

Homework 9: Event Search Android App

1. Objectives

- Become familiar with Java, XML, Android Lifecycle and Android Studio for Android app development.
- Build a good-looking Android app.
- Learn to use the Google Maps APIs and Android SDK.
- Get familiar with third party libraries like Picasso, Glide and Volley.

2. Background

2.1 Android Studio

[Android Studio](#) is the official Integrated Development Environment (IDE) for Android application development, based on [IntelliJ IDEA](#) - a powerful Java IDE. On top of the capabilities you expect from IntelliJ, Android Studio offers:

- Flexible Gradle - based build system.
- Build variants and multiple apk file generation.
- Code templates to help you build common app features.
- Rich layout editor with support for drag and drop theme editing.
- Lint tools to catch performance, usability, version compatibility, and other problems.
- ProGuard and app-signing capabilities.
- Built-in support for Google Cloud Platform, making it easy to integrate Google Cloud Messaging and App Engine.

More information about Android Studio can be found at:

<http://developer.android.com/tools/studio/index.html>

2.2. Android

Android is a mobile operating system initially developed by Android Inc., a firm purchased by Google in 2005. Android is based upon a modified version of the Linux kernel. As of Nov 2018, Android was the number 1 mobile OS, in unit sales, surpassing iOS, while iOS was still the most profitable platform.

The Official Android home page is located at:

<http://www.android.com/>

The Official Android Developer home page is located at:

<http://developer.android.com/>

3. Prerequisites

This homework requires the use of the following components:

- Download and install [Android Studio](#). Technically, you may use any other IDE other than Android Studio such as Eclipse, but the latest SDKs may not be supported with Eclipse. We will not be providing any help on problems arising due to your choice of alternate IDEs.
- You must use the **emulator**. Everything should just work out of the box. Before you start, you need to manually **set the emulator's longitude and latitude nearby USC**. An example is shown in Figure 1.

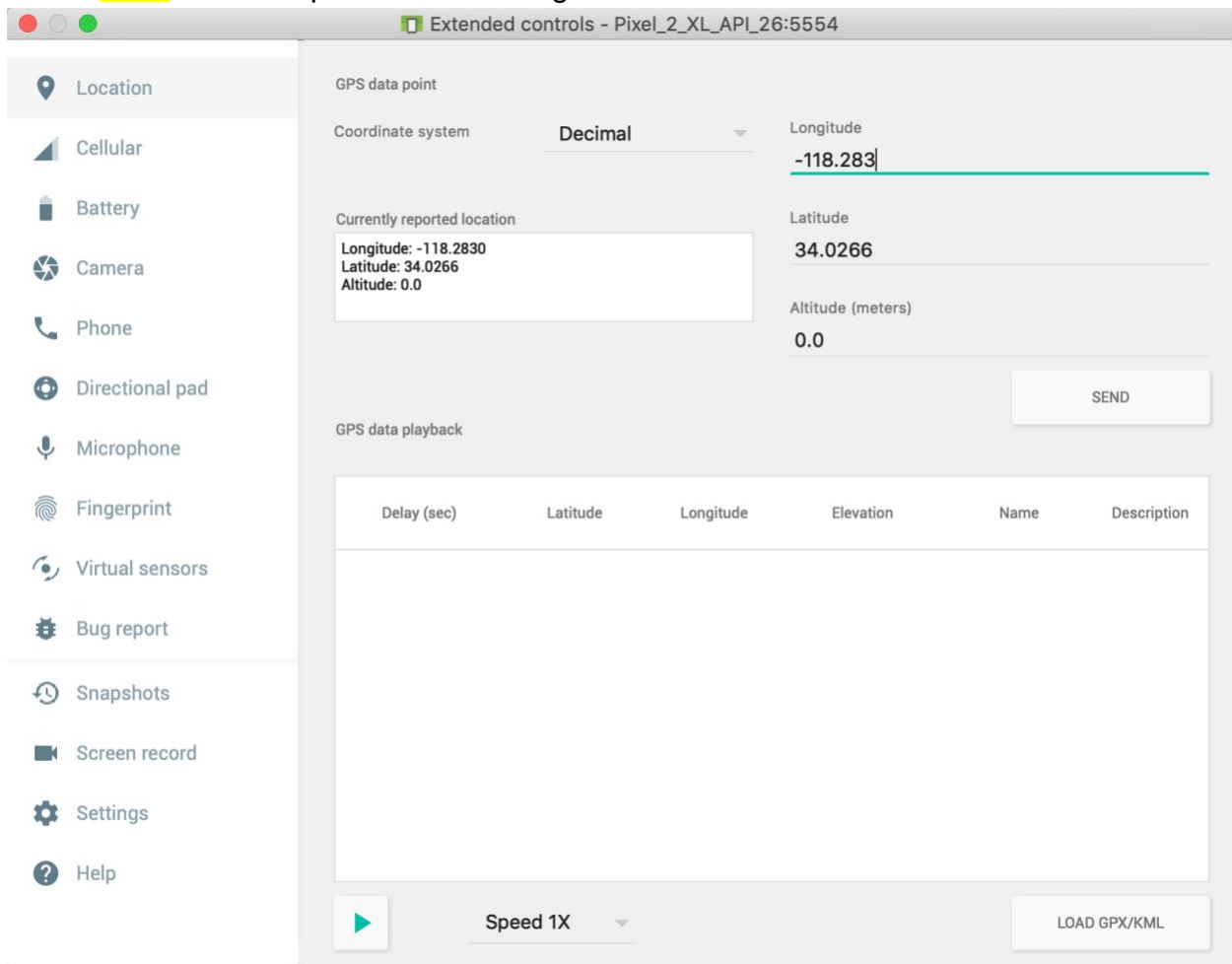


Figure 1: Location Setting of Emulator

4. High Level Design

This homework is a mobile app version of Homework 8. In this exercise, you will develop an Android application, which allows users to search for the event ticket, look at information about it, save some as favorites and post on Twitter about the event. You

