

# Mobile Application Development

Higher Diploma in Science in Computer Science

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Produced  
by

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donation-android - v3

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# Donation Android v1

---

 Donation

Welcome Homer  
Please give generously

☒ PayPal  
☐ Direct

+


0

-

---

Button

# Donation Android v2

 Donation

## Donation App

Please give generously

☒ PayPal 1000


☐ Direct 0

1

---

Amount:

Total so far: 0

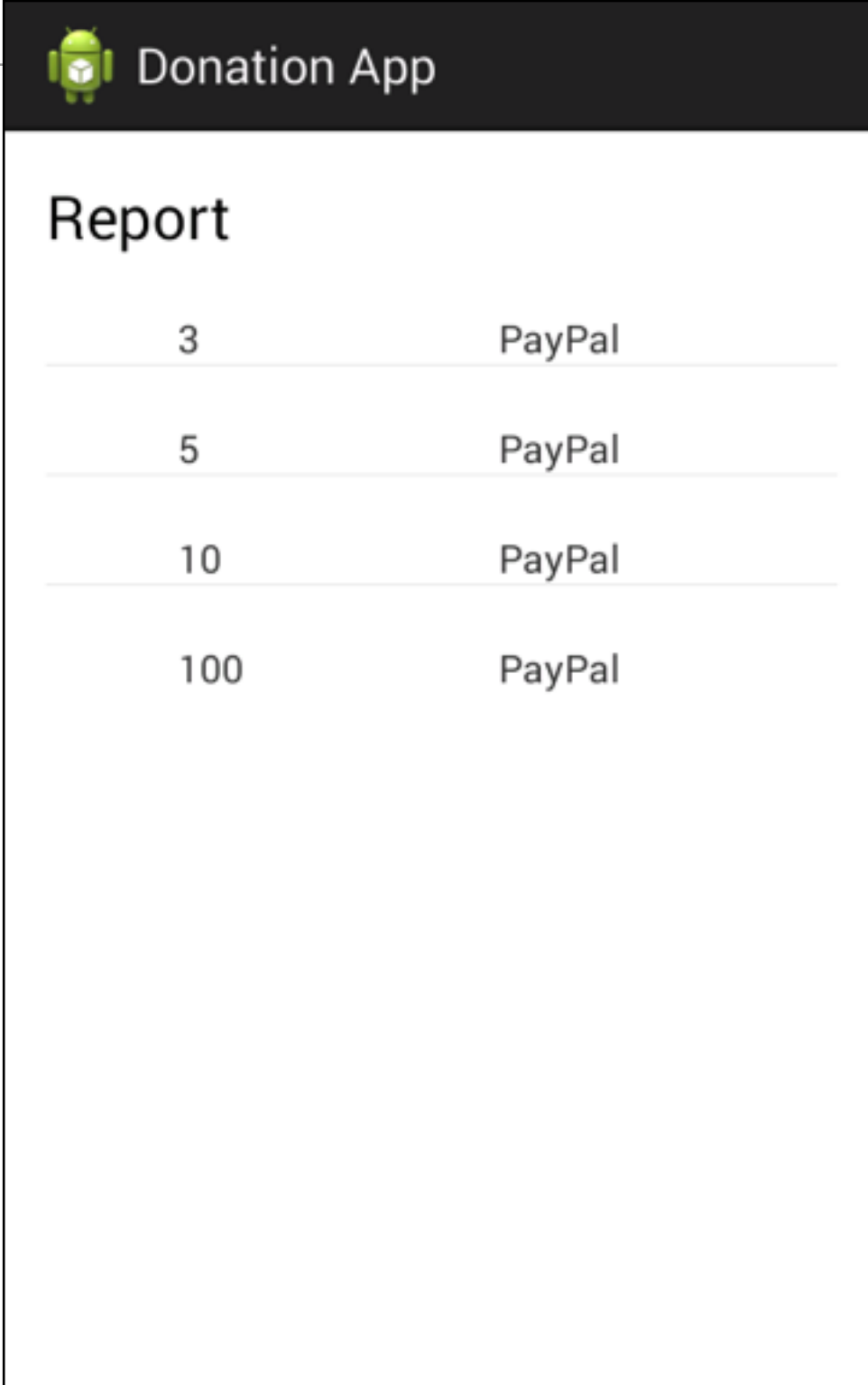
 Donation App

## Report

3	PayPal
5	PayPal
10	PayPal
100	PayPal

# Exercises 1

- Run the app and insert amounts of varying lengths (1, 222, 23, 2323). Note that the second column - payment method - may be displayed at different positions. If this happens, fix it.
- Hint: each row is laid out by a `row_donate.xml` layout. The easiest way to fix this would be to experiment with they layout, and have the text fields aligned with the edges and not with eachother.



The screenshot shows the 'Donation App' interface. At the top is a dark header bar with a green Android robot icon and the text 'Donation App'. Below the header is a white area containing the word 'Report' in a large, bold font. Underneath 'Report' is a table with two columns. The first column contains the values '3', '5', '10', and '100'. The second column contains the value 'PayPal' repeated four times. Each row of the table is separated by a thin horizontal line.

Report	
3	PayPal
5	PayPal
10	PayPal
100	PayPal

# Exercise 1 Solution

---

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent" >


    <TextView
        android:id="@+id/row_amount"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignParentLeft="true"
        android:layout_alignParentTop="true"
        android:layout_marginLeft="48dp"
        android:layout_marginTop="20dp"
        android:text="@string/defaultAmount" />

    <TextView
        android:id="@+id/row_method"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignBaseline="@+id/row_amount"
        android:layout_alignBottom="@+id/row_amount"
        android:layout_alignParentRight="true"
        android:layout_marginRight="79dp"
        android:text="@string/defaultMethod" />

</RelativeLayout>
```

# Exercise 2

- When a donation is accepted, set the amount on screen to 0 (in both picker and text field).

 Donation

### Donation App

Please give generously

☒ PayPal

1000

☐ Direct

0

1

Amount:

Donate

Total so far: 0

# Exercise 2 Solution

---


- Add these two lines at the end of  
Donate.donateButton()

```
amountText.setText("");  
amountPicker.setValue(0);
```



# Exercise 3

- When you navigate from the Donate activity to reports, there will be no menu available. Bring in a menu, with two options 'Settings' and 'Donate' - Donate should bring you back to the donate screen.

 Donation

Donation App  
Please give generously

☒ PayPal

☐ Direct

1000


0

1

Amount:

Donate

Total so far: 0

 Donation App

Report

3	PayPal
5	PayPal
10	PayPal
100	PayPal

Settings

Donate

# Exercise 3 Solution

---

- Introduce a new string constant into strings.xml:
- Then a new menu - report.xml

