

ITIS/CS