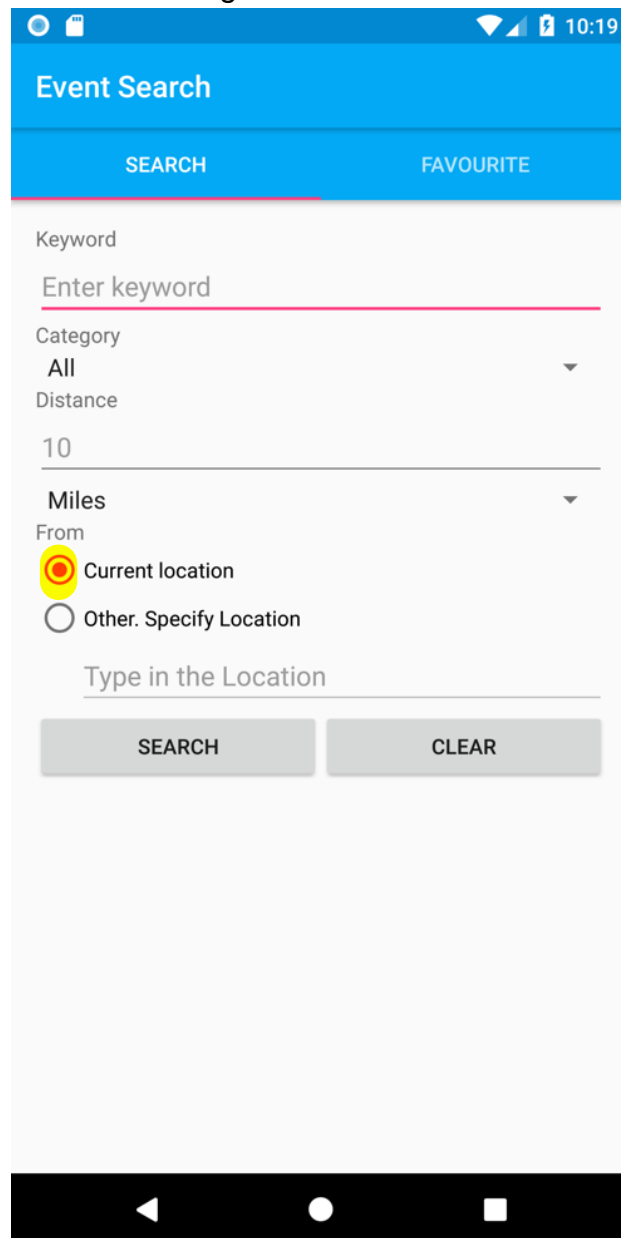
should reuse the Node.js backend service you developed in Homework 8 and follow the same API call requirements.

5. Implementation

5.1 Search Form

The initial interface is shown in Figure 2. There are **two tabs** in this interface: search and favorite.

For the search tab, it has the following fields:



The screenshot displays the 'Event Search' app interface on a mobile device. At the top, there is a blue header bar with the title 'Event Search'. Below the header, there are two tabs: 'SEARCH' and 'FAVOURITE'. The 'SEARCH' tab is currently selected. The search form includes the following fields and controls:

- Keyword:** A text input field with the placeholder text 'Enter keyword'.
- Category:** A dropdown menu currently set to 'All'.
- Distance:** A text input field with the value '10'.
- Unit:** A dropdown menu currently set to 'Miles'.
- From:** A section with two radio button options:
 - ☒ Current location
 - ☐ Other. Specify Location
- Location Input:** A text input field with the placeholder text 'Type in the Location'.
- Buttons:** Two buttons at the bottom of the form: 'SEARCH' and 'CLEAR'.

Figure 2: The Event Search App

- **Keyword:** An `AutoCompleteTextView` component allowing the user to enter the keyword. It provides the autocomplete function as shown in Figure 3. Make sure you use the same API as Homework 8. See section 6.3.5 for hints.
- **Category:** A `Spinner` view allowing the user to choose a category. When the user taps on this field, a dropdown list should display for selecting a category, as shown in Figure 4. Make sure you include all the categories in homework 8.
- **Distance:** An `EditText (type:number)` view allowing the user to enter the distance and the default value is 10.
A `Spinner` for the user to select unit: “miles” or “kilometers”.
- **From:** Two `Radio Buttons` to select “Current Location” or “Other”. You should get the location from your emulator for users that choose “Here”. See section 6.2.
An `EditText` component allowing the user to enter a location for “Other”. The `EditText` should only be enabled when the corresponding `Radio Button` is checked.
- **Search:** A `button` to get the input information of each field, after validation. If the validation is successful, then the events would be fetched from the server. However, if the validation is unsuccessful, appropriate messages should be displayed and no further requests would be made to the server.
- **Clear:** A button to clear the input fields and reset them to default values when applicable. It should also remove any validation error messages.

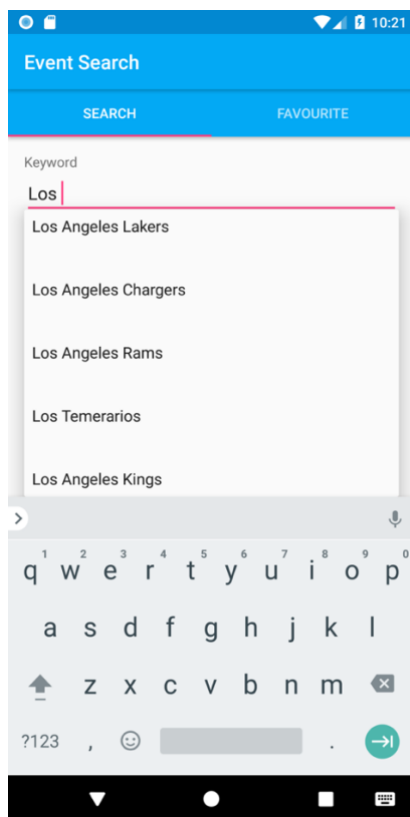


Figure 3: Autocomplete for keyword

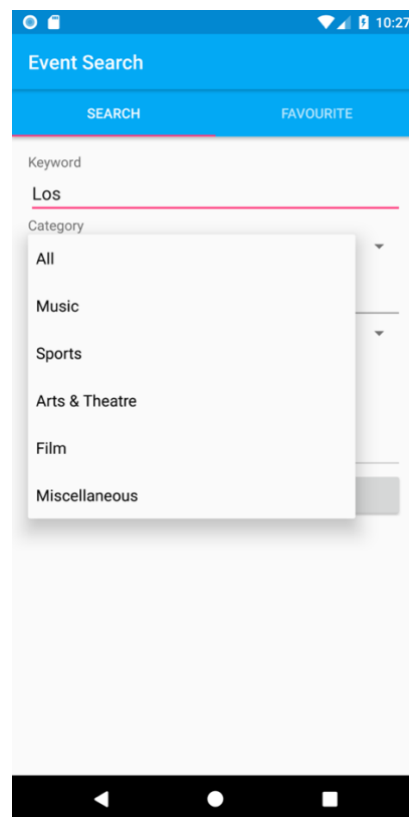


Figure 4: Category Spinner

The validation for an **empty keyword** has to be **implemented**. If the user does not enter anything in the EditText or just **enters** some empty **spaces**, when he/she presses the Search button you need to display an appropriate **message** to indicate the **error**, as shown in Figure 5. The same should be done when “**From**” location is not entered, and that option is enabled using the radio button as shown in Figure 6.

