

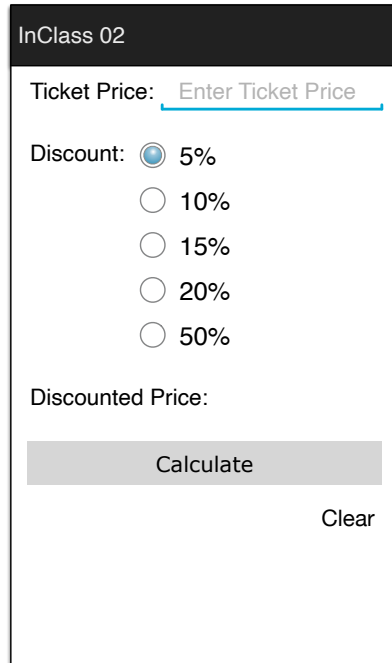
Mobile Application Development
In Class Assignment 2

Basic Instructions:

1. In every file submitted you MUST place the following comments:
 - a. Assignment #.
 - b. File Name.
 - c. Full name of the student.
2. Each group is required to submit the assignment on Canvas.
3. If included in the assignment, download the support files and use them in the assignment.
4. **Submit Codes:**
 - a. Zip all the project folder to be submitted on canvas.
5. Submission details:
 - a. The file name is very important and should follow the following format:
Group#_InClass02.zip
 - b. You should submit the assignment through Canvas: Submit the zip file.
6. **Failure to follow the above instructions will result in point deductions.**

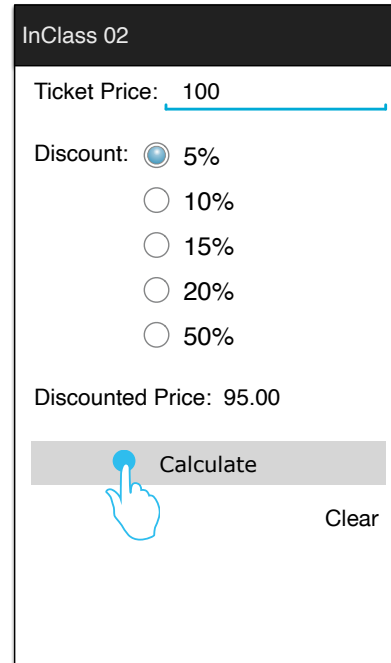
In Class Assignment 2 (100 Points)

In this assignment you will build your first Android application. You will get familiar with some common Android components. You will build a discount calculator application.



The initial screen of the application, titled "InClass 02", features a "Ticket Price:" label followed by an input field containing the placeholder text "Enter Ticket Price". Below this is a "Discount:" label with a radio button group containing five options: 5% (selected), 10%, 15%, 20%, and 50%. At the bottom, there is a "Discounted Price:" label, a "Calculate" button, and a "Clear" button.

(a) Initial Screen



The screen after a calculation, still titled "InClass 02". The "Ticket Price:" input field now contains the value "100". The "Discount:" radio button group remains the same with 5% selected. The "Discounted Price:" label now displays "95.00". The "Calculate" button is highlighted with a blue hand icon, indicating it was just clicked. The "Clear" button remains at the bottom right.

(b) Discount Calculation

Figure 1, Application User Interface (Part 1)

Part 1 (100 Points):

The interface should be created to match the user interface presented in Figure 1. You will be using layout files, and strings.xml to create the user interface. To build the UI, please follow the following tasks:

1. The string values used for all the labels used in this application and should not be hardwired in the layout file.
2. Use the "Hint" attribute to set the "Enter Ticket Price" grayed out hint in the EditText of the input field for the ticket price.
3. The radio group provides selection of discounts 5%, 10%, 15%, 20% and 50%.
4. Clicking on the "Calculate" button:
 - a. If the ticket price is empty or is not a valid number you should show a Toast message indicating that the number should be a valid positive number.
 - b. If the ticket price is entered correctly, the discounted price should be calculated based on the selected discount percentage, and the result should be shown in front of the "Discounted Price" as shown in Figure 1(b). The result should be formatted to 2 decimal places.
5. Clicking the "Clear" button should clear the form and bring it back to the initial state shown in Figure 1(a).