```
<string name="menuDonate">Donate</string>
```

```
<menu xmlns:android="http://schemas.android.com/apk/res/android" >

    <item
        android:id="@+id/action_settings"
        android:orderInCategory="100"
        android:showAsAction="never"
        android:title="@string/menuSettings"/>

    <item
        android:id="@+id/menuDonate"
        android:orderInCategory="100"
        android:showAsAction="never"
        android:title="@string/menuDonate"/>

</menu>
```

# Exercise 3 Solution

---

- The report activity will then need two new methods:

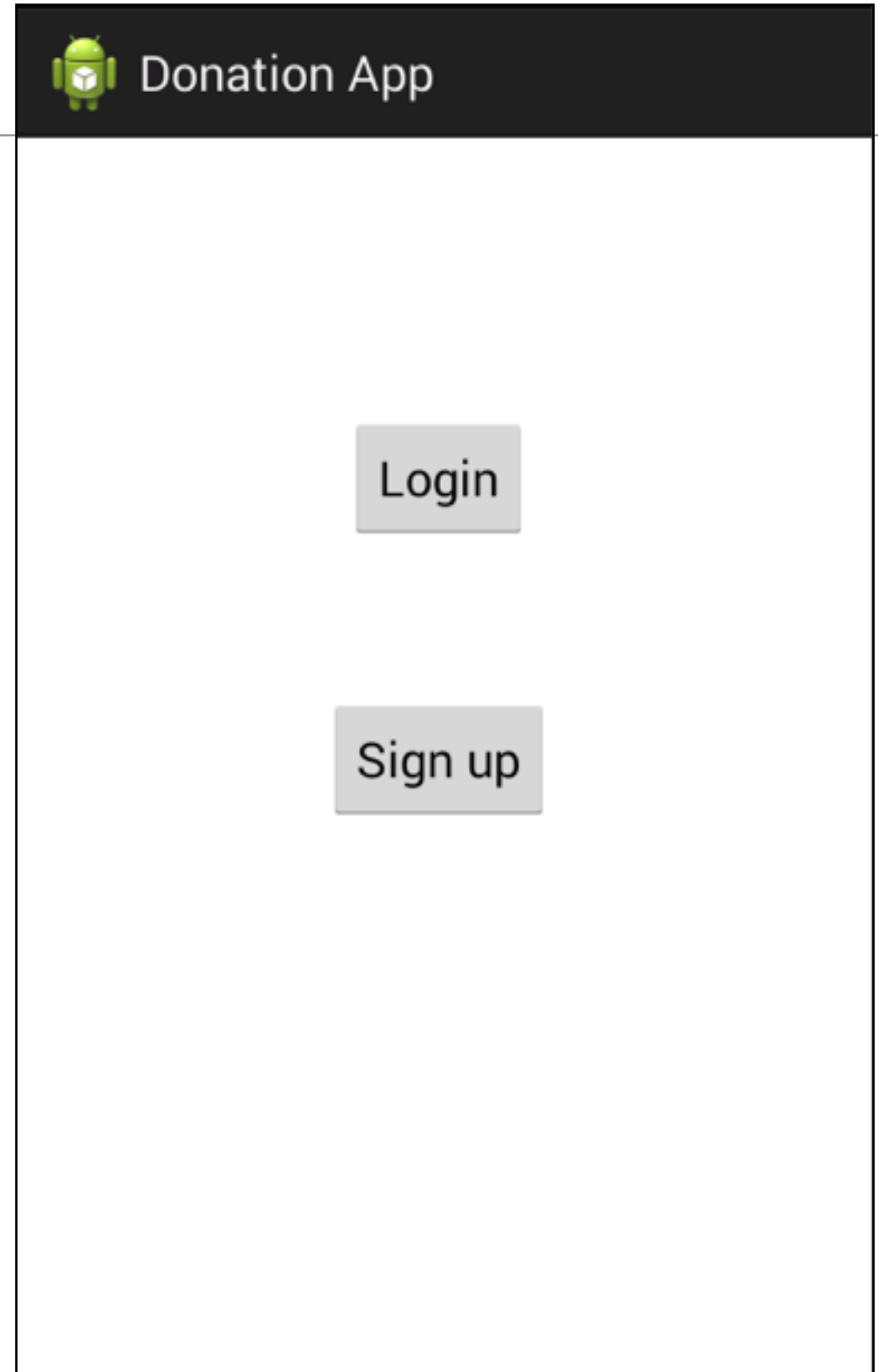
```
public class Report extends Activity
{
    private ListView    listView;
    private DonationApp app;

    @Override
    public boolean onCreateOptionsMenu(Menu menu)
    {
        getMenuInflater().inflate(R.menu.report, menu);
        return true;
    }

    @Override
    public boolean onOptionsItemSelected(MenuItem item)
    {
        switch (item.getItemId())
        {
            case R.id.menuDonate : startActivity (new Intent(this, Donate.class));
                                break;
        }
        return true;
    }
}
```

# Exercise 4

- Introduce a new welcome screen - which should display a greeting + give the user 2 options (as simple buttons)
  - Signup
  - Login
- When Login is pressed, the app should take you directly to the Donate activity (for the moment).



- strings.xml

# Exercise 4 Solution