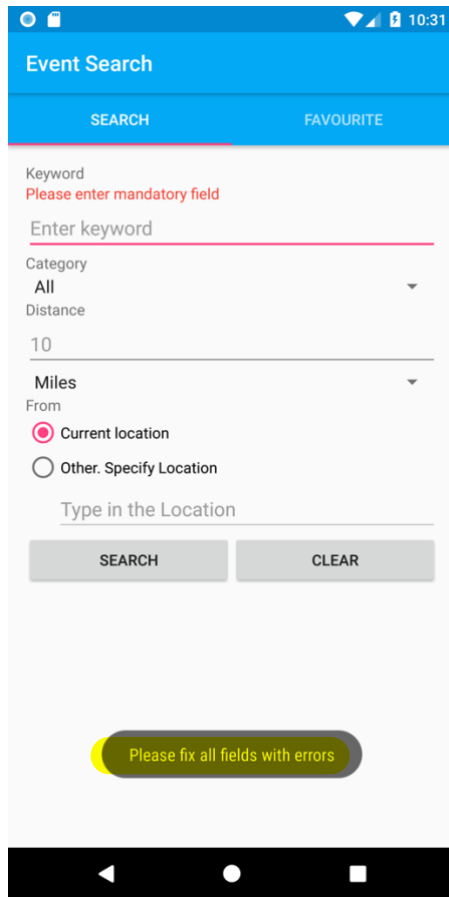


Figure 5: Validation error messages

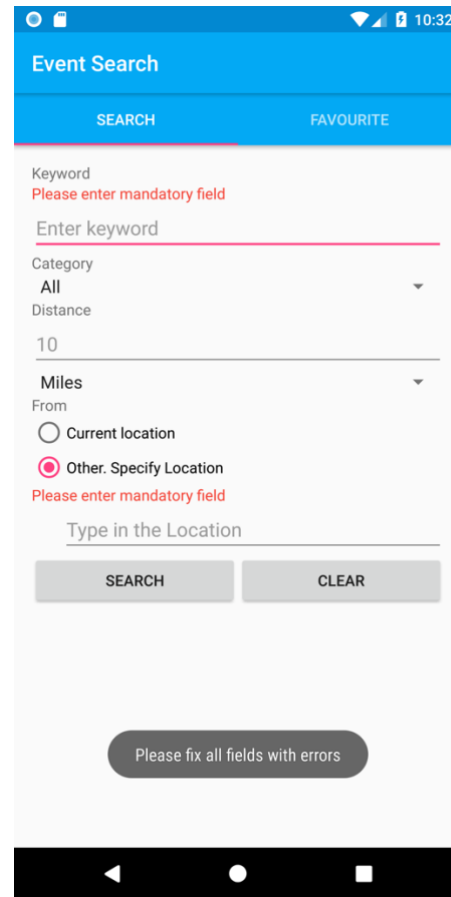


Figure 6: Validation error messages

5.2 Search Results

When the user taps the SEARCH button and **all validations pass**, your app **loads** the search results page. Before you get the **data** from your **backend** server, a **progress** bar should display on the screen. After you **get** the **data** from your backend, **hide** the **ProgressBar** and **display** the **result page** as a **list** using **RecyclerView or ListView**, as shown in Figure 7. The RecyclerView or ListView must be **scrollable**. They also provide a '**back button**' to navigate back the search/favorite interface.

Each of the item in the list should have the following:

- **Category image** (See the mapping between segment and icons on section 6. 1)
- **Name** of the **event**
- Name of the **venue**
- **Date** and Time of the event
- A **heart-shaped "Favorite"** button

See homework 8 for more details about these fields.

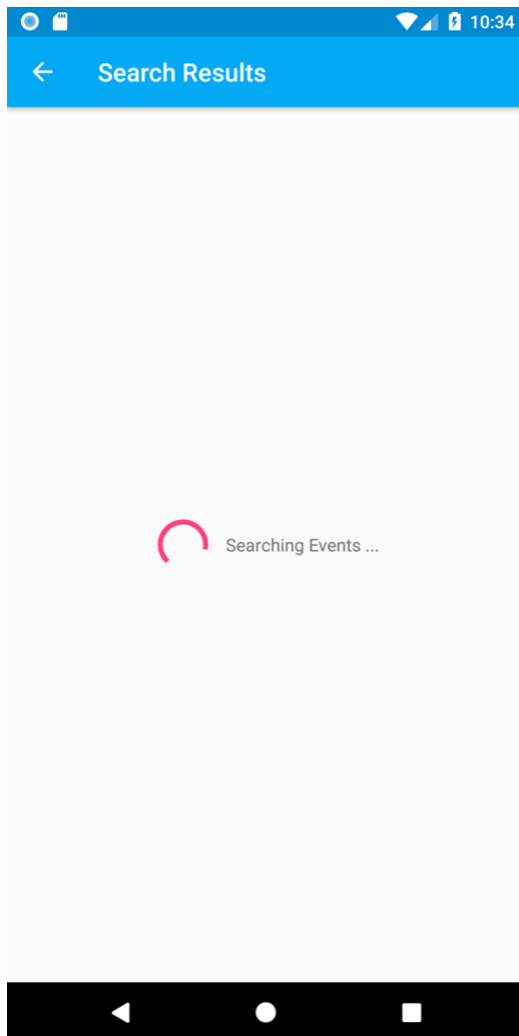


Figure 7: ProgressBar while fetching results

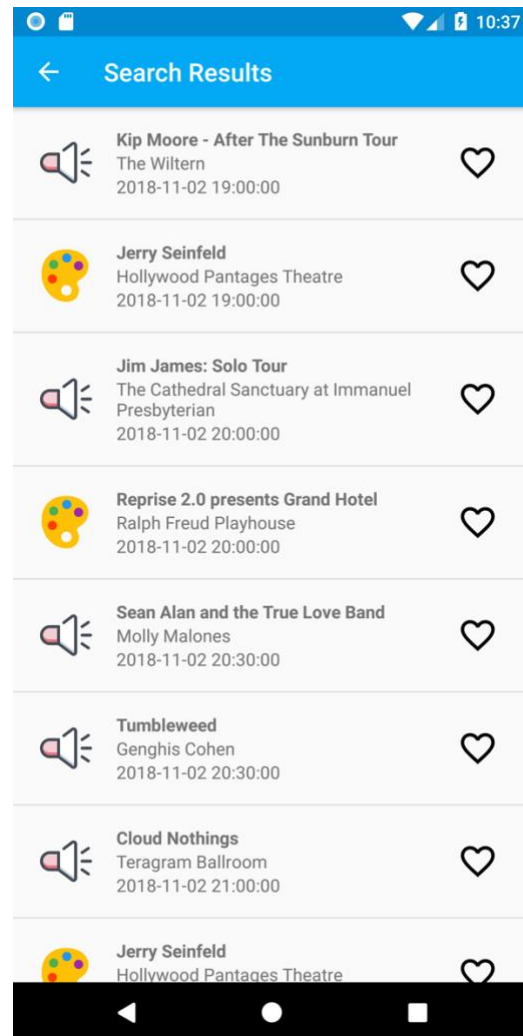


Figure 8: List of search results

Tapping the **favorite** button (the heart) would add the corresponding event into the favorites list, and a **message** should be displayed at the bottom of the app using a **Toast**, as shown in Figure 9. **Tapping** the button **again** would **remove** that event from the favorites list, and a similar message should also be displayed to indicate the event has been removed from the favorites list, as shown in Figure 10.

