Homework Assignment #2

Assigned Date: February 13, 2014
Due Date: submit a compressed (zip) file of the assignment's project folder, including its files and subfolders, via Blackboard by 11:59pm on February 27, 2014. There will be a penalty of 20 points per day for turning in the assignment after the due date. I will not accept your submission after March 2, 2014.

Introduction

The focus of the homework assignments is to provide you with an opportunity to apply the Mobile App Development concepts, tools, and techniques described in the text and presented in class. Your performance on the assignments also serves as an indicator of how well you understand the material. You are encouraged to study in groups; however, you should make every effort to hand in work that represents your own efforts.

Please keep in mind that software development starts with a clear understanding of what and how the software is to perform. Thus, it is your responsibility to make sure you have a clear understanding of what is expected. Once you have a clear understanding of what and how the software should perform, you should develop and test the "logic" or the algorithm. If you develop and test the algorithm first, then writing the code becomes merely a task of translation.

For *each* assignment, you must submit a compressed (zip) file of the assignment's project folder, including its files and subfolders, via the Blackboard.

Please note:

a. You are expected to exercise good programming style and practices (i.e., use TextView, EditText, and Button components where appropriate, use meaningful variable names, indentation, blank lines and blank spaces to improve readability, and comments).

b. When you create a project for an assignment, you may name it in the following manner: your *netid* followed by the assignment's number. For example: if your email address is abc@uic.edu, the project names may be AbcHwk1 for assignment #1, AbcHwk2 for assignment #2, etc. You may also name a project based on the topic of the assignment. For example, for the first assignment, which calculates mortgage payment, you may name the project (app) MortgageCalculator.

Problem Statement

Read Chapter 5 (Favorite Twitter Searches App) and test run the app. Note: if the app fails to execute due to error message at this line: preferencesEditor.apply(), you can fix it by replacing it with preferencesEditor.commit(). Test the app by entering one or more tagged searches and then click on a tagged search button to perform a Twitter search (note, at this point, you might not get any result from the Twitter search due to the deprecated Twitter's API – you do not have to worry about this issue). Trace the app's code and understand how the app works. Currently, you can delete *all* of the saved tagged searches by clicking the Clear Tags button. However, you cannot delete any particular saved tagged search. Your task for this assignment is to *modify* the Favorite Twitter Searches app so that the user can delete a particular saved tagged search. To do so, for each saved tagged search, create an additional button, a Delete button. When a user clicks the Delete button for a particular saved tagged search, the modified app should remove that tagged search from the searches file as well as from the view (Graphical User Interface).