SIT305
Pass Task 4.1:
Workout Timer APP

TR1 2021

SIT305 – Mobile application Development Workout Timer APP

Overview

This assessment task intends to provide you with experience in using Activity Instance Sate and Shared Preferences in Android mobile app programming. You are given the requirements of a *Workout timer mobile app*. Your task is to build an android app that can capture all the requirements conveyed in that description.

You will find "Topic Videos and Practical Demo Videos" of Week 4 on the unit site to be particularly useful as a reference for this task. Please also keep an eye on your email and any announcements that may be made on Cloud Deakin or Teams.

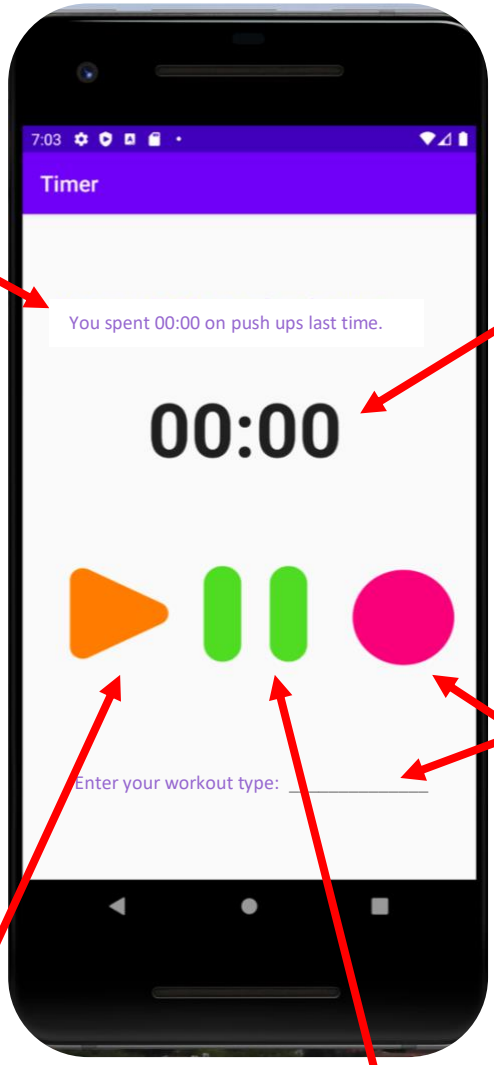
Submission Details

You must ensure that all your project files used for this task sit in a directory called "Task 4.1P". All files required to be uploaded and a link to the "Task 4.1P" directory must be submitted to OnTrack. Please make sure that I and your marking tutor have access to the folder. A link to the demo video of your app is running must be submitted by using the task submission page to OnTrack. You could submit your GitHub link. You must also submit your MainActivity java/kotlin file to Ontrack. It would be great if you could submit the screenshot of the main app screen. This is an **individual** assignment, and you should submit **by 8pm AEST, Friday, 23 April 2021, (Week 6).**

Workout Timer App

The *basic workout timer* app has a simple UI, that is designed for you to save your workouts routine in the gym, at home or outdoors and keep you on pace. You need to design the app based on the following screenshots.

When a user launches the app, the first screen is as follows.



This TextView shows your last workout hours.

A timer that records the workout.

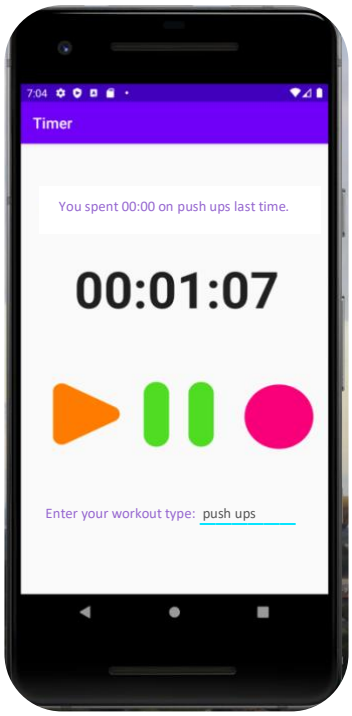
An EditText in which a user enters the workout type.

Stop button **which stops the timer and save the value of stopped timer.**

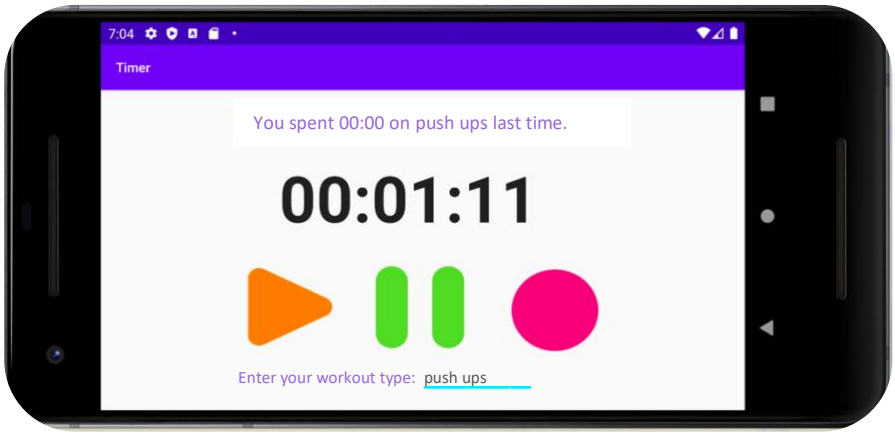
Start button **which starts the timer.**

Pause button **which pauses the timer.**

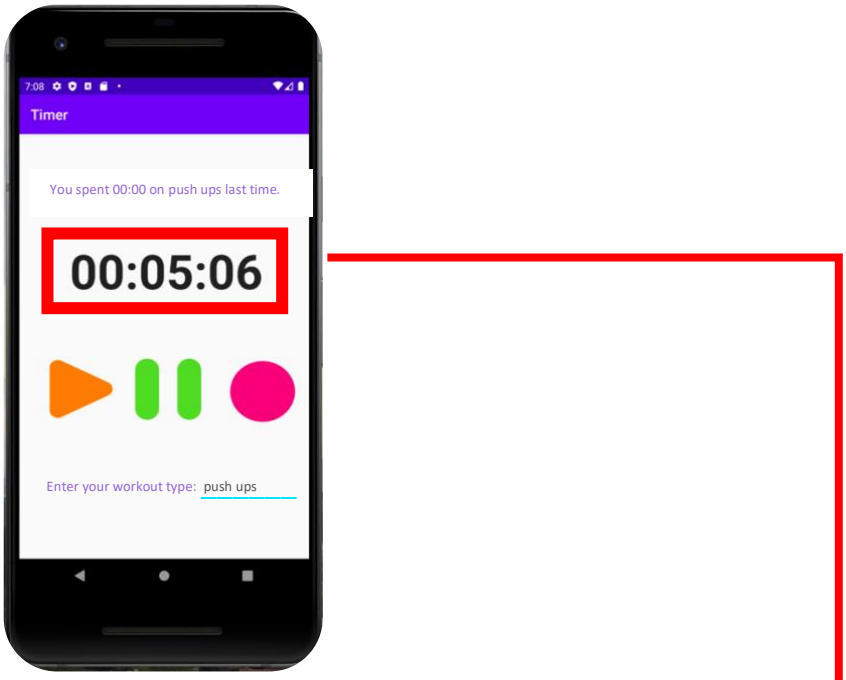
The user could start the timer by pressing the **Start button** and the timer starts counting up as shown below.



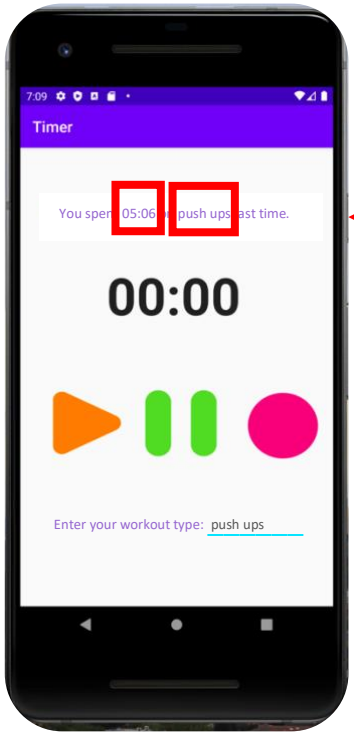
<u>After a screen rotation the timer must count from the point of rotating. So It continues to count up, even when the phone's orientation changes.</u>



When a user pushes the **Stop** button, the timer is stopped and the value of stopped timer with the workout type will be saved.



Next time, you are running the app the last workout including time and workout type should be shown on the screen as follows.



Important notes:

- You need to design with only **one** activity.
- The UI design and layout should be exactly the same as above screenshots except text font, text colour and images.