List Class**

Load List()

Save List()

AddItemtoList(List<Items> list, item item)

{

List.add(item);

}

Create Item(string itemname, string category, string position)

{

Item item = new item(itemname,category,position);

Return item;

}

CreateList()

{

}

**Category Class**

**Create Category arrayList of string.**

**Add Category**

**Save Category**

Sort by Category(List<Items> itemlist, string category)// Return List of item objects sorted by category

Declare blank item list

Iterate through Current item List

If(category == currentitem.category)

Add Item to blank itemlist

Return itemlist

**Get Category List();**

**Add to CategoryList();**

**Methods Full Design**

Declare Item Class

String title, int position, string category

Create properties for above.