CS478: Software Development for Mobile Platforms

Project #1

Due time: 9:00 pm on 2/8/2016
Submit using Blackboard web site
Total points: 60
Instructor: Ugo Buy

TAs: Kunal Khona and Md Abu Nasr Bikas

Design and implement an app implementing the following functionality. The app contains a text editor window and a button. When the user opens the app, the text editor window is initially empty. The user then types some text. Embedded in the text could be a phone number in the following format "(xxx) yyy-zzzz" or "(xxx)yyy-zzzz". (Both formats must be supportd by your app.) When the text (possibly containing a phone number) is complete, the user will press the button. Now your app will look for a phone number embedded in the text typed by the user. If a phone number conforming to one of the above formats is found, your app will open a new activity for composing a message to that phone number. (You can reuse a predefined activity for composing messages contained in your emulator for the second activity.) The first activity should be resumed automatically when the user closes the compose-message activity. When this activity is resumed, the text typed by user is deleted, and the message "Returning from Compose Message..." must be displayed instead.

If, however, the text initially typed by the user in the first activity does not contain any phone numbers, no action is taken.

Implementation notes. For this project use an Nexus 5 device running the KitKat (API 19 that you downloaded for the Homework 1). You are not required to provide backward compatibility with previous Android versions.

You must work alone on this project. Submit the entire Studio project as a zip archive using the submission link in the assignment's page on Blackboard. No late submissions will be accepted.