TASK GUIDE (B4.03)

A. Objectives.

Student will start to design the Media layout as second layout that contains a Video Player, YouTube Player, and ViewFlipper.

B. Requirements.

Hardware:
- 2 GB RAM minimum, 8 GB RAM recommended
- 2 GB of available disk space minimum, 4 GB Recommended (500 MB for IDE + 1.5 GB for Android SDK and emulator system image)
- 1280 x 800 minimum screen resolution
- Intel processor with support for Intel VT-x, Intel EM64T (Intel 64), and Execute Disable (XD) Bit functionality

Software:
- Microsoft Windows 7/8/10 (32-bit or 64-bit)
- JDK 8
- Android Studio IDE (Minimum 3.2) with AndroidX library.

C. Resources.
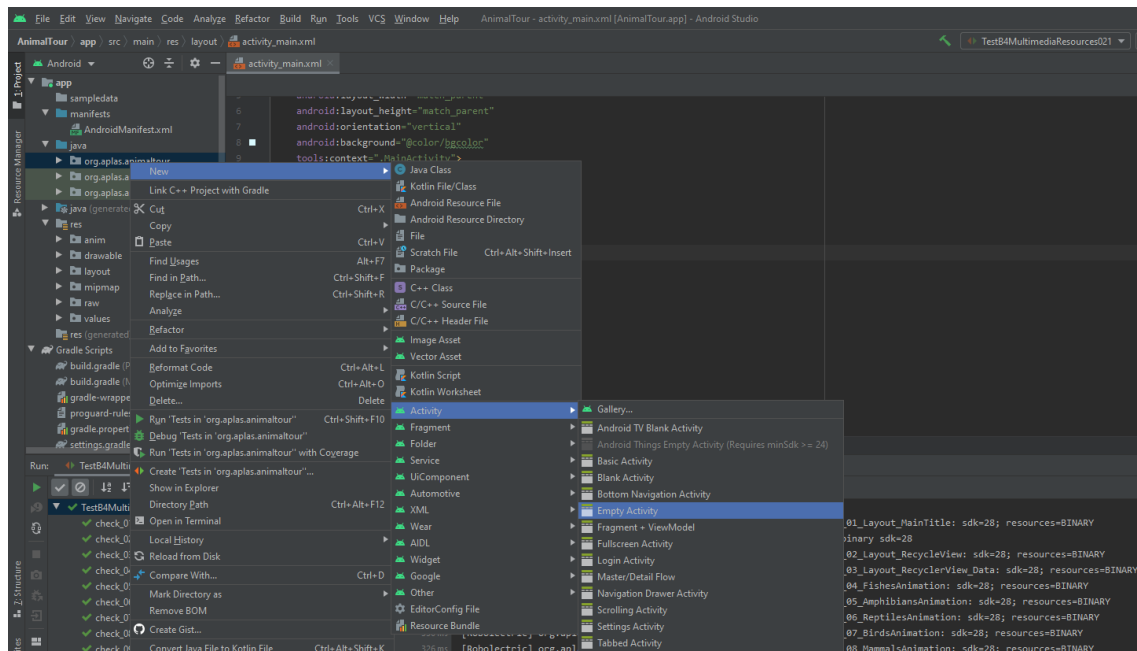
Documents:
- Guide

Supplement files:

Test code:
- TestB4MultimediaResources031.java

D. Task Description.

Student start to modify the second layout.

E. Specification.

1. Create a new Empty Activity

   With this specification:
   - Activity name   : MediaActivity
   - Generate layout file : checked
   - Layout name   : activity_media
   - Launcher activity   : uncheck
   - Language   : Java

2. Open "activity_media.xml" in layout resource folder. Change the root layout become "LinearLayout" and give id "mediaLayout" and orientation "vertical".

