TASK GUIDE (B3.04)

A. Objectives.
Student will start to design the Log layout as third layout that contains TextView, RecyclerView, and Button.

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

Test code:
- TestB3MultiActivities041.java

D. Task Description.
Student start to create the third layout.

E. Specification.

1. Create a new Empty Activity with this specification:

    -   Activity name : LogActivity
    -   Generate layout file : checked
    -   Layout name : activity_log
    -   Launcher activity : uncheck
    -   Package name : org.aplas.soccermatch
    -   Language : Java

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

3. Create two new TextView at top of layout:

Type	Id	Additional value	Function
TextView	matchResultTxt	- TextStyle: bold | italic - Gravity: center	To show the match result
TextView	matchScoreTxt	- TextStyle: bold | italic - Gravity: center	To show the score of match

You can modify the style and the layout arrangement by yourself to improve the UI design. For icon you can use from drawable "icon_reload".

4. Create a new *RecyclerView* to show the match log with Id: logRcView.

```
<androidx.recyclerview.widget.RecyclerView
        android:id="@+id/logRcView"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:scrollbars="vertical"
        style="@style/CardView.Light"
        />
```

F. Testing.

1. Copy "TestB3MultiActivities041.java" file to "org.aplas.soccermatch (test)" folder.

2. Right click on the "TestB3MultiActivities041.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.

```
▼ ✔ TestB3MultiActivities041 (org.aplas.sc  9 s 137 ms    "C:\Program Files\Android\Android Studio\jre\bin\
    ✔ check_01_Contents                     9 s 137 ms    [Robolectric] org.aplas.soccermatch.TestB3MultiAc
                                                          Called loadFromPath(/system/framework/framework-r

                                                          Process finished with exit code 0
```

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

G. Result Sample.

You can modify the style and the layout arrangement of the Play activity by yourself to improve the UI design. This is the sample of result after get the styling touch.