Lab 4
100 Points
Tablet-O-Rama
Chapter 8
(Previous chapters needed as well.)
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Lab4classID

In our fourth lab of the semester we will create an Android Tablet app that incorporates the techniques and approaches discussed in Chapter 8. Your application will target Android 5.x (Lollipop, API 22) to create a date picker app.

This lab is a bit different than others in terms of how you may approach it. Below there are "levels" offered in terms of how difficult you determine you want to make the lab beyond the basic requirements (Level 1) in order to attempt a higher score.

Lab Parameters

We will not use any one of the Case Projects in detail for this lab. However, in addition to the sample app in the chapter, you may want to consult the Case Programming Projects at the end of the chapter, as well as view the provided videos.

Level 1 Requirements

Your horizontal tablet oriented table layout should load with information, an image, and the current time showing on the screen (via a Widget) similar to the example in Chapter8.

When the user clicks a button a **DatePickerDialog** appears that enables a user to choose a date. The current date should load in the DatePickerDialog when the app starts.

Include **radio buttons** that enable a user to select an item or service, such as selecting from different trip destinations, picking different computer configurations, various subscriptions, etc.

Once the user picks his/her date and makes an item selection, display custom output on the page that includes what they selected and a date along with other pertinent information for context.

Level 2 Requirements

In **addition to Level 1**, add a second button that opens a **different DatePickerDialog** that allows the user to choose a different date. This DatePickerDialog should start with a date at least three days after the current date.

The user should also be able to **select a different item or service via a spinner**.

Once the user picks his/her date and makes an item selection, display custom output on the page that includes what they selected and a date along with other pertinent information **without overwriting the original selection output from Level 1**.

Level 3 Requirements

Using a similar setup as in **Level 2**, add the following:
- A third button that controls the display of all output. <mark>**In other words, nothing is displayed until the user clicks this button.**</mark>
- Make sure one of the dates output is **X** number of days after a user selected date (e.g., shipping method).
- **Use additional radio buttons (or a spinner) to select options that change the number of days between events or items.** For example, one could add delivery dates according to the method selected: Postal takes 6 days, Fedex Overnight takes one day, etc. Or perhaps there are certain lengths of trips one would take (weekend, week, etc.) that would extend a return date.

<mark>Important items to note</mark>

- Follow variable and file naming conventions: self-documentation with variable names is critical
- **Use Android 5.1.1 (API 22, Lollipop) as the minimum SDK on setup**
- Use the Pixel C (preferred) or Nexus 9 (acceptable) as your tablet AVD.
- Use appropriate size settings and layouts for tablets
- Use appropriate image types and densities.
- Document every file that you create and/or change
- Include your classID as appropriate

<mark>Deliverables</mark>

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

<p style="text-align:center">Lab4bjones4242.zip</p>

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

<p style="text-align:center">When you are finished, make sure to upload
AND
submit your lab in eLearning.</p>