





TIME TO ROLL

Kushal Singh
CS160 - User Interface and Design Development
Professor Paulos



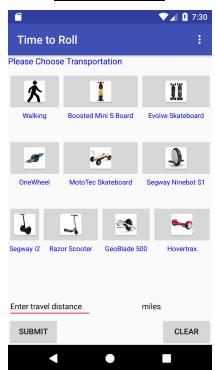




Documentation

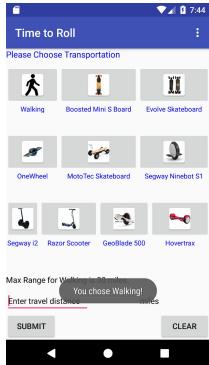
The way this mobile app works is that the user chooses a mode of transportation which is represented by a series of Android "Image Buttons," and the user enters a distance he or she would like to travel.

SCREENSHOT 1



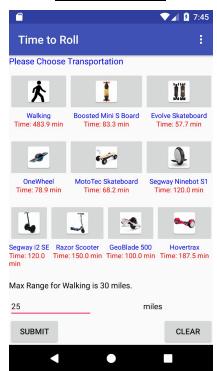
This is the first screen when the user downloads my application. The images of the different modes of transportation are displayed, along with their respective titles.





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.

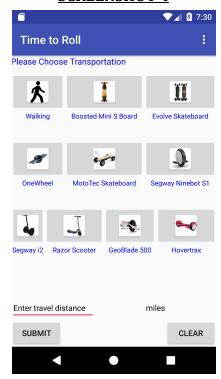
SCREENSHOT 3



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.



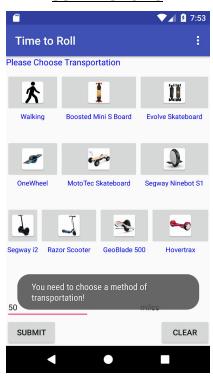
SCREENSHOT 4



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.

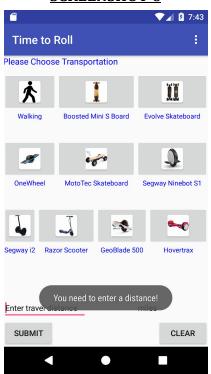
EXTRA FUNCTIONALITIES

SCREENSHOT 5



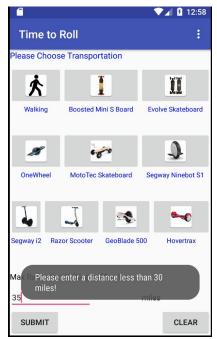
If the user attempts to enter a distance without choosing a method of transportation, then the application outputs a Toast message stating "You need to choose a method of transportation!"

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.