Spike Plan: Fragments

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1 Context

There is a requirement for the UI elements that we create to be re-ordered in different device orientations. This can be made easy by the use of Fragments which are given in the android API.

2 Gap

Since this is a new API, an example needs to be created that can communicate with other UI elements. It also needs to be able to handle orientation changes from the user.

3 Goals/Deliverables

An example fragment that can:

- Be interacted with and change some other child UI element.

- Be encapsulated in a layout so that it can handle UI changes on the fly.

- Take in input from the final application to execute some code on some given data.

4 Dates

- Planned start date:

  - 5$^{\text{th}}$ April 2014

- `Deadline:`

  - 6$^{\text{th}}$ April 2014

5 Planning notes

Fragments are similar to Activities in the android framework, but are slightly different in that they require being *inside* an Activity. This means that they keep the ability to execute arb. code in the sense of methods, but can also be defined in a layout in xml.

To keep this useful for the current sprint:

- Should be able to be pulled forward as a simple filter later on.

  - If not being an entire filter, should be at least be a base for one.

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