Tip Calculator App



Create a TipCalculator that allows the user to enter the BillAmount via the virtual keyboard and then use the SeekBar to drag the Tip Percentage and find out what the Tip should be and the Total (Bill + Tip).

The example is a single Activity Android application with a 2 column GridLayout and multiple widgets with the appropriate listeners.

Create a TipCalculator app using the following widgets: (Some hints are included to help you)

EditText

- o inputType = number
- o columnSpan = 2

SeekBar

- The listener for the Seekbar is **OnSeekBarChangeListener**.
- The methods that need to be overriden are onProgressChanged, onStartTrackingTouch, onStopTrackingTouch.
- onProgressChanged automatically receives the progress as an int. Use the value to calculate the Tip Amount by multiplying it as a % against the bill amount.
 Use the Bill Amount plus Tip Amount to calculate the Total.
- Don't forget to update the display by using setText on the TextViews for Tip and Total.

TextView

- There are 6 TextViews
- 1 of them overlaps with the EditText to display the text when the bill amount is entered via the virtual on screen keyboard.

- o 3 are used as labels
- o 2 are used to display the tip amount and total amount

Link to starter code on github

https://github.com/esofianos/cmp430fall2018/tree/master/miniproject1_startercode

starter code is also pasted below

JAVA

```
package example.basic.com.exampletipcalculator;
import android.os.Bundle;
import android.support.v7.app.AppCompatActivity;
import android.text.Editable;
import android.text.TextWatcher;
import android.util.Log;
import android.widget.EditText;
import android.widget.SeekBar;
import android.widget.TextView;
import java.text.NumberFormat;
public class MainActivity extends AppCompatActivity implements TextWatcher,
SeekBar.OnSeekBarChangeListener{
 //declare your variables for the widgets
 private EditText editTextBillAmount;
 private TextView textViewBillAmount;
 //declare the variables for the calculations
 private double billAmount = 0.0;
 private double percent = .15;
 //set the number formats to be used for the $ amounts , and % amounts
 private static final NumberFormat currencyFormat =
      NumberFormat.getCurrencyInstance();
 private static final NumberFormat percentFormat =
      NumberFormat.getPercentInstance();
 @Override
 protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
```

setContentView(R.layout.activity_main);

```
//add Listeners to Widgets
    editTextBillAmount = (EditText)findViewById(R.id.editText BillAmount);//uncomment this line
    editTextBillAmount.addTextChangedListener((TextWatcher) this);//uncomment this line
    textViewBillAmount = (TextView)findViewByld(R.id.textView_BillAmount);
 }
 @Override
 public void beforeTextChanged(CharSequence charSequence, int i, int i1, int i2) {
 }
 Note: int i, int i1, and int i2
      represent start, before, count respectively
      The charSequence is converted to a String and parsed to a double for you
 @Override
 public void onTextChanged(CharSequence charSequence, int i, int i1, int i2) {
    Log.d("MainActivity", "inside onTextChanged method: charSequence= "+charSequence);
    //surround risky calculations with try catch (what if billAmount is 0?
    //charSequence is converted to a String and parsed to a double for you
    billAmount = Double.parseDouble(charSequence.toString()) / 100; Log.d("MainActivity", "Bill
Amount = "+billAmount);
    //setText on the textView
    textViewBillAmount.setText(currencyFormat.format(billAmount));
    //perform tip and total calculation and update UI by calling calculate
    calculate();//uncomment this line
 }
 @Override
 public void afterTextChanged(Editable editable) {
 }
 @Override
 public void onProgressChanged(SeekBar seekBar, int progress, boolean b) {
    percent = progress / 100; //calculate percent based on seeker value
    calculate();
 }
```

@Override

}

public void onStartTrackingTouch(SeekBar seekBar) {

```
@Override
 public void onStopTrackingTouch(SeekBar seekBar) {
 }
 // calculate and display tip and total amounts
 private void calculate() {
    Log.d("MainActivity", "inside calculate method");
    //uncomment below
    // format percent and display in percentTextView
   textViewPercent.setText(percentFormat.format(percent));
   // calculate the tip and total
    double tip = billAmount * percent;
   //use the tip example to do the same for the Total
    // display tip and total formatted as currency
    //user currencyFormat instead of percentFormat to set the textViewTip
   // tipTextView.setText(currencyFormat.format(tip));
    //use the tip example to do the same for the Total
 }
}
XML
<?xml version="1.0" encoding="utf-8"?>
<GridLayout xmlns:android="http://schemas.android.com/apk/res/android"
 xmlns:app="http://schemas.android.com/apk/res-auto"
 xmlns:tools="http://schemas.android.com/tools"
 android:layout_width="match_parent"
 android:layout height="match parent"
 tools:context="example.basic.com.exampletipcalculator.MainActivity">
```

```
<EditText
   android:id="@+id/editText_BillAmount"
   android:layout_width="wrap_content"
   android:layout_height="wrap_content"
   android:layout_column="0"
   android:layout_columnSpan="2"
   android:layout_row="0"
   android:ems="10"
   android:inputType="number"
   android:maxLength="6"
   android:padding="@dimen/padding_textView_default"</pre>
```

```
android:textStyle="bold" />
 <TextView
   android:id="@+id/textView_BillAmount"
   android:layout_width="wrap_content"
   android:layout_height="wrap_content"
   android:layout_column="0"
   android:layout_columnSpan="2"
   android:layout_gravity="fill_horizontal"
   android:layout_row="0"
   android:background="@color/backgroundBillAmount"
   android:hint="@string/textView_billAmountHint"
   android:labelFor="@+id/editText_BillAmount"
   android:padding="@dimen/padding_textView_default"
   android:textAppearance="@style/Base.TextAppearance.AppCompat.Medium"
   android:textStyle="bold" />
</GridLayout>
```