```
<string name="welcomeLogin">Login</string>
<string name="welcomeSignup">Sign up</string>
```

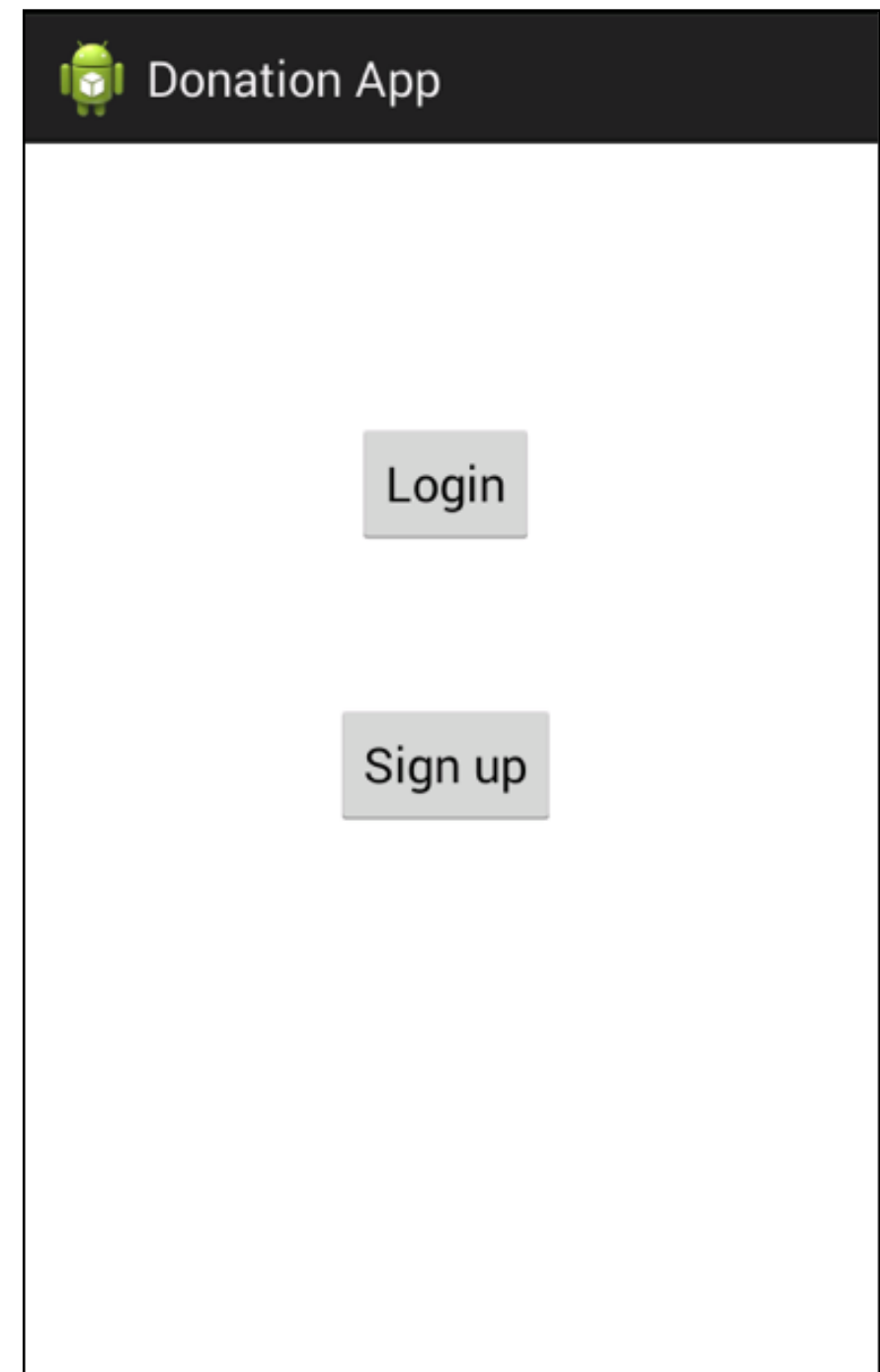
- welcome\_layout.xml

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:id="@+id/RelativeLayout"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical" >

    <Button
        android:id="@+id/welcomeLogin"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignParentTop="true"
        android:layout_centerHorizontal="true"
        android:layout_marginTop="102dp"
        android:text="@string/welcomeLogin" />

    <Button
        android:id="@+id/welcomeSignup"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_centerHorizontal="true"
        android:layout_centerVertical="true"
        android:text="@string/welcomeSignup" />

</RelativeLayout>
```



## AndroidManifest.xml

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="app.donation"
    android:versionCode="1"
    android:versionName="1.0" >

    <uses-sdk
        android:minSdkVersion="17"
        android:targetSdkVersion="17" />

    <application
        android:name="app.main.DonationApp"
        android:allowBackup="true"
        android:icon="@drawable/ic_launcher"
        android:label="@string/app_name"
        android:theme="@style/AppTheme" >

        <activity
            android:name="app.activities.Welcome"
            android:label="@string/donateTitle" >
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
        <activity
            android:name="app.activities.Donate"
            android:label="@string/app_name" >
        </activity>
        <activity
            android:name="app.activities.Report"
            android:label="@string/donateTitle" >
        </activity>
    </application>

</manifest>
```

## Exercise 4 Solution

```
public class Welcome extends Activity
{
    @Override
    public void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_welcome);
    }
}
```

```

<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://
schemas.android.com/apk/res/android"
    android:id="@+id/RelativeLayout"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical" >

    <Button
        android:id="@+id/welcomeLogin"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignParentTop="true"
        android:layout_centerHorizontal="true"
        android:layout_marginTop="102dp"
        android:onClick="loginPressed"
        android:text="@string/welcomeLogin" />

    <Button
        android:id="@+id/welcomeSignup"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_centerHorizontal="true"
        android:layout_centerVertical="true"
        android:onClick="signupPressed"
        android:text="@string/welcomeSignup" />

</RelativeLayout>

```

```

public class Welcome extends Activity
{
    @Override
    public void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_welcome);
    }

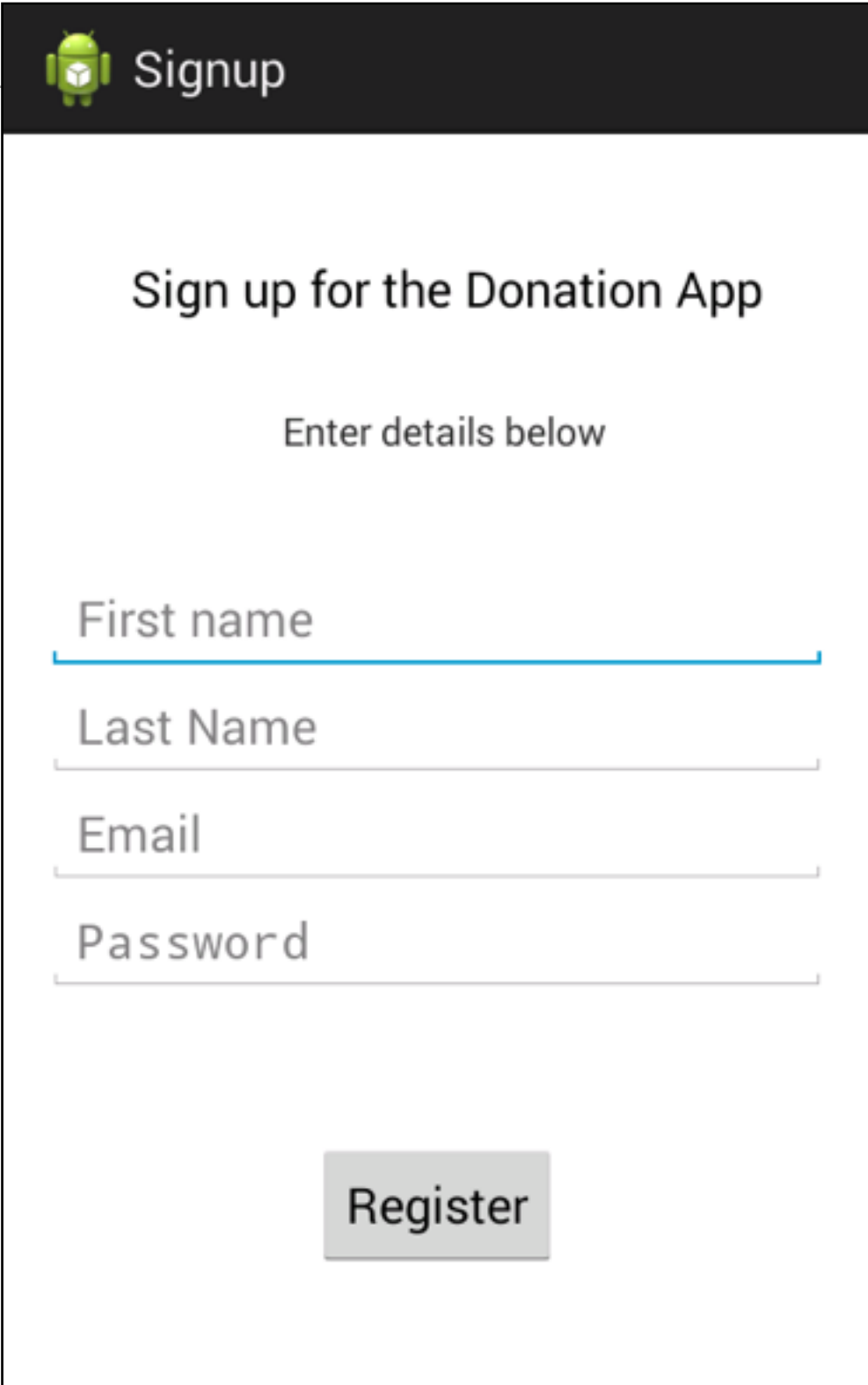
    public void loginPressed (View view)
    {
        startActivity (new Intent(this, Login.class));
    }

