

CS 522—Spring 2016
Mobile Systems and Applications
Assignment Two—Bookstore & Chat Apps

Target the Marshmallow (Android 6.0, API 23) version of the Android platform for your submission for this assignment. Test your assignment on emulated Nexus 5X devices.

Part 1: Book Store

You are given an implementation of a bookstore application for an Android device. You should complete this project and submit it. You can view the parts to be completed by looking for TODO items in the provided project. 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.



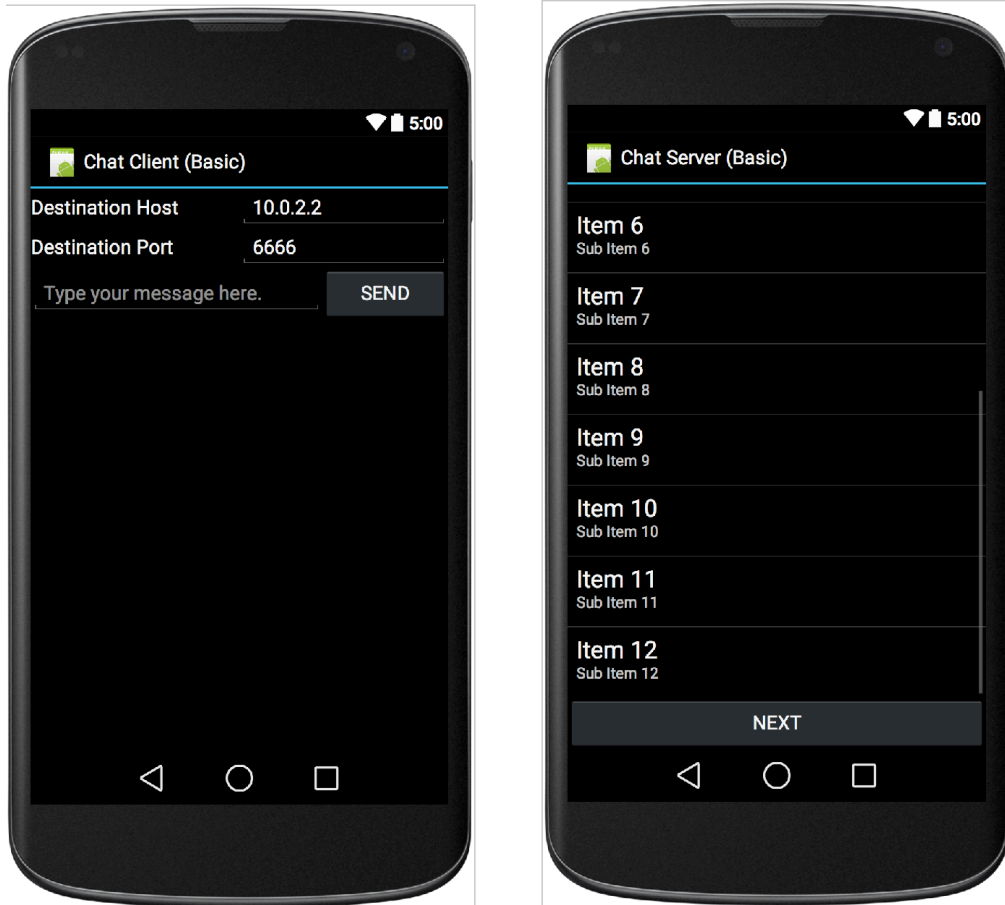
You need to add option menus for the Search, Details and Checkout activities, as well as handling the launching of sub-activities and the passing of data back and forth with intents.

The activity for viewing the details of an individual book may be launched by selecting a book from the list view in the root activity. However you should also support the ability to delete a book that is selected from the list view. There are a couple of ways to accomplish this. One way is to define a context menu for the list view (as distinct from an options menu). The context menu pops up when an item is selected, and offers the choice of viewing or deleting the selected item. Another way is to offer a contextual action bar (CAB) when a book is selected via a “long press” (at least two seconds). The CAB overrides the usual action bar while the item is selected, offering the “delete” option for the selected item. An ordinary press would then just cause the “view book” activity to be launched. Either of these choices is satisfactory. If you choose to implement contextual action mode, single-item selection is sufficient, making the two approaches largely identical in terms of functionality.

