





# TIME TO ROLL

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CS160 - User Interface and Design Development
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## **Documentation**

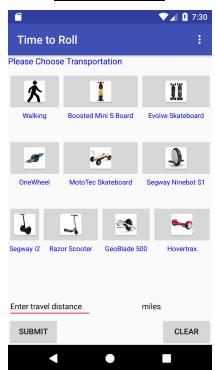
The way this mobile app works is that the user chooses a mode of transportation which is represented by a series of Android "Image Buttons," and the user enters a distance he or she would like to travel.

Then, based on the appropriate speed of that transportation type, the application will tell you how long it takes to reach the destination.

This is the video link: <a href="https://www.youtube.com/watch?v=Da95eBnP7MQ">https://www.youtube.com/watch?v=Da95eBnP7MQ</a>

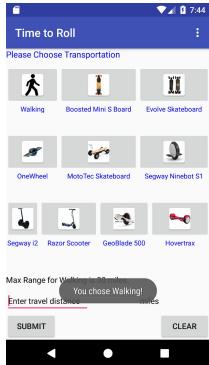
This is the Github Link: <a href="https://github.com/cs160-berkeley/prog01-fa18-ksberk">https://github.com/cs160-berkeley/prog01-fa18-ksberk</a>

#### **SCREENSHOT 1**



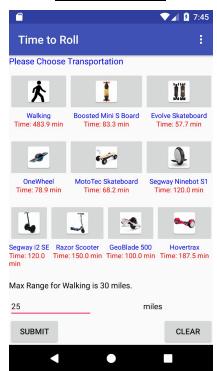
This is the first screen when the user downloads my application. The images of the different modes of transportation are displayed, along with their respective titles.





Once the user chooses a specific mode of transportation (in this case "Walking"), the application displays a Toast message saying "You chose Walking" and also displays the "Max Range for Walking" as a TextView.

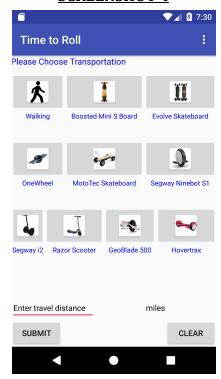
#### **SCREENSHOT 3**



Upon selecting the distance and clicking "SUBMIT", the application displays the equivalent amount of time for "Walking" as well as all the other modes of transportation.



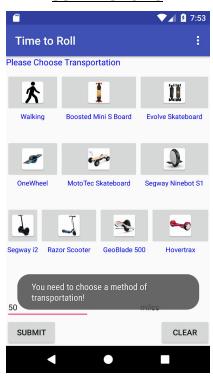
#### **SCREENSHOT 4**



The user can then hit "CLEAR" to clear the screen and repeat the process again for a different mode of transportation and/or a different distance.

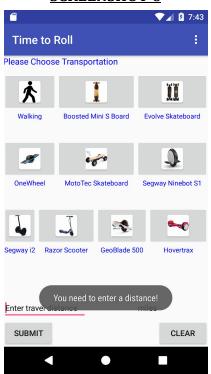
### **EXTRA FUNCTIONALITIES**

#### **SCREENSHOT 5**



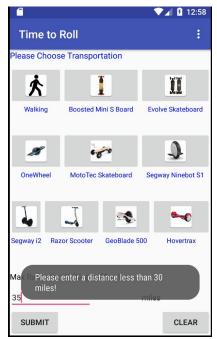
If the user attempts to enter a distance without choosing a method of transportation, then the application outputs a Toast message stating "You need to choose a method of transportation!"

#### **SCREENSHOT 6**



If the user attempts to "SUBMIT" without entering a distance, then the application prompts the user to "Enter a distance."

## **SCREENSHOT 7**



If the user attempts to enter a distance that lies outside the range of that specific mode of transportation, then the user is prompted to enter a distance that lies within the range of that transportation type.