

**Faculty of Science and Engineering
Department of Computing**

**COMP3130 Mobile Application Development
Workshop Week 4 Solutions
Understanding components creation**

By the end of this workshop, you should be able to do the following

1. Design wireframes
2. Design mock-ups
3. Create custom components and understand props
4. Use custom components

Solutions:

1. Draw a simple wireframe and mock-up of the screen you're planning to design on Lucid Chart/ Draw.io/ Figma
2. Create a custom colour palette and use that to style any of the colours used across the App
3. Create a custom Text component that uses any style of your choice across the App. **(Refer to Video 2 from Lecture 4 Mini-videos)** Amend the Text component to take any extra styles passed as a prop
4. Create a custom Screen component that uses a margin without the status bar **(Refer to Video 5 from Lecture 4 Mini-videos)**
5. Create a custom Button component (using TouchableOpacity, View and Text) with 3 props (title, color and onPress). The title should be the text that appears on the button, color must be the colour of the button. Use onPress event to print something on the console. See if you can print the title of the Button on the console. For this, you may replace the function to an inline function in the Button component **(Refer to Video 2 Part-2 from Lecture 4 Mini-videos)**
6. Implement the screen that you designed in question 1 **(Refer to Video 13, 14 from Lecture 2- a non-functional prototype)**