EGCO428 Mobile Programming

– Assignment 1 (10%) –
Due on Tuesday 13th November 2018 by 9:00am

Instruction
- This is an individual assignment.
- Any types of copying or cheating is ZERO tolerance. Both parties, who is copying and who is being copied, will get ZERO mark in their assignments.
- No late submission. Any submission after due date will not be accepted for marking.
- Your package name must be **"com.egco428.a1xxxx"**. (xxxx is your last 4 digit of your student id) **10 marks deduction** if student does not set the package name following this format.
- Please submit your project by compress your project folder as a zip file and name this zip file with your package name. You can upload the zip file to the google classroom.

In this assignment, student must create an assigned mobile application based on Android platform **(API 24)** and deploy to your mobile device if possible. The detail of this mobile application is described below.

1. (5 marks) This application contains 3 main pages: (1) Main page, (2) "New Fortune Cookies" page and (3) "Add/Delete Fortune Cookies Message" page. The design must be the same as the given pages below. You can see from the URL: https://mockingbot.in/app/d3b25f60243bf0b42b8a1de139b3af20b558f7fc for more details.
   - There will be 2 marks deduction for each missing/misplacing UI components.
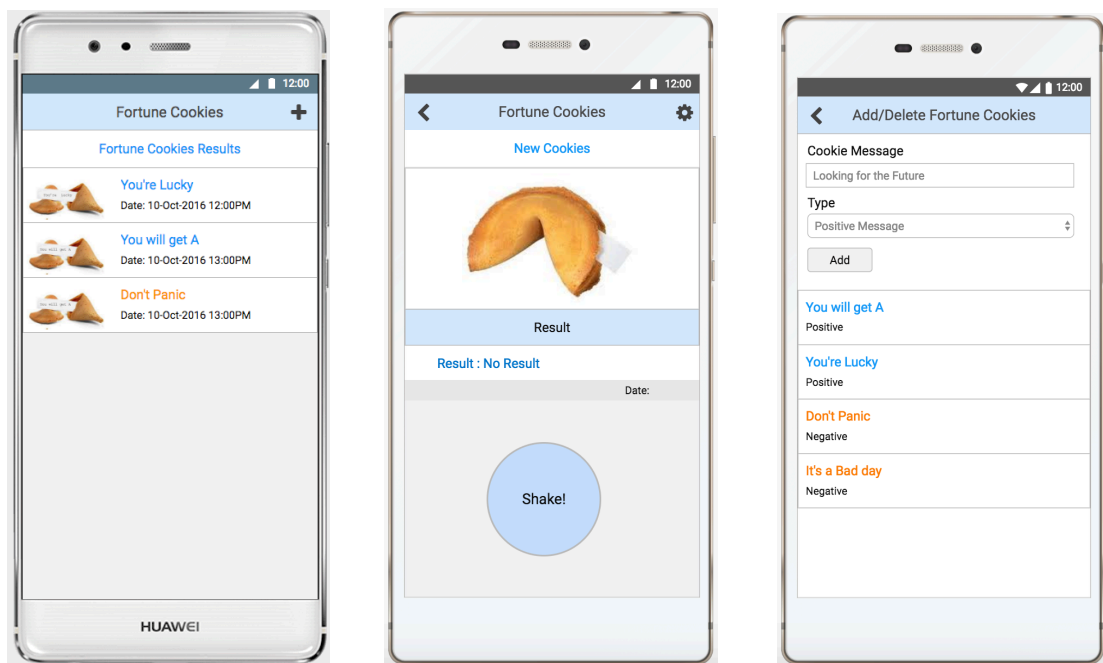
Main Page   New Fortune Cookies Page   Add/Delete Fortune Cookies Message Page