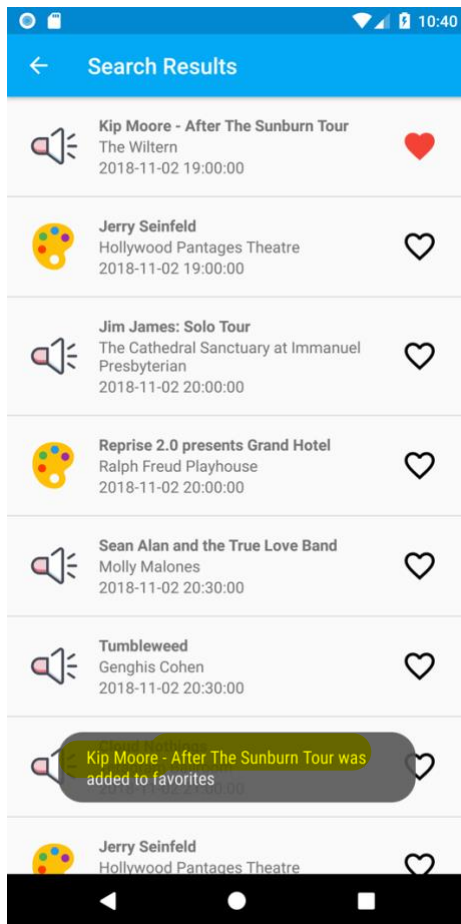


Figure 9: Message for adding favorites

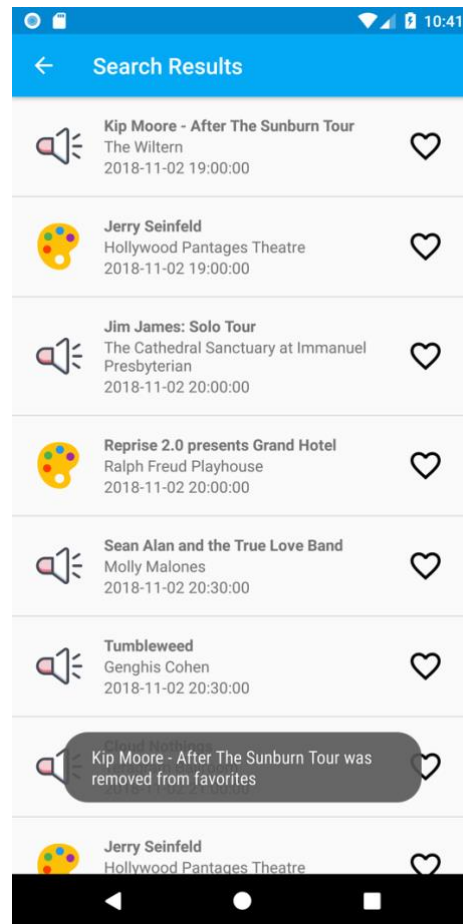


Figure 10: Message for removing favorites

5.3 Event Details

Tapping on an item in the result list should show details of that event with four tabs: Event, Artists, Venue and Upcoming. Note that the ProgressBar should be shown on each tab before you are ready to display the corresponding tab.

The tabs should be attached to the ActionBar and a ViewPager should be used to host all the tabs, as shown in Figure 11. Users should be able to switch between tabs by both swiping and tapping on a tab. The ActionBar should also include the following elements:

- A back button, which navigates back to the search results list.
- A title, which is the name of the event.
- A favorite button to add/remove the event to/from the favorite list, and display a Toast at the bottom of the screen. See video for more detail.
- A twitter button, to share the event details on Twitter. Once the button is tapped, a web page should open to allow the user to share the event information on Twitter, as shown in Figure 12. This should work the same as homework 8.