    public void signupPressed (View view)
    {
        startActivity (new Intent(this, Signup.class));
    }
}

```

# Exercise 5

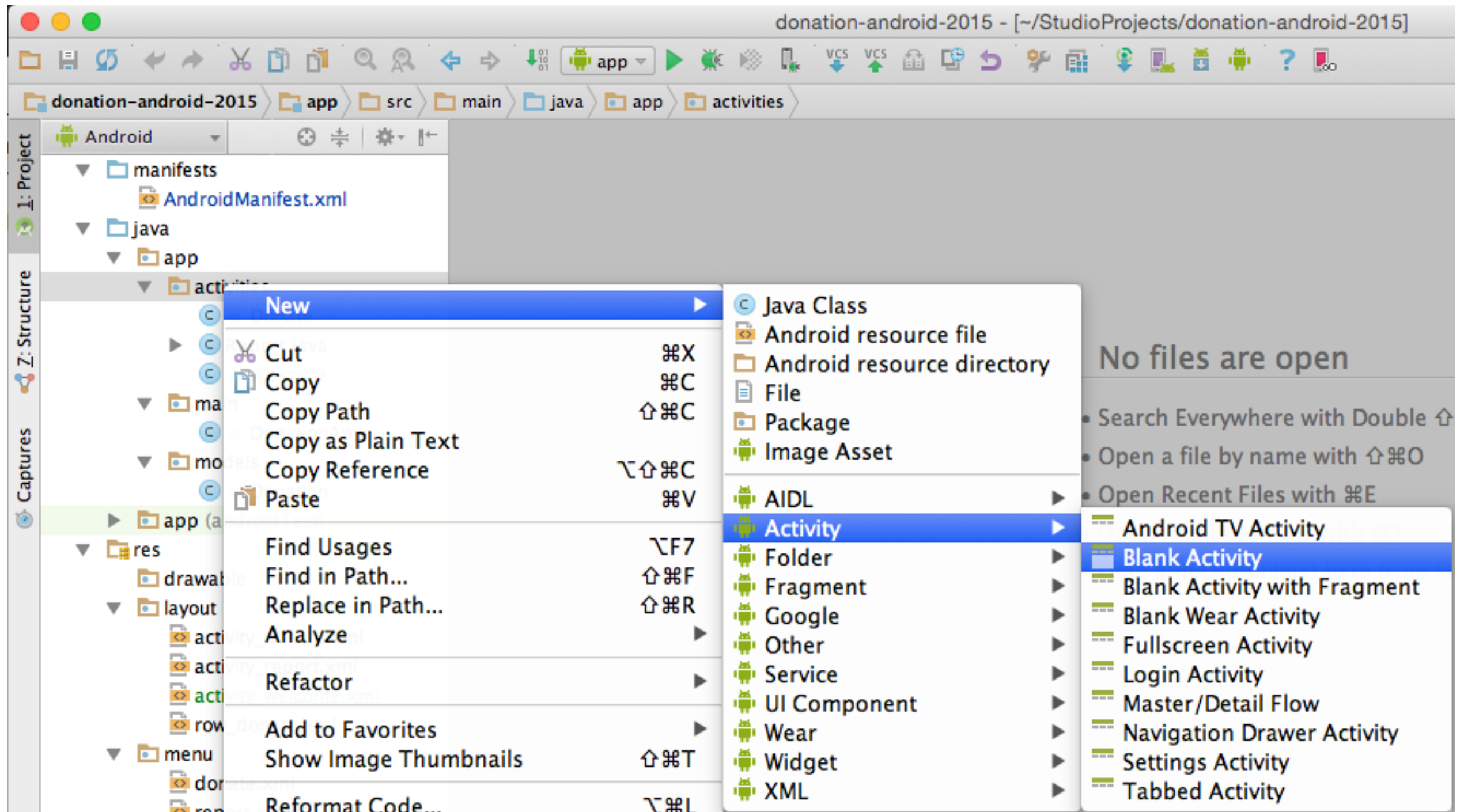
- Introduce a Signup Activity, which should present the user with:
  - First Name
  - Last Name
  - Email
  - Password
  - + 'Register' button.
- Pressing Register should take you directly to "Donate" activity



The screenshot shows a mobile app interface for a 'Signup' activity. At the top, there is a dark header bar with a green Android robot icon and the text 'Signup'. Below the header, the main content area has a title 'Sign up for the Donation App' and a subtitle 'Enter details below'. There are four text input fields stacked vertically, each with a label above it: 'First name', 'Last Name', 'Email', and 'Password'. The 'First name' field has a blue underline, while the others have grey underlines. At the bottom of the form, there is a grey rectangular button with the text 'Register' in black.





# Exercise 5 Solution




# Exercise 5 Solution

New Android Activity

 Customize the Activity 

Creates a new blank activity with an action bar.

  
Blank Activity



Activity Name:

Layout Name:

Title:

Menu Resource Name:

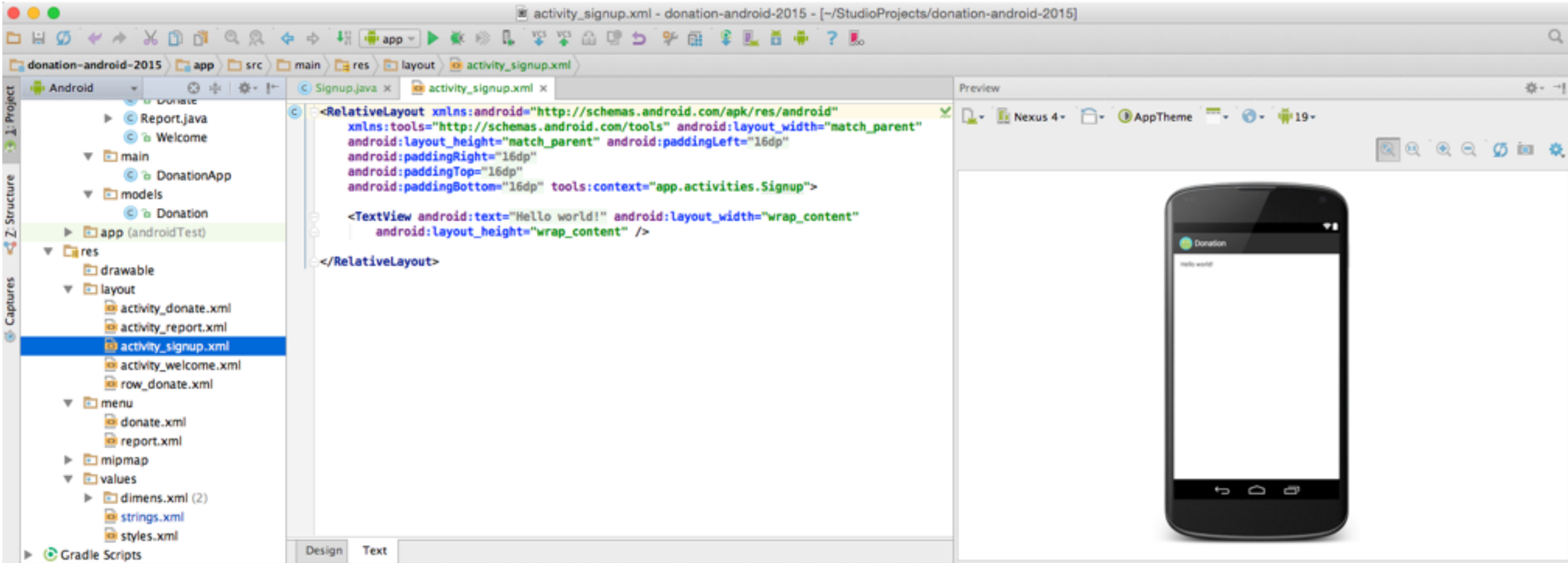
☐ Launcher Activity

Hierarchical Parent:   

Package name:

The name of the resource file to create for the menu items

# Exercise 5 Solution



# Exercise 5 Solution

---

- Remove redundant wizard-generated nodes from AndroidManifest.xml

