



Session 2: Android App Fundamentals

Assignment

ACADGILD

Session 2:Android App Fundamentals

Assignment – Implement the UI for a credit card application.

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ANDROID

1. Introduction

This assignment will test your skills on android app creation & designing learnt in the class.

2. Objective

This assignment will help you to master the following concepts:

- android studio
- linear design

3. Prerequisites

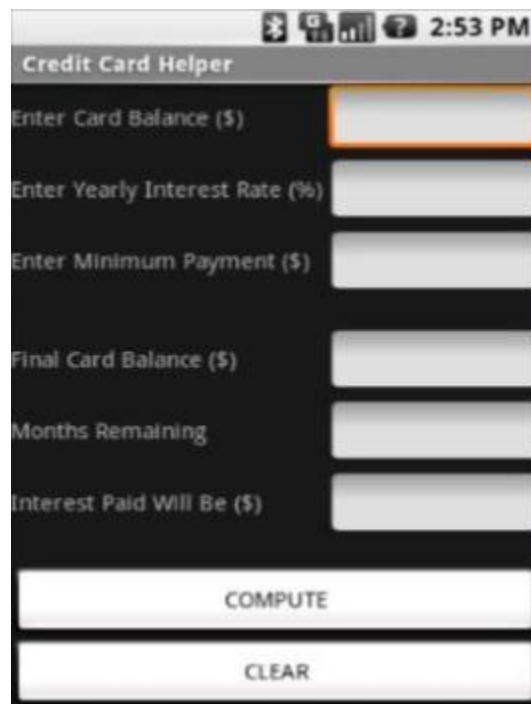
Not applicable.

4. Associated Data Files

Not applicable.

5. Problem Statement

You need to implement the UI for a Credit Card application that will help people with their credit card debt. Your application is to look exactly like the following:



The screenshot shows the 'Credit Card Helper' app interface. It features a title bar with the app name and a status bar at the top showing the time as 2:53 PM. The main content area contains six input fields with labels: 'Enter Card Balance (\$)', 'Enter Yearly Interest Rate (%)', 'Enter Minimum Payment (\$)', 'Final Card Balance (\$)', 'Months Remaining', and 'Interest Paid Will Be (\$)'. The first input field is highlighted with an orange border. At the bottom of the screen, there are two buttons: 'COMPUTE' and 'CLEAR'.

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6. Expected Output

Each and every row & column should be equally spaced by weight property.

7. Approximate Time to Complete Task

45 mins