Figure 1

2.   (15 marks) At "**New Fortune Cookie**" page, the mobile application must load the fortune cookie messages from SQLite database.
   (1)   At the beginning, the Cookies image shows the "closed cookies" image. When user shakes mobile device and there will be a Toast message "Waiting"
   (2)   After randomly selecting message from database, the cookies image will turn to be "open cookies" image with a fortune cookies message as a result.
   (3)   When the user presses "Save" button, the new record of fortune cookies result will be added to the ArrayList of FortuneCookies model and also update the List View on the Main page. The user will return to the Main page automatically and the new record will show up on the List View.
   (4)   In the ListView section of the Main page, the fortune cookies message with the positive meaning must be set as the blue color message while the message with negative meaning must be the orange color message. Under each message in the ListView, the timestamp must be shown on the right-hand side of the screen.
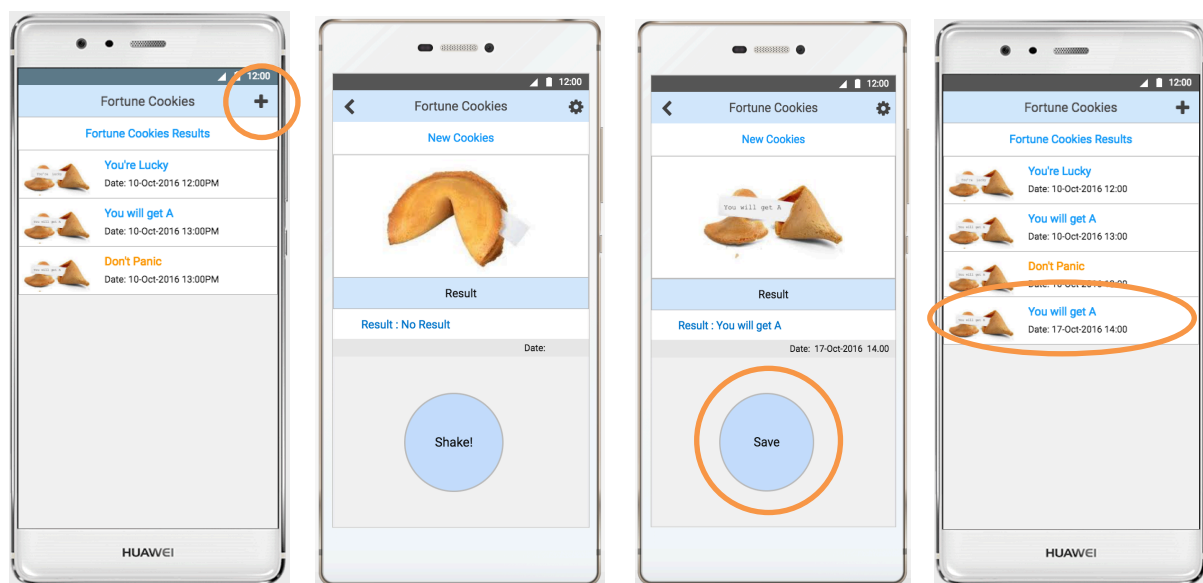

Figure 2

3.   (15 marks) At "**Main**" page
   (1)   When this application loaded at the first time, there are the messages showing in the List View as show in the figure 2.
   (2)   When the user touches at "+" button, it will go to "New Fortune Cookie" page.
   (3)   When the user touches at one of the rows in the List View, that record will be deleted from the List View.
   (4)   When the selected row was deleting, the application must show the animation that makes the row fading and gone.
   (5)   The fortune cookies message for the positive meaning must be set in blue color and the message for negative meaning must be set in orange color as shown in figure 3.
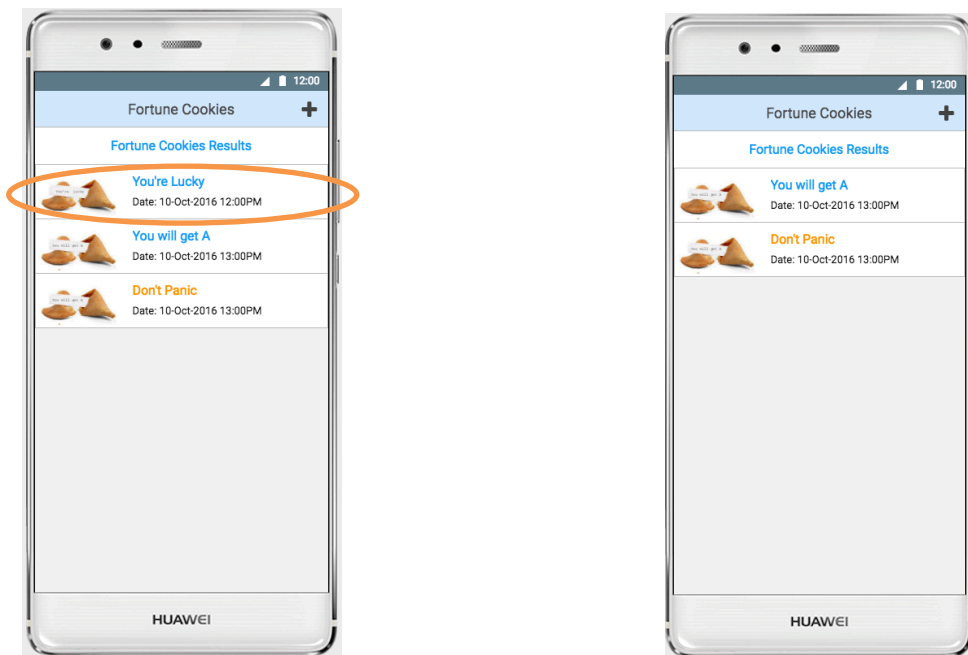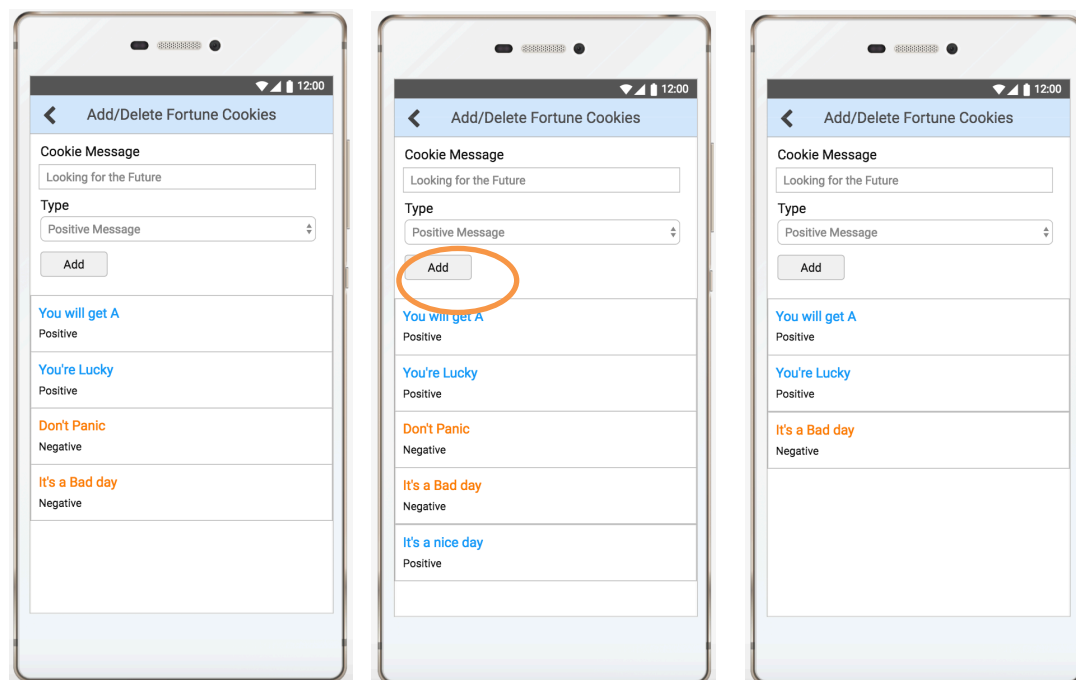
Figure 3

4. (15 marks) At "**Add/Delete Fortune Cookies Messages**" page, user can add or delete "fortune cookies messages" as shown in figure 4

   (1) **Add a new message:** user can fill the message and type of the message (positive or negative message) and then click "Add" button to add the message to the List view and SQLite database.

   (2) **Delete a message:** When the user touches at the row in the List view, the row will be deleted from the List view and SQLite database.

   (3) If the type of the message is positive then the color of the message will be blue and if the type of the message is negative then the color of the message will be orange.

Add   Delete

Figure 4