```
} <android:uses-permission  
|   android:name="android.permission.WRITE_EXTERNAL_STORAGE"  
|   android:maxSdkVersion="18" />  
} <android:uses-permission android:name="android.permission.READ_PHONE_STATE" />  
} <android:uses-permission  
|   android:name="android.permission.READ_EXTERNAL_STORAGE"  
|   android:maxSdkVersion="18" />
```

# Exercise 5 Solution

Add a hint (placeholder)

The screenshot shows the Android Studio IDE with the following components:

- Device Screen:** A preview of a mobile app titled "Donation". It features a sign-up form with the title "Sign up for the Donation App" and the instruction "Enter details below". The form includes input fields for "First name", "Last Name", "Email", and "Password", followed by a "register" button.
- Component Tree:** A hierarchical view of the app's UI components. It shows a `RelativeLayout` containing several `TextView` and `EditText` widgets. The `firstName (EditText)` widget is currently selected.
- Properties:** A panel showing the properties of the selected `firstName (EditText)` widget. The `hint` property is highlighted, and its value is set to `@string/signupFirstname`.
- XML String Resource:** A callout box at the bottom left displays the XML string resource: `<string name="signupFirstname">First name</string>`.
- Callout:** A callout box at the bottom right, labeled "Add hint in Properties", has an arrow pointing to the `hint` property in the Properties panel.

# Exercise 5 Solution

## strings.xml

```
<string name="title_activity_signup">Signup</string>
<string name="signupTitle">Sign up for the Donation App</string>
<string name="signupSubtitle">Enter details below</string>
<string name="signupFirstname">First name</string>
<string name="signupLastName">Last Name</string>
<string name="signupEmail">Email</string>
<string name="signupPassword">Password</string>
<string name="signupRegister">Register</string>
```

```
public class Signup extends Activity
{
    @Override
    protected void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_signup);
    }

    public void registerPressed (View view)
    {
        startActivity (new Intent(this, Welcome.class));
    }
}
```

```
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingBottom="@dimen/activity_vertical_margin"
    android:paddingLeft="@dimen/activity_horizontal_margin"
    android:paddingRight="@dimen/activity_horizontal_margin"
    android:paddingTop="@dimen/activity_vertical_margin"
    tools:context=".Signup" >
```

```
<TextView
    android:id="@+id/signupTitle"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignParentLeft="true"
    android:layout_alignParentTop="true"
    android:layout_marginLeft="32dp"
    android:layout_marginTop="28dp"
    android:text="@string/signupTitle"
    android:textAppearance="?android:attr/textAppearanceMedium" />
```

```
<TextView
    android:id="@+id/signupSubtitle"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignLeft="@+id/signupTitle"
    android:layout_below="@+id/signupTitle"
    android:layout_marginLeft="55dp"
    android:layout_marginTop="30dp"
    android:text="@string/signupSubtitle"
    android:textAppearance="?android:attr/textAppearanceSmall" />
```

```
<EditText
    android:id="@+id/firstName"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignParentLeft="true"
    android:layout_alignParentRight="true"
    android:layout_below="@+id/signupSubtitle"
    android:layout_marginTop="40dp"
    android:ems="10"
    android:hint="@string/signupFirstname"
    android:inputType="textPersonName" />
```

```
<requestFocus />
```

```
<EditText
    android:id="@+id/lastName"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignLeft="@+id/firstName"
    android:layout_alignParentRight="true"
    android:layout_below="@+id/firstName"
    android:ems="10"
    android:hint="@string/signupLastName"
    android:inputType="textPersonName" />
```