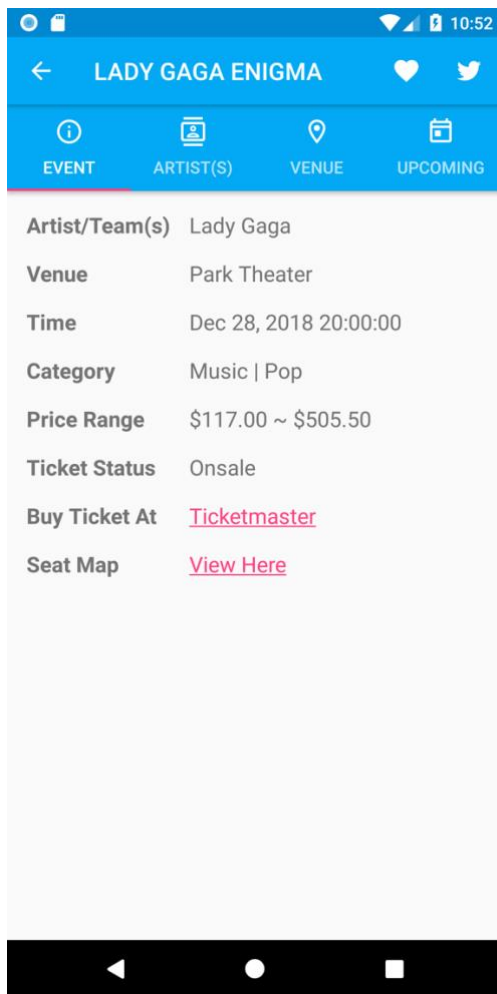


Figure 11: Event details

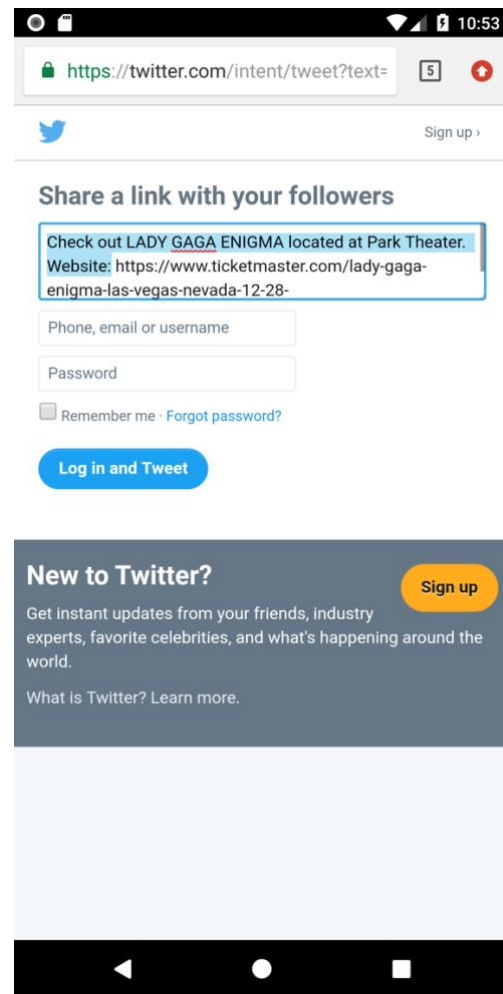


Figure 12: Share Event on Twitter

5.3.1 Event Tab

The fields in Figure 11 should be shown in the Event tab. See homework 8 for more details about each field. In homework 9, the **seat map** will be the **URL** of the image and when user click on this URL, it will go to the **browser** to **show** the seat map.

5.3.2 Artist(s) Tab

Same as in homework 8. But for multiple artists in homework #9, you could **only show the first two artist's music profiles** (if applicable) and **corresponding photos (at most 8 photos)** for each artist/team). See Figure 13, Figure 14 and Figure 15.

You could use **Volley Network ImageView, Picasso or Glide to load the image**. See more on section 6.3.

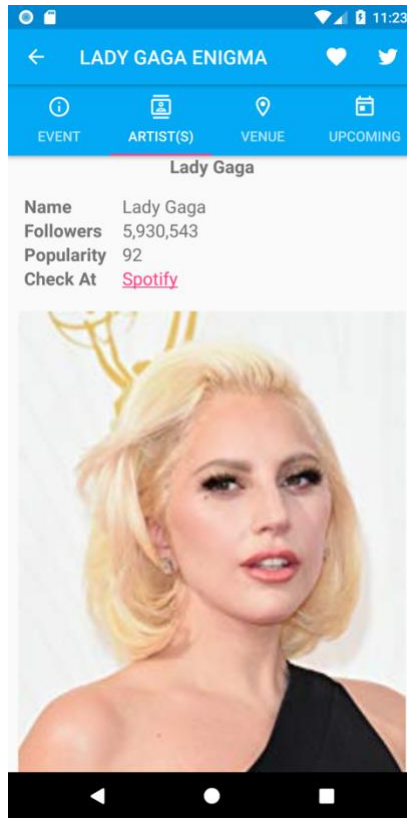


Figure 13: Artists Tab with Music Artist



Figure 14: First Team Photos



Figure 15: Second Team Photos

As shown in Figure 16 and 17, there are two elements in this tab:

- The maps should be rendered using the Google Maps SDK for Android.

This view should be **scrollable** since the details of the venue table may be too long.



This tab displays the upcoming events of the venue, same as homework 8. Please note, in homework #9, you need to get **at most 5 (first 5)** upcoming events from your NodeJS server.

As shown in Figure 18 and 19, you should use **two Spinners** to **switch sort** base and also its **order**. One Spinner allow users to sort the upcoming events by default order, event name, time, artist and type. Another provides the sort in ascending or descending order. When **"Default"** is selected, the Ascending or Descending should be **disabled**.

The upcoming events are shown in a **list** using a **RecyclerView**. Note that each of the **cells** can be **tapped** and then a web page should be **opened** and navigates to the tapped upcoming events, see video for more detail and Figure 20.

In the case of **no upcoming** data, show **"no records"** in the **center** of the screen, as shown in Figure 21.

