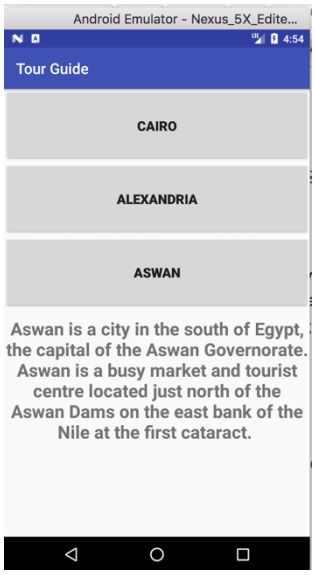
CSE 437 Lab Assignment 2: Building a Simple UI

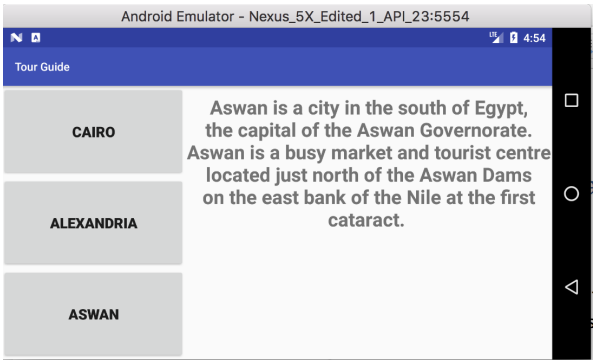
Introduction

In this lab, you create two layouts for a Tour Guide application: the first layout for the portrait orientation and the second one for the landscape orientation. You will also learn how to use qualifiers, text views, buttons and how to save the state on orientation change.

Instructions:

Create the following layouts for a Tour guide application. When a user clicks on a button, the text should display some information about that City name that was clicked. Make sure each layout works in the correct orientation based on the current orientation of the device. When users change the orientation, the layout should change to adjust to the new orientation. Use "savedInstanceState" method to preserve the state of the text when the orientation changes.





You may use the following text from Wikipedia

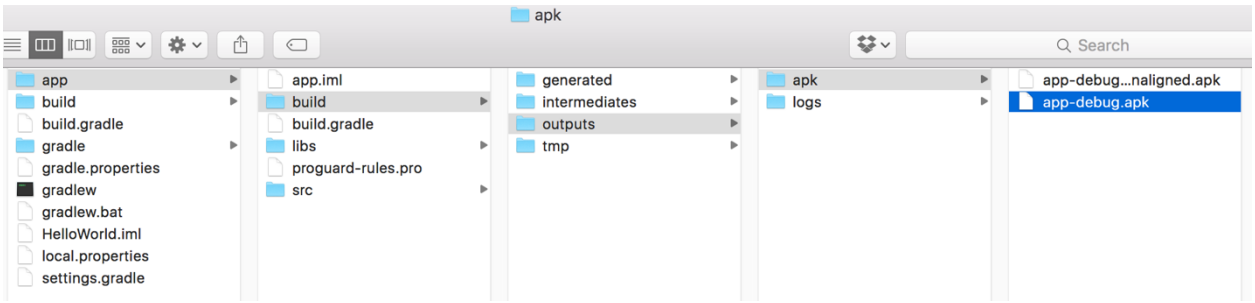
"Cairo is the capital and largest city of Egypt. The city's metropolitan area is the largest in the Middle East and the Arab world, and the 15th-largest in the world, and is associated with ancient Egypt, as the famous Giza pyramid complex and the ancient city of Memphis are located in its geographical area. "

"Alexandria is the second largest city and a major economic centre in Egypt, extending about 32 km (20 mi) along the coast of the Mediterranean Sea in the north central part of the country."

"Aswan is a city in the south of Egypt, the capital of the Aswan Governorate. Aswan is a busy market and tourist centre located just north of the Aswan Dams on the east bank of the Nile at the first cataract.

Submission Instructions

1. Open a "Windows Explorer" window (Finder on Mac) and navigate to the project source code location



2. Copy the app-debug.apk file to your desktop. Rename the file to <lastname_firstname_lab02.apk> and send it to **pete.ragheb@gmail.com with the subject line: CSE437_Lab2**

3. Print a hard copy of the activity_main.xml files and the java file(s). Write your name and class number on the paper and submit it to the lab instructor.

4. Demonstrate your app on a real device and show it to the lab instructor during the lab time for marking and feedback.

5. Keep a copy of the project workspace for your record. The lab instructor might ask you to submit it during the marking process.