```
</EditText>
```

```
<EditText
    android:id="@+id/Email"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignLeft="@+id/lastName"
    android:layout_alignParentRight="true"
    android:layout_below="@+id/lastName"
    android:ems="10"
    android:hint="@string/signupEmail"
    android:inputType="textEmailAddress" />
```

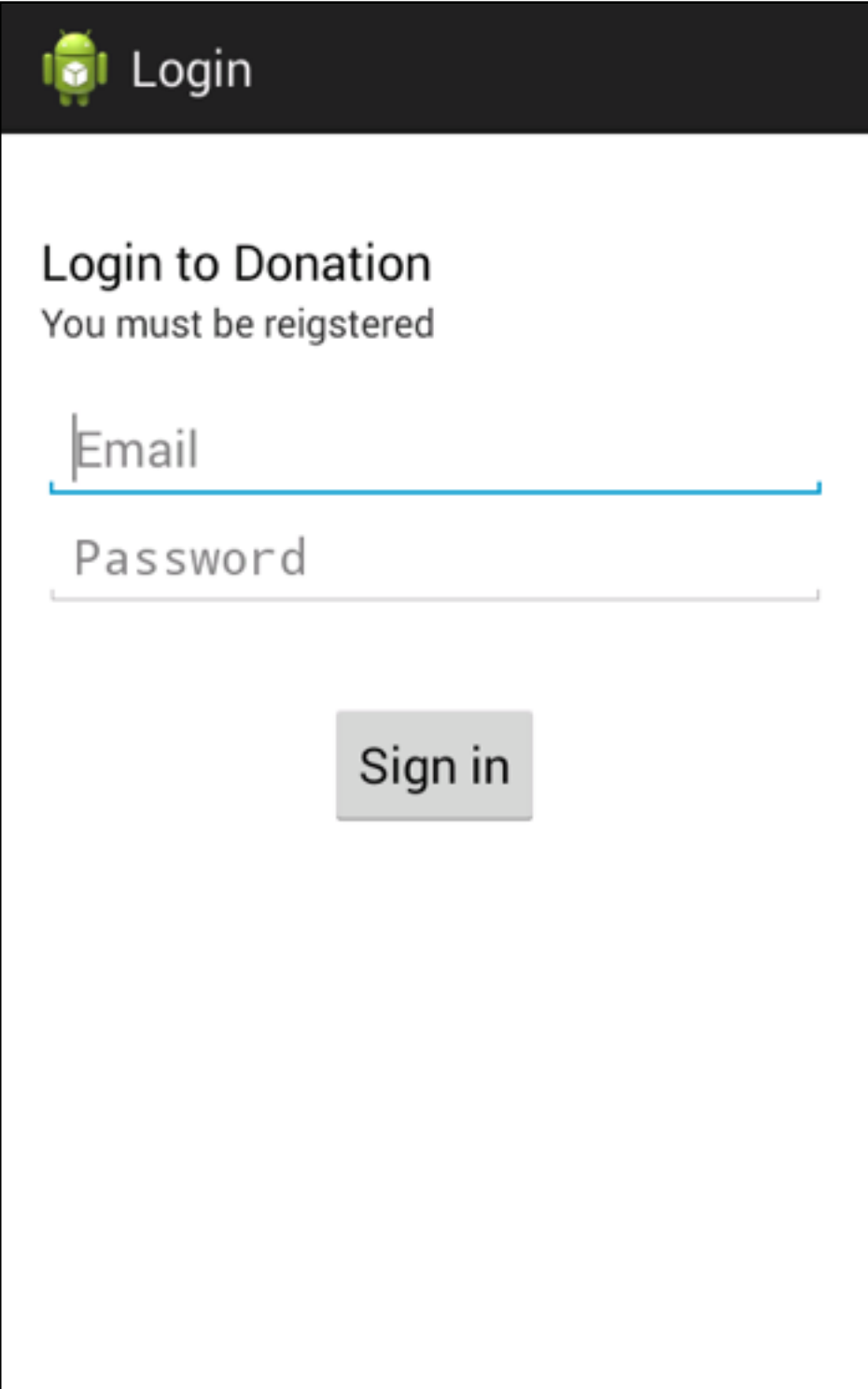
```
<EditText
    android:id="@+id/Password"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignLeft="@+id/Email"
    android:layout_alignParentRight="true"
    android:layout_below="@+id/Email"
    android:ems="10"
    android:hint="@string/signupPassword"
    android:inputType="textPassword" />
```

```
<Button
    android:id="@+id/register"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignLeft="@+id/Password"
    android:layout_alignParentRight="true"
    android:layout_below="@+id/Password"
    android:ems="10"
    android:hint="@string/signupRegister"
    android:inputType="textPersonName" />
```

## activity\_signup.xml

# Exercise 6

- Introduce a Login activity, which should just look for
  - email
  - password
  - + a 'Sign in' button
- Pressing Login should take you directly to "Donate" activity.



The image shows a mobile app interface for a login screen. At the top, there is a dark header bar with a green Android robot icon and the word "Login" in white. Below the header, the main content area has a title "Login to Donation" and a subtitle "You must be reigstered". There are two input fields: "Email" with a blue underline and "Password" with a grey underline. Below the input fields is a grey button labeled "Sign in".



# Exercise 6 Solution

```
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingBottom="@dimen/activity_vertical_margin"
    android:paddingLeft="@dimen/activity_horizontal_margin"
    android:paddingRight="@dimen/activity_horizontal_margin"
    android:paddingTop="@dimen/activity_vertical_margin"
    tools:context=".Login" >

    <TextView
        android:id="@+id/loginTitle"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignParentLeft="true"
        android:layout_alignParentRight="true"
        android:layout_alignParentTop="true"
        android:layout_marginTop="18dp"
        android:text="@string/loginTitle"
        android:textAppearance="?android:attr/textAppearanceMedium" />

    <TextView
        android:id="@+id/loginSubtitle"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignLeft="@+id/loginTitle"
        android:layout_alignParentRight="true"
        android:layout_below="@+id/loginTitle"
        android:text="@string/loginSubtitle"
        android:textAppearance="?android:attr/textAppearanceSmall" />