Part 2: Basic Chat App

In this second part of the assignment, you will complete two apps so that they will speak to each other peer-to-peer using UDP sockets. These apps are very simple and violate some of the design guidelines for Android apps, such as not performing network communication on the main thread. We will see later how to fix this.

You are provided with two apps. 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.

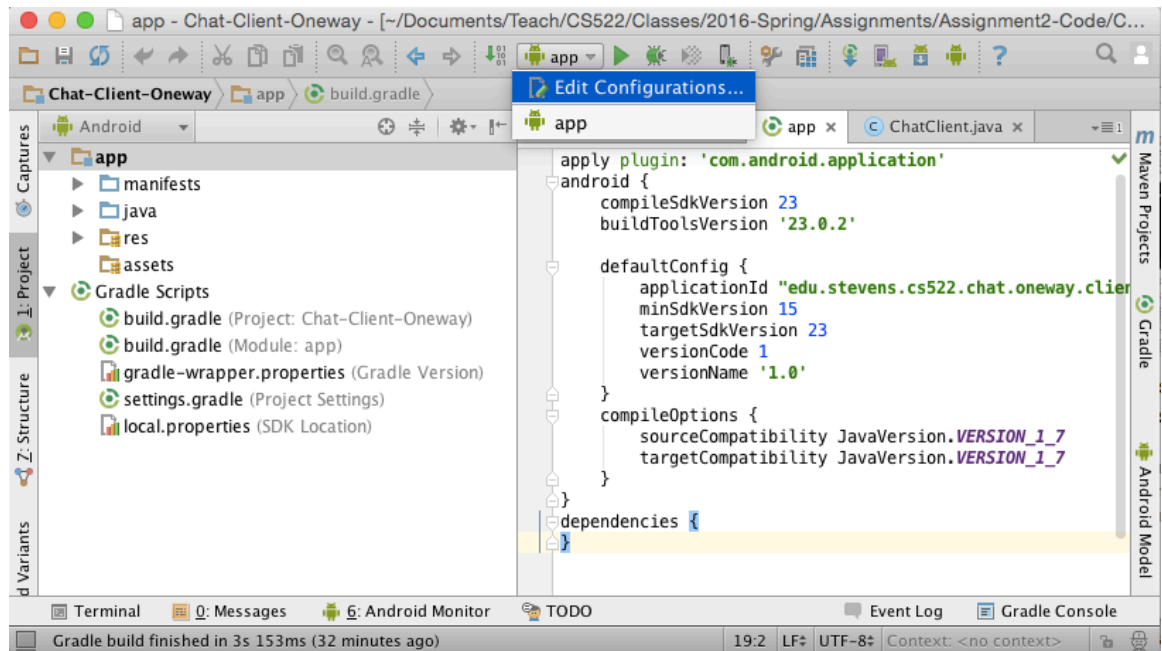


On real devices, the client and server apps are intended to communicate by broadcasting over a Bluetooth or WIFI network that they are both connected to. Since the emulator does not implement the WIFI or Bluetooth stacks, for the sake of this assignment we will just have the server bind to a server port, and the client then sends messages to that port. For machine addressing, the client will send to the loopback interface for the host machine on which both the client and server AVDs execute, and redirect messages to the server UDP port on the host machine to the corresponding port on the server AVD.

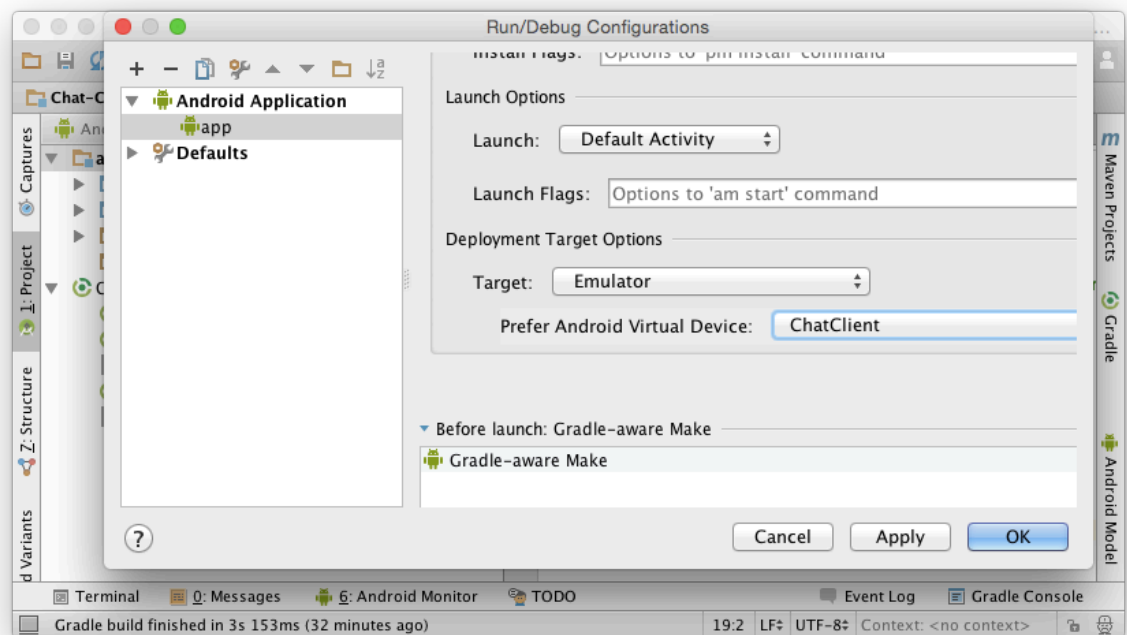
Add a parent activity to the client applications. The parent activity accepts a name for the app. The name is prepended to every message that the client sends (at the front of the message). On the server, the name is separated from each incoming requests. Currently these values are defined as static string constants in the client project.

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. The apps are not yet communicating, because they are running on their own network stacks. In particular, the server has bound to a UDP port on the server guest machine. You now need to bind that to a UDP port on the host machine upon which you're running these two AVDs. This is easy to do. Telnet to the *server* AVD administrative console, and use the `redir` command to redirect from a host machine port to the server guest port. The server binds to UDP port 6666 on its guest Ethernet interface (10.0.2.15), and the client will try to send messages to port 6666 on the host loopback interface (10.0.2.2 on the AVD, 127.0.0.1 on the host machine). Type these lines in a shell on the host:

```
telnet localhost 5554
redir add udp:6666:6666
quit
```
6. You may want to change the first port (the first 6666, the chat server port on the host machine) if you are running on a machine where another client has bound to that address. You don't need to change the second 6666 since that is the server port on the guest device.

You can find out more about network redirection here:

<http://developer.android.com/tools/devices/emulator.html#redirection>

Submitting Your Assignment

Once you have your apps working, please follow these instructions for submitting your assignment:

1. Create a zip archive file, named after you, containing a directory with your name. E.g. if your name is Humphrey Bogart, then name the directory `Humphrey_Bogart`.
2. In that directory you should provide the Android Studio projects for your Android apps.
3. Also include in the directory a report of your submission. This report should be in PDF format. Do not provide a Word document.
4. In addition, record short flash, mpeg, avi or Quicktime videos demonstrating your deployment working. Make sure that your name appears at the beginning of the video. For example, put your name in the title of the app. *Do not provide private information such as your email or cwid in the video.* Be careful of any "free" apps that you download to do the recording, there are known cases of such apps containing Trojan horses, including key loggers.

Your solution should be uploaded via the Canvas classroom. Your solution should consist of a zip archive with one folder, identified by your name. Within that folder, you should have three Android projects, for the apps you have built. You should also provide a report in the root folder, called `README.pdf`, that contains a report on your solution, as well as videos demonstrating the working of your assignments