

Week 5 Homework

Saving Data on Android

For this homework, you have to build upon your project from the last week.   
Add a login screen to your app which will have fields for username and password, and a “Login” button.

You don’t have to actually store users anywhere, just add some basic validation to the fields. For example, a username can’t be only one letter and the password has to be at least 4 letters long.

When you are successfully logged-in, store a boolean value into shared prefs that the user is logged-in. Next time you open the app you should proceed to the main screen if you’re logged in, otherwise, you should be redirected to the login screen. When on the main screen, display a list of movies/shows/books (whatever your app from the previous week was about).

You need to create a Room database and Data Access Object (Dao) which has methods for storing and retrieving data.

Add a button somewhere in the app to enable the logout feature. Logging out means changing the “is the user logged in” flag in SharedPreferences to false.

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# Grading criteria

**Your app must have**:

* A login screen with username and password fields and a button
* An option to log out somewhere in the app
* Saved information whether you are logged in or not in shared prefs
* Room database set up
* Method for saving data into Room database and a method for reading data from the database
* all of the criteria from previous homeworks still apply as well (regarding extracting strings and dimensions into their respective files…)
* if your app support landscape orientation(it’s not mandatory), make sure that your layout doesn’t break when you rotate the phone

**Extra credit ideas**:

* Add the ability to load profile image from the phone’s storage
* Add methods for deleting and updating data in the database
* Create a Repository which will get the data for your screen
* Writing code in a clean way
* You can always get creative with RecyclerView