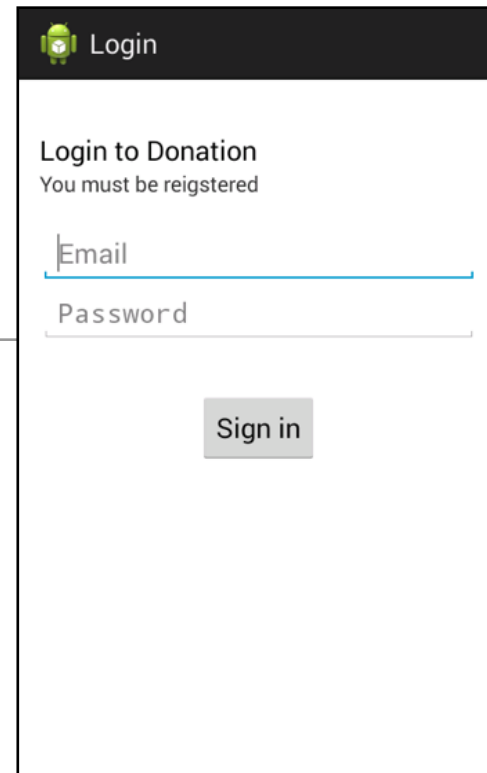
    <EditText
        android:id="@+id/loginEmail"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignLeft="@+id/loginSubtitle"
        android:layout_alignRight="@+id/loginSubtitle"
        android:layout_below="@+id/loginSubtitle"
        android:layout_marginTop="17dp"
        android:ems="10"
        android:hint="@string/loginEmail"
        android:inputType="textEmailAddress" >

        <requestFocus />
    </EditText>

    <EditText
        android:id="@+id/loginPassword"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignLeft="@+id/loginEmail"
        android:layout_alignRight="@+id/loginEmail"
        android:layout_below="@+id/loginEmail"
        android:ems="10"
        android:hint="@string/loginPassword"
        android:inputType="textPassword" />

    <Button
        android:id="@+id/login"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_centerHorizontal="true"
        android:layout_centerVertical="true"
        android:onClick="signinPressed"
        android:text="@string/loginSignin" />

</RelativeLayout>
```



```
public class Login extends Activity
{
    @Override
    protected void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_login);
    }

    public void signinPressed (View view)
    {
        startActivity (new Intent(this, Donate.class));
    }
}
```





## Donation App

Please give generously

☒ PayPal

☐ Direct

1000

0

1

Amount:

Donate

Total so far:

0

Settings

Report

Logout

## Exercise 7

- Bring in a new menu option - 'logout'. It should take you to the welcome screen.



## Report

3

PayPal

5

PayPal

10

PayPal

100

PayPal



Login

Sign up

Settings

Donate

Logout

# Exercise 7 Solution

strings.xml

```
<string name="menuLogout">Logout</string>
```

donate.xml

report.xml

```
<item  
  android:id="@+id/menuLogout"  
  android:orderInCategory="100"  
  android:showAsAction="never"  
  android:title="@string/menuLogout"/>
```

Donate

```
@Override  
public boolean onOptionsItemSelected(MenuItem item)  
{  
  switch (item.getItemId())  
  {  
    case R.id.menuReport : startActivity (new Intent(this, Report.class));  
                           break;  
    case R.id.menuLogout : startActivity (new Intent(this, Welcome.class));  
                           break;  
  }  
  return true;  
}
```

Report

```
@Override  
public boolean onOptionsItemSelected(MenuItem item)  
{  
  switch (item.getItemId())  
  {  
    case R.id.menuDonate : startActivity (new Intent(this, Donate.class));  
                           break;  
    case R.id.menuLogout : startActivity (new Intent(this, Welcome.class));  
                           break;  
  }  
  return true;  
}
```

# Exercise 8

---

- Introduce a 'User' into the models package to represent the user in the usual way. Maintain a list of Users in the DonationApp object. Whenever anyone registers, then create a new User object in this list.

# Exercise 8 Solution

---

```
public class User
{
    public String firstName;
    public String lastName;
    public String email;
    public String password;

    public User(String firstName, String lastName, String email, String password)
    {
        this.firstName = firstName;
        this.lastName = lastName;
        this.email = email;
        this.password = password;
    }
}
```

# Exercise 8 Solution

---

```
public class DonationApp extends Application
{
    public final int      target      = 10000;
    public int            totalDonated = 0;

    public List <User>     users       = new ArrayList<User>();
    public List <Donation> donations   = new ArrayList<Donation>();

    public void newUser(User user)
    {
        users.add(user);
    }

    //...
}
```

# Exercise 8 Solution


```
public class Signup extends Activity
{
    @Override
    protected void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_signup);
    }

    public void registerPressed (View view)
    {
        TextView firstName = (TextView) findViewById(R.id.firstName);
        TextView lastName  = (TextView) findViewById(R.id.lastName);
        TextView email     = (TextView) findViewById(R.id.Email);
        TextView password  = (TextView) findViewById(R.id.Password);

        User user = new User (firstName.getText().toString(), lastName.getText().toString(),
                               email.getText().toString(), password.getText().toString());

        DonationApp app = (DonationApp) getApplication();
        app.newUser(user);

        startActivity (new Intent(this, Welcome.class));
    }
}
```

 Signup

Sign up for the Donation App

Enter details below

First name

Last Name

Email

Password

Register

# Exercise 9

---

- Implement the Login activity, to now only let users in to Donate if they are registered (i.e. a matching email + password in the list of users maintained by DonationApp)

# Exercise 9 Solution

```
public class DonationApp extends Application
{
    public final int      target      = 10000;
    public int            totalDonated = 0;

    public List <User>     users       = new ArrayList<User>();
    public List <Donation> donations   = new ArrayList<Donation>();

    public void newUser(User user)
    {
        users.add(user);
    }

    public boolean validateUser (String email, String password)
    {
        for (User user : users)
        {
            if (user.email.equals(email) && user.password.equals(password))
            {
                return true;
            }
        }
        return false;
    }

