

Lab 1
75 Points
Introduction to Android
Chapters 1-2
edu.wmich.lab1classID
Lab1classID

In our first lab of the semester we will use Android to create a simple information/entertainment app of your choosing.

Lab Parameters

Using **Case Project 2-5 on page 80** of the textbook as a starting point, create an app that uses:

- Three (3) Java Classes
- Three (3) XML layouts
- Other files (e.g., images) as needed

You do not need to follow the instructions on the Case Project to create an Address Book App. It would be better to choose whatever topic you want (within reason).

However, make sure that you include the following on each XML relative layout:

On the Main Activity

- Appropriate images for your app/theme that relate to each activity
- Buttons to go to each activity

On the Other Two (2) Activities

- Appropriate image(s) for your app/theme
- Information in separate widgets on each activity
- Button to return to the main activity (**extra item**)

Important items to note

- Follow variable and file naming conventions (e.g., MainActivity, activity_main)
- **Use Android 5.1.1 (API 22, Lollipop) as the minimum SDK on setup**
- Use appropriate string references
- Use appropriate size settings
- Use appropriate color settings
- Use appropriate image types and densities
- **Document every file that you create and/or change**
- Include your classID as appropriate
- Make sure to watch the example lab video

Deliverables

This lab (entire project folder) should be turned in as a .zip file named with your Lab number and classID. For example, if your classID was **bjones4242** (Bubba Jones), the file would be:

Lab1bjones4242.zip

Refer to the **Documentation Guide** at for guidance on comments and lab preparation.

When you are finished, make sure to upload AND submit your lab in eLearning.