COMP-304 Mobile Apps Development

Hands-on Test Form Preview

You will be asked to write an Android Application that will have two activities.

- The **UI** includes the use of:
 - 1. UI elements, such as TextView, EditText, Button, RadioButton, CheckBox, ImageView, ListView, Menu, Spinner, etc.
 - 2. Event Handling (Handling user input)
- **Drawing** using Canvas class in second activity.
 - 1. Drawing text and various shapes such as lines, ovals, and rectangles based on the user selection in the first activity.
- Defining **resources**, such as strings, styles, etc., in XML.
 - 1. Using of strings.xml, dimens.xml, color.xml, styles.xml files.

Practice the event handling for the UI elements listed above. Practice various combinations of using the UI elements on an activity and handling the user interaction with various elements. Practice sending information to the second activity. Practice drawing simple shapes.



apply plugin: 'com.android.application'
android {

```
compileSdkVersion 27
    defaultConfig {
        applicationId
"com.example.inika.ilianikamidtermtestfall2
018"
        minSdkVersion 23
        targetSdkVersion 27
        versionCode 1
        versionName "1.0"
        testInstrumentationRunner
"android.support.test.runner.AndroidJUnitRu
nner"
    buildTypes {
        release {
            minifyEnabled false
            proquardFiles
getDefaultProguardFile('proguard-
android.txt'), 'proguard-rules.pro'
}
dependencies {
    implementation fileTree (dir: 'libs',
include: ['*.jar'])
    implementation
'com.android.support:appcompat-v7:27.1.1'
    implementation
'com.android.support.constraint:constraint-
layout:1.0.2'
    testImplementation 'junit:junit:4.12'
    androidTestImplementation
'com.android.support.test:runner:1.0.1'
```

```
androidTestImplementation
'com.android.support.test.espresso:espresso
-core:3.0.1'
}
```