Li Tian’s BookStore and ChatApp

BookStore

Introduction

The project provides an activity for a book store shopping cart, with sub-activities for adding a book, viewing the details of an individual book, and checking out. The add activity just returns the book information entered, while checkout just asks for shipping and billing information and then clears the shopping cart.

Pre-requisites

- Nexus 5X AVD
- Android 5.1(Lollipop) minSdkVersion to 22

Function

a) MainActivtiy
support the ability to delete a book that is selected from the list view

b) AddBookActivity displays a screen for entering the details of a book that should be added to the shopping cart. This is invoked by an action in the main activity.

c) ViewBookActivity displays the details for a particular book. This is invoked by clicking on a book in the list view in the main activity.

d) CheckoutActivity just displays a blank screen, and allows the shopping cart to be cleared. This is invoked by an action in the main activity.

e) exiting app and restarting shows shopping cart still available

Getting Started

This sample uses the Gradle build system. To build this project, use the "gradlew build" command or use "Import Project" in Android Studio.

ChatApp

Introduction

Two apps ChatClient and ChatServer, they will speak to each other peer-to-peer using UDP sockets.

ChatServer has a single button, Next. When you press it, it waits to receive a UDP datagram packet from the network on a designated port, and appends the message in the packet to a list of messages that are displayed on the screen.

ChatClient has a message editor window and a button, Send. When you press Send, the contents of the message edit window are sent to the server.

Pre-requisites

- Nexus 5X AVD
- Android 5.1(Lollipop)

You should follow this strategy to get the client and server to talk to each other:

1. Create separate virtual devices (AVDs) for the client and server. Let's say you call these ChatClient and ChatServer, respectively.

2. In the view for the ChatClient project, lick on the "app" drop-down menu and pick "Edit Configurations": For the Device Target Option, choose Emulator and then pick ChatClient as the device to run the application on: This is to make sure that the client app runs on the ChatClient device.

3. Similarly, make sure that the server app runs on the ChatServer device.

4. Run the server and client chat apps. Assuming that you ran the server first, followed by the client, the corresponding AVDs have administrative port numbers 5554 and 5556, respectively.

5. Type these lines in a shell on the host:

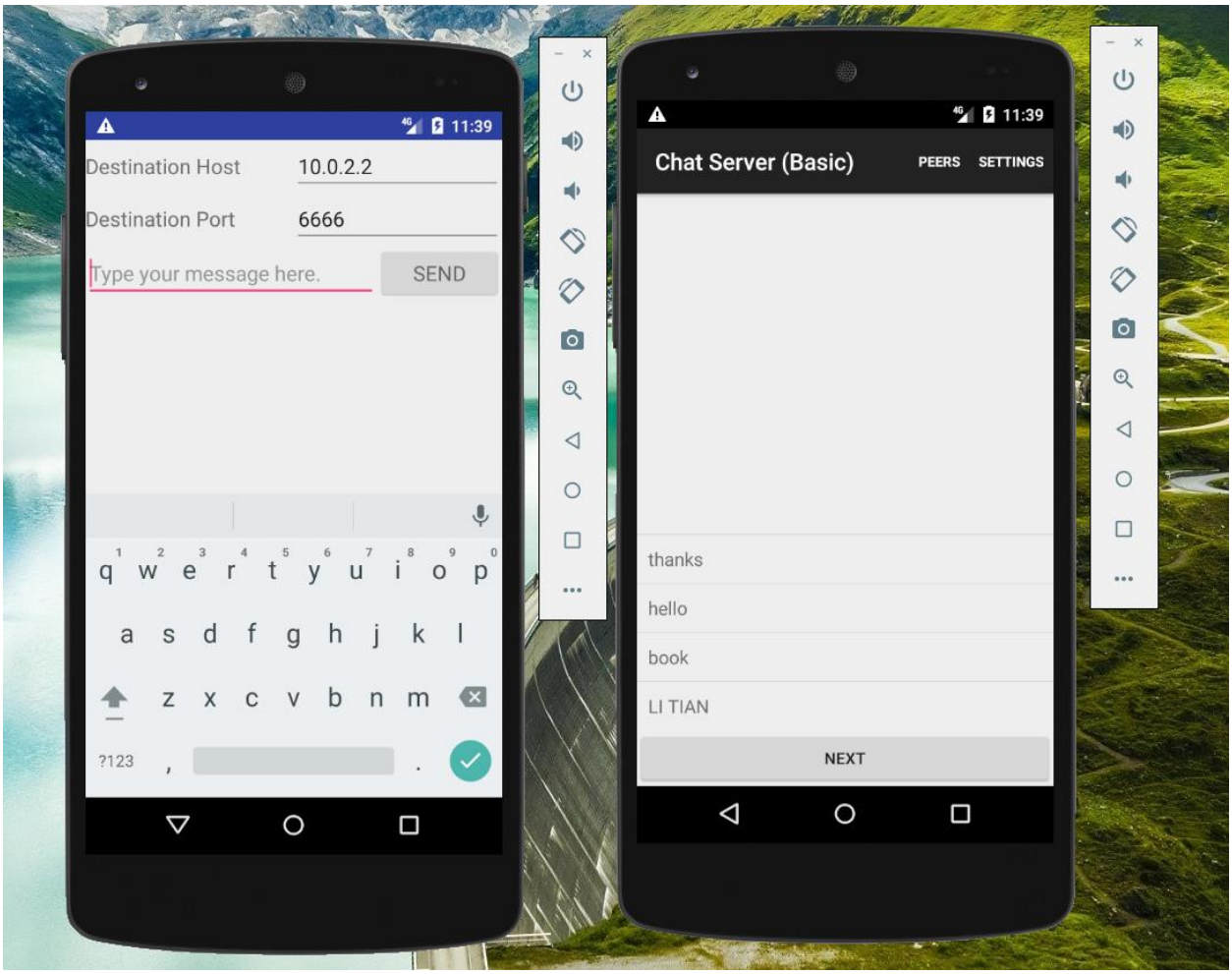
telnet localhost 5554

auth <token>

redir add udp:6666:6666

quit

Screenshots



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