    //...
}
```



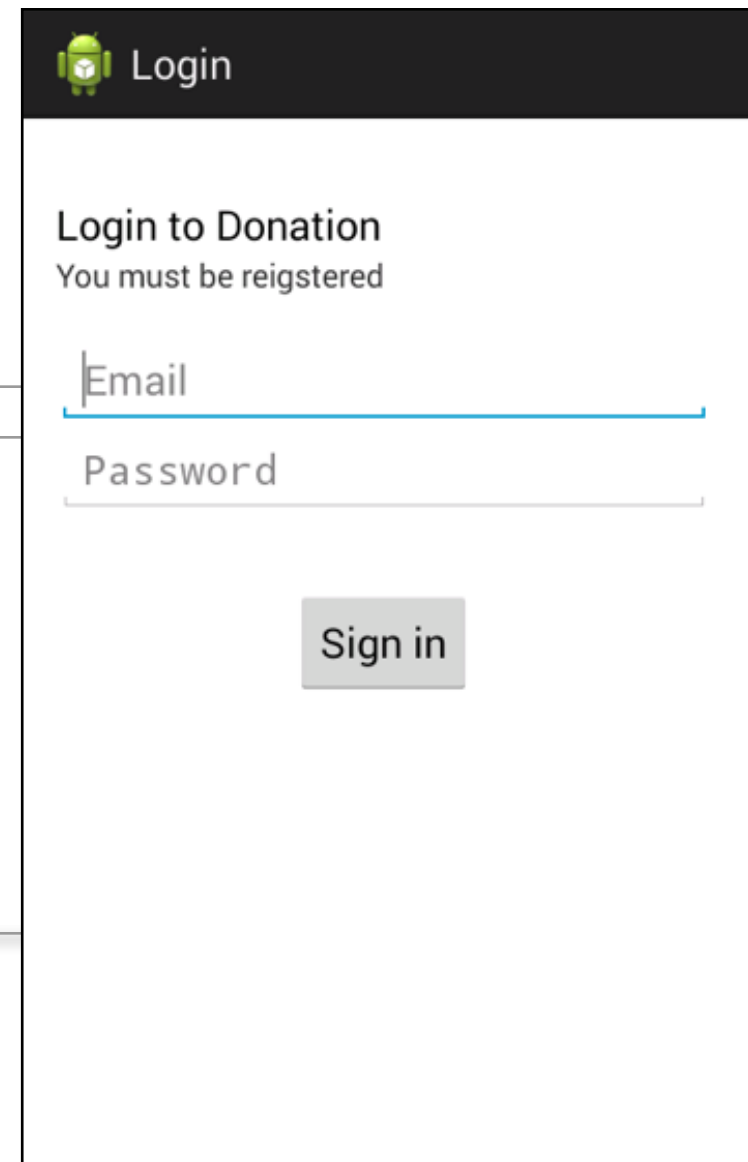
# Exercise 9 Solution

```
public class Login extends Activity
{
    @Override
    protected void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_login);
    }

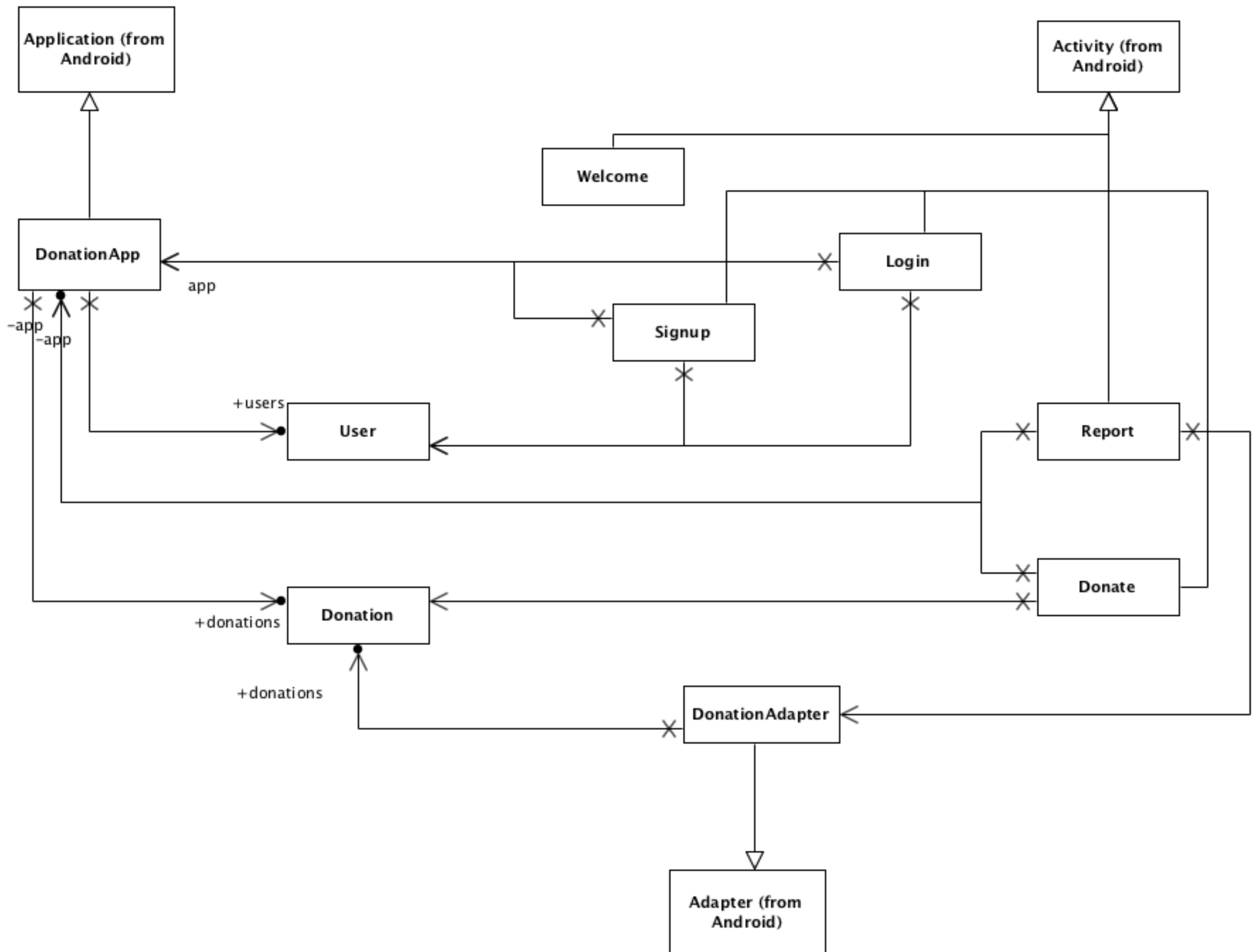
    public void signinPressed (View view)
    {
        DonationApp app = (DonationApp) getApplication();

        TextView email      = (TextView) findViewById(R.id.loginEmail);
        TextView password    = (TextView) findViewById(R.id.loginPassword);

        if (app.validateUser(email.getText().toString(), password.getText().toString()))
        {
            startActivity (new Intent(this, Donate.class));
        }
        else
        {
            Toast toast = Toast.makeText(this, "Invalid Credentials", Toast.LENGTH_SHORT);
            toast.show();
        }
    }
}
```



The screenshot shows the 'Login' screen of an Android application. At the top, there is a dark header bar with a green Android robot icon and the text 'Login'. Below the header, the main content area has a title 'Login to Donation' and a subtitle 'You must be registered'. There are two text input fields: 'Email' and 'Password'. The 'Email' field has a blue underline, and the 'Password' field has a grey underline. Below the input fields is a grey button labeled 'Sign in'.





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