3. Put a text in a **TextView** as Title with this information:
   - id: "mediaTitle"
   - text: ""

   You can cover this TextView by a CardView.
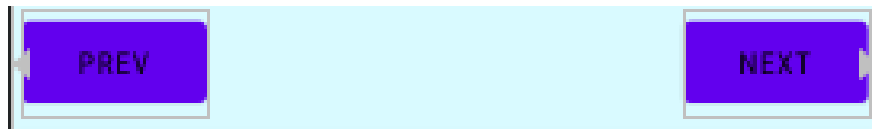
4. Add a new ViewFlipper under the title TextView using this code:

```
<ViewFlipper
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:id="@+id/mediaFlipper"
        />
```

   - id: "mediaFlipper"

5. Add 2 Buttons under the ViewFlipper with these specifications:

- A Button on left side with id 'prevButton' and text 'Prev',
- A Button on right side with id 'nextButton' and text 'Next',
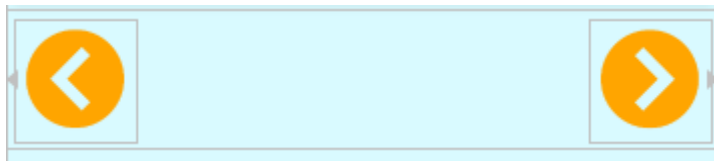

6. Add a new YouTube fragment under the Buttons using this code:

```
<fragment
    android:id="@+id/youtubeFrame"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:name="com.google.android.youtube.player.YouTubePlayerFragment">
</fragment>
```

You can cover this using CardView if necessary.

7. Add 2 ImageButtons under the YouTube fragment with these specifications:
- An ImageButton on left side with id = 'finishButton', scaleType 'fitCenter', background = '@null', src = '@drawable/icon_prev'.
- An ImageButton on left side with id = 'invertButton', scaleType 'fitCenter', background = '@null', src = '@drawable/icon_next'.

8. Add a new layout with name "layout_media.xml".
    Root element: LinearLayout with id 'mediaItem'

9. Open "layout_media.xml" and add a VideoView using this code:

```
<VideoView
        android:layout_width="match_parent"
        android:layout_height="230dp"
        android:id="@+id/videoView" />
```

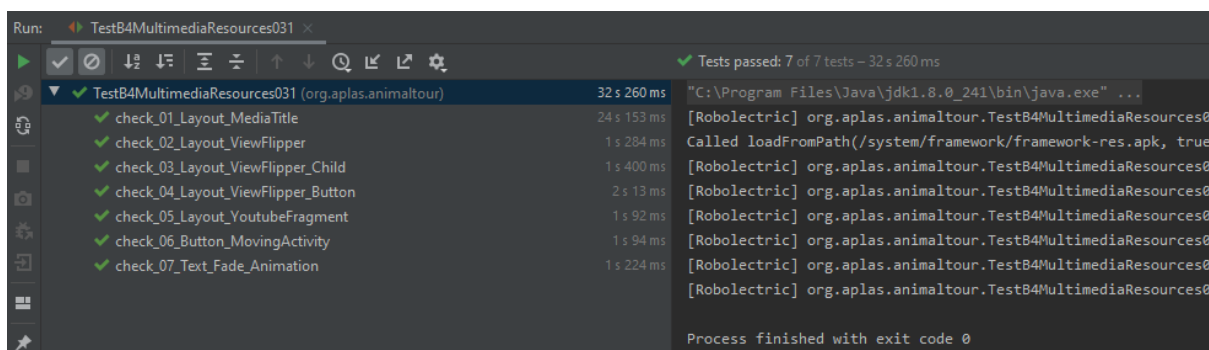You can cover this using CardView if necessary.

You can arrange these widgets for positioning with using LiniearLayout and RelativeLayout

10. Add an animation in 'anim' resource directory with name 'text_fade_in.xml'. It is to give effect on title text. Give this code:

```xml
<?xml version="1.0" encoding="UTF-8"?>
<set xmlns:android="http://schemas.android.com/apk/res/android">
    <alpha
        android:fromAlpha="0.0"
        android:toAlpha="1.0"
        android:interpolator="@android:anim/accelerate_interpolator"
        android:duration="1600"
        android:repeatCount="0" />
</set>
```

F. Testing.

1. Copy "TestB4MultimediaResources031.java" file to "org.aplas.animaltour (test)" folder.

2. Right click on the "TestB4MultimediaResources031.java" file then choose Run. It may take long time to execute.

3. Get the result of your task. If passed you will get green check like below. If the test failed, you will get orange check get the messages and you must check your work again.

You have to try until get all green checks and continue to the next task.