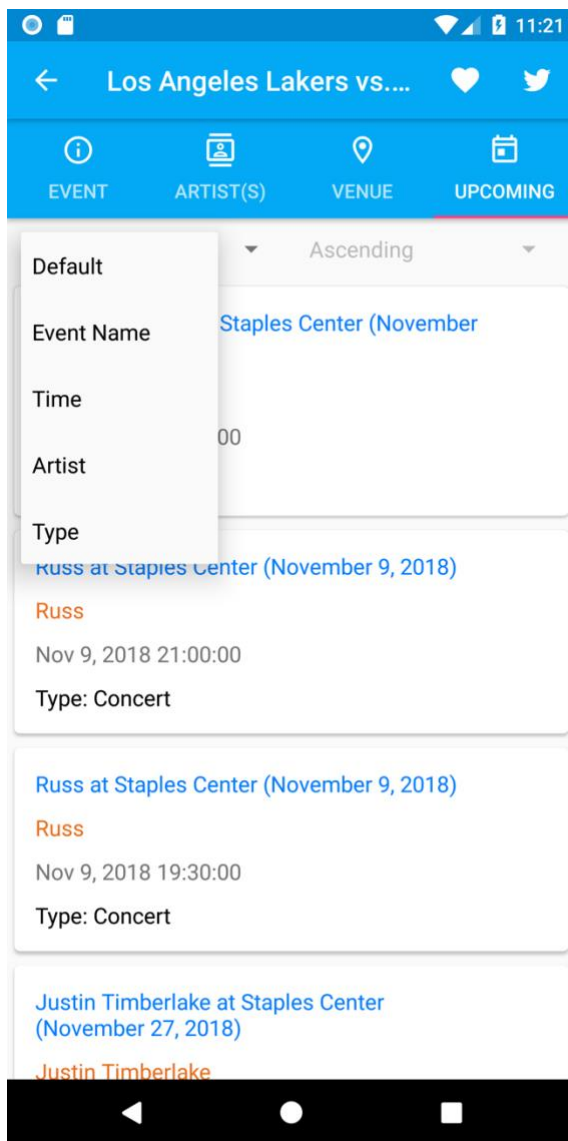


Figure 18: Sort by spinner

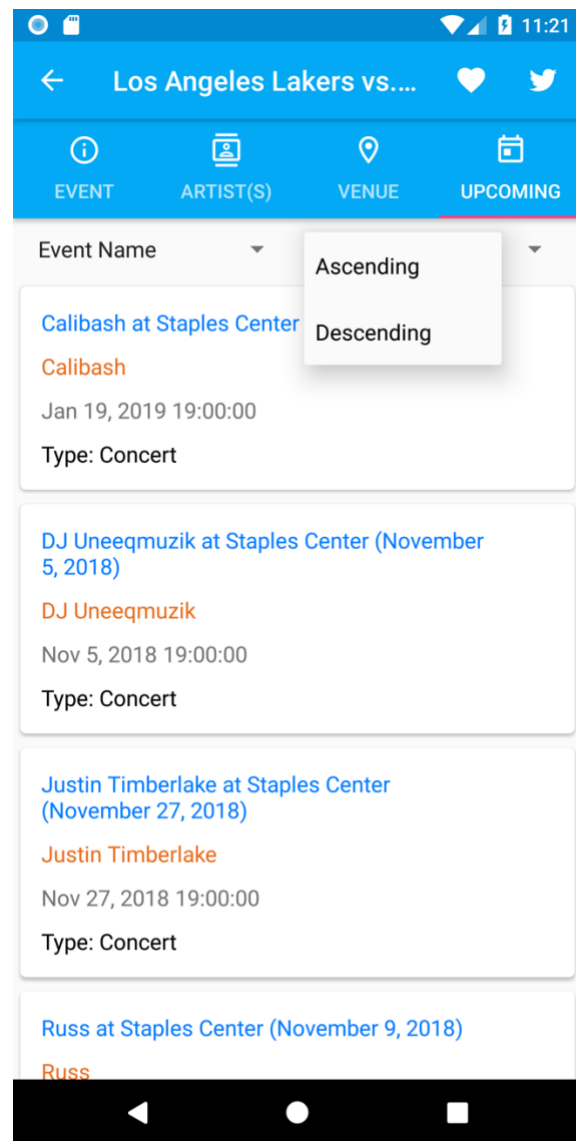


Figure 19: Order Spinner

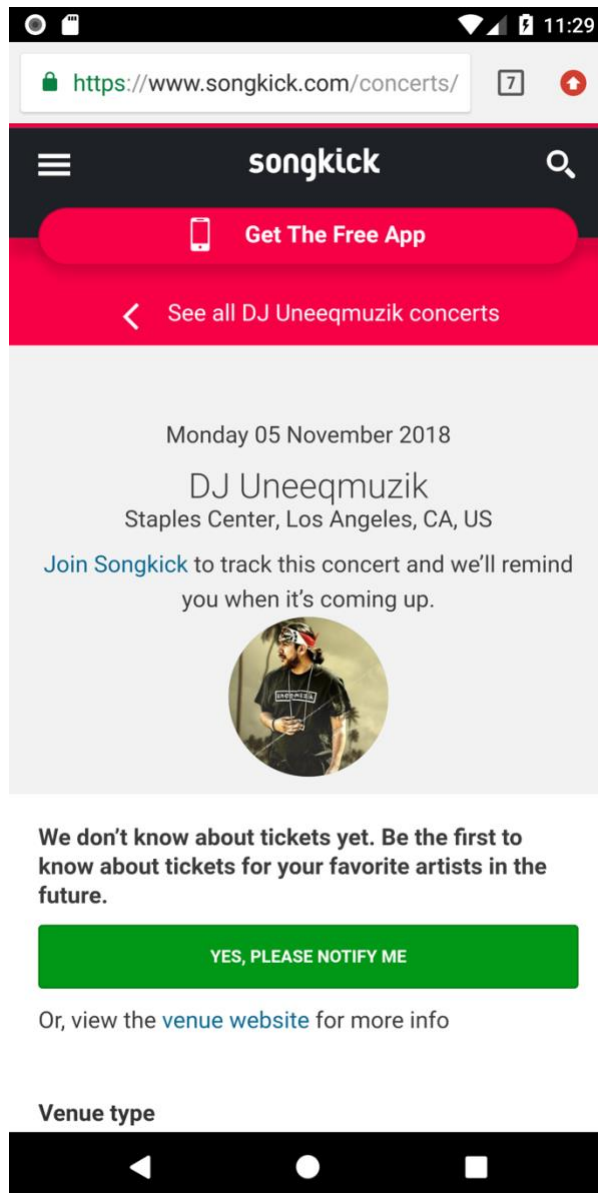


Figure 20: Webpage for the Songkick event

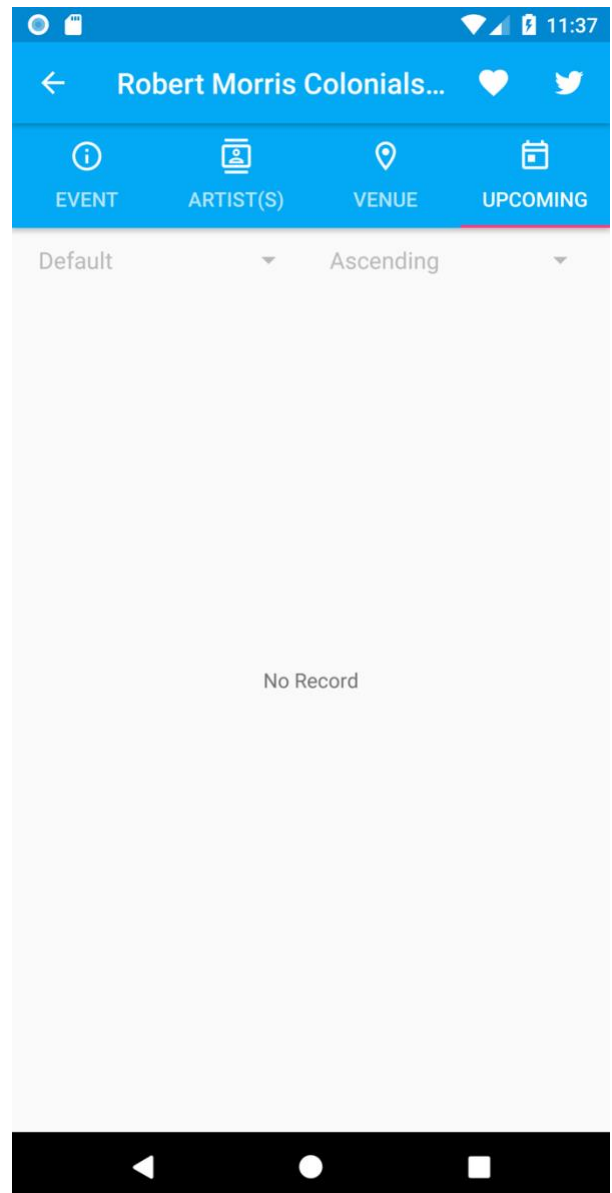


Figure 21: No Record

5.4 Favorite list

Use Tabs with a ViewPager on the main screen to switch between the search page and the favorite page. The favorite events should be displayed in a list using a RecyclerView/ListView. Each of the items in the list includes an event catalog image, event name, venue name and time, as shown in Figure 22. If there are no favorite events, "No Favorites" should be displayed at the center of the screen, as shown in Figure 23.

