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| **Mod-4: Activity(1-11)** | **Start: 10:30 am** | **Stop: 12:35 pm** |
| * Checkboxes allow the user to select one or more options from a set. Typically, you should present each checkbox option in a vertical list. * To create each checkbox option, create a CheckBox in your layout. Because a set of checkbox options allows the user to select multiple items, each checkbox is managed separately and you must register a click listener for each one. * When the user selects a checkbox, the CheckBox object receives an on-click event. * A Preference that displays a list of entries as a dialog. * This preference will store a string into the SharedPreferences. This string will be the value from the array. * An Android app crashes whenever there’s an unexpected exit caused by an unhandled exception or signal. * An app that is written using Java crashes if it throws an unhandled exception, represented by the Throwable class. * An app that is written using native-code languages crashes if there’s an unhandled signal, such as SIGSEGV, during its execution. | | |

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| **Activity(12-20)** | **Start: 2:40 pm** | **Stop: 6:00 pm** |
| * Settings allow users to change the functionality and behavior of an application. * Settings can affect background behavior, such as how often the application synchronizes data with the cloud, or they can be more wide-reaching, such as changing the contents and presentation of the user interface. * The recommended way to integrate user configurable settings into your application is to use the AndroidX Preference Library. * This library manages the user interface and interacts with storage so that you define only the individual settings that the user can configure. * The library comes with a Material theme that provides a consistent user experience across devices and OS versions. | | |

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| **Deliverable Status** |