Like in search results, pressing the favorite icon here should remove the event from the favorites list. See video for more detail.

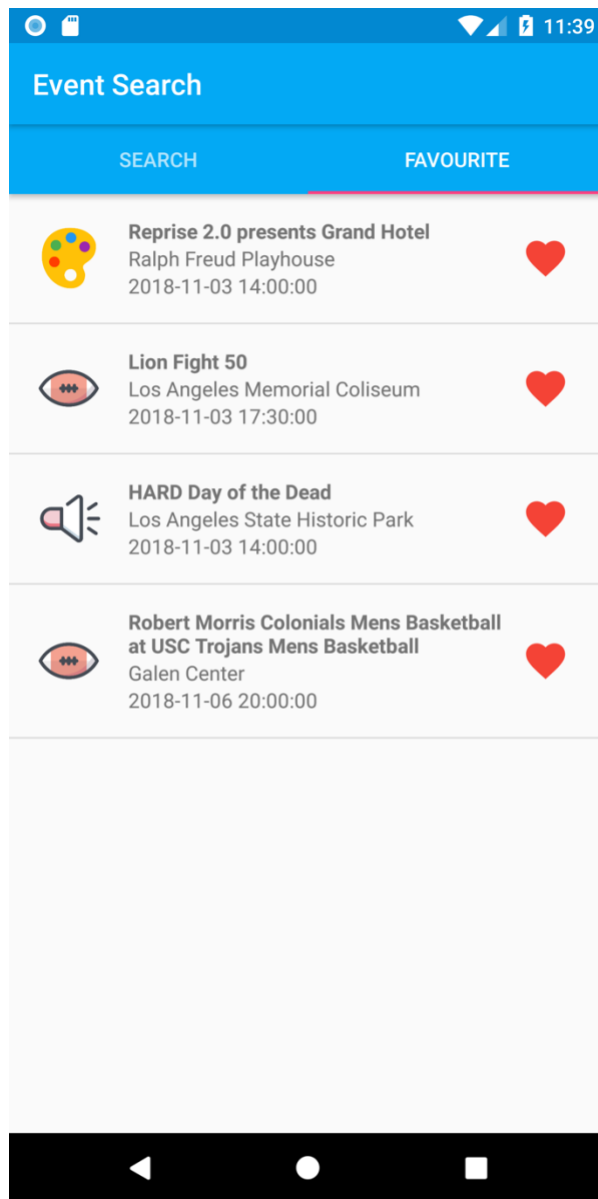


Figure 22: Favorite list

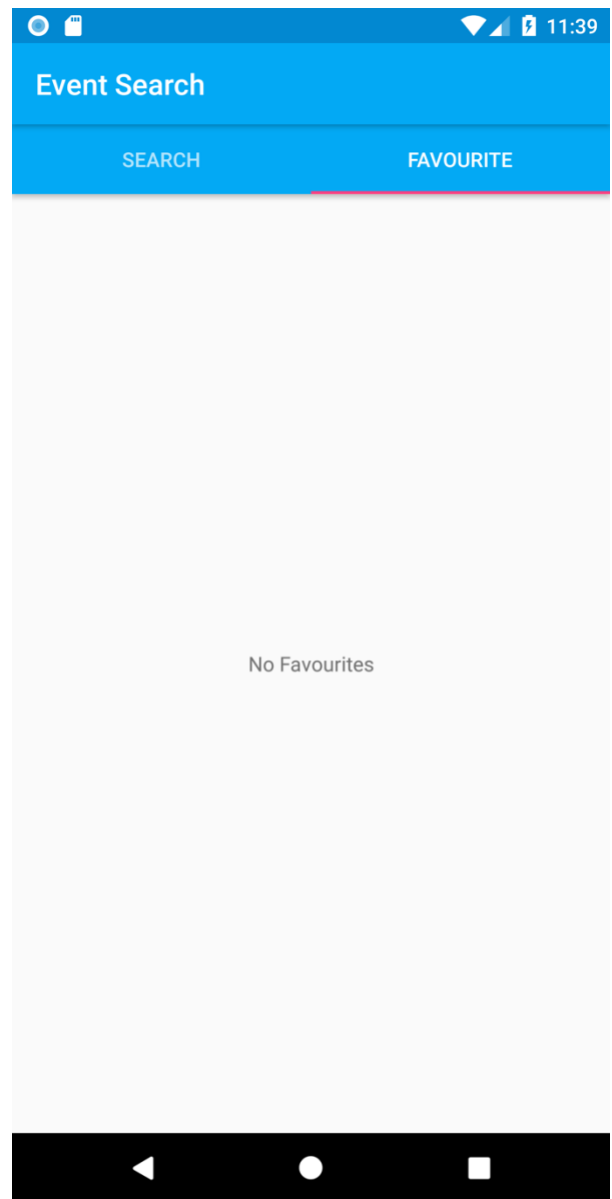


Figure 23: No favorites

5.5 Error handling

If **no events** are found given a **keyword**, a **"no results"** should be displayed, as shown in Figure 24.

If for any reason an **error** occurs (no network, API failure, cannot get location etc.), an appropriate **error messages** should be displayed at the bottom of screen using a **Toast**.

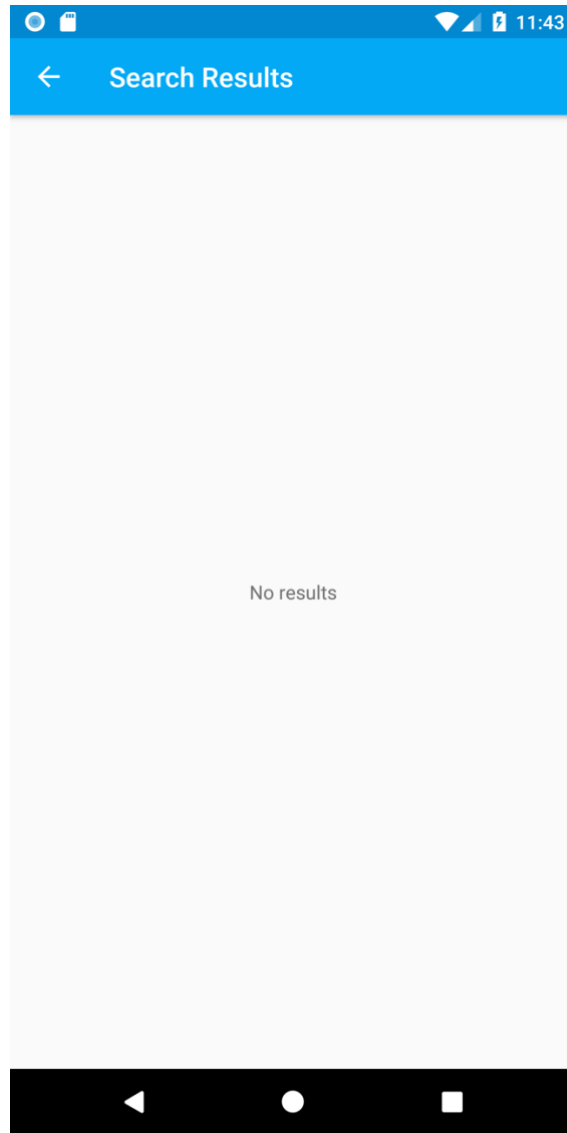


Figure 24: No search results

5.6 Additional

For things not specified in the document, grading guideline, or the video, you can make your own decisions. But keep in mind about the following points:

- Always display a **proper message** and **don't crash if an error** happens.
- Always display a **loading message** if the data is loading.
- You can only make **HTTP requests to your backend Node.js** on AWS/GAE/Azure and use the **Google Map SDK for Android**.
- **All HTTP requests** should be **asynchronous** and should **not block** the **main UI thread**. You can use third party libraries like Volley to achieve this in a simple manner.

6. Implementation Hints

6.1 Images

The images needed for the homework as provided as vector drawables and are available here:

Favorites

http://csci571.com/hw/hw9/images/android/heart_fill_red.xml

http://csci571.com/hw/hw9/images/android/heart_fill_white.xml

http://csci571.com/hw/hw9/images/android/heart_outline_black.xml

http://csci571.com/hw/hw9/images/android/heart_outline_white.xml

Categories Icons:

Music: http://csci571.com/hw/hw9/images/android/music_icon.png

Sports: http://csci571.com/hw/hw9/images/android/sport_icon.png

Arts & Theatre: http://csci571.com/hw/hw9/images/android/art_icon.png

Miscellaneous: http://csci571.com/hw/hw9/images/android/miscellaneous_icon.png

Film: http://csci571.com/hw/hw9/images/android/film_icon.png

Tab Icons

Event Tab: http://csci571.com/hw/hw9/images/android/info_outline.xml

Artists Tab: <http://csci571.com/hw/hw9/images/android/artist.xml>

Venue Tab: <http://csci571.com/hw/hw9/images/android/venue.xml>

Upcoming Tab: <http://csci571.com/hw/hw9/images/android/upcoming.xml>

Twitter : http://csci571.com/hw/hw9/images/android/twitter_ic.png

6.2 Getting current location

For your location fetching code to work, you must request the permission from the user.

You can read more about requesting permissions here:

<https://developer.android.com/training/permissions/requesting.html>

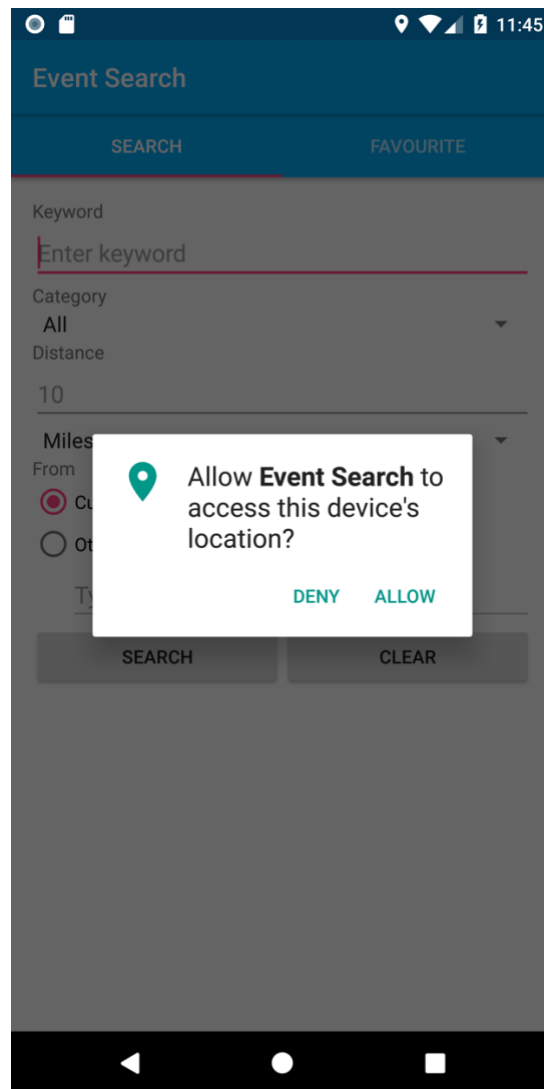


Figure 22: Requesting location permission

You may need to mock the location in your emulator. This can be done from the emulator settings.

6.3 Third party libraries

Almost all functionalities of the app can be implemented without using third party libraries, but sometimes using them can make your implementation much easier and quicker. Some libraries you may have to use are:

6.3.1 Google Play services

You will need this for various features like getting the current location and using Google Maps in your app.

You can learn about setting it up here:

<https://developers.google.com/android/guides/setup>

6.3.2 Volley HTTP requests

Volley can be helpful with asynchronously http request to load data. You can also use Volley network ImageView to load photos in artist tab. You can learn more about them here:

<https://developer.android.com/training/volley/index.html>

6.3.3 Picasso

Picasso is a powerful image downloading and caching library for Android.

<http://square.github.io/picasso/>

If you decide to use RecyclerView to display the photos with Picasso Please use version 2.5.2 since latest version does not support RecyclerView well.

https://github.com/codepath/android_guides/wiki/Displaying-Images-with-the-Picasso-Library

6.3.4 Glide

Glide is also powerful image downloading and caching library for Android. It is similar to Picasso. You can also use Glide to load photos in artist tab.

<https://bumptech.github.io/glide/>

6.3.5 Working with the AutoCompleteTextView

Working with the AutoCompleteTextView to show the suggestions might be a little challenging. This tutorial goes over how it is done so that you get an idea of how to go about it.

<https://www.truiton.com/2018/06/android-autocompletetextview-suggestions-from-webservice-call/>

7. What to Upload to GiHub Classroom

You should also ZIP all your source code (the java/ and res/ directories excluding the vector drawables that we provide to you) and submit the resulting ZIP file by the end of the demo day.

Unlike other exercises, you will have to demo your submission **in person** during a special grading session. Details and logistics for the demo will be provided in class, on the Announcement page and on Piazza. **Demo is done on a laptop/notebook/MacBook using the emulator, and not a physical mobile device.**

****IMPORTANT****

All videos are part of the homework description. All discussions and explanations on Piazza related to this homework are part of the homework description and will be accounted into grading. So please review all Piazza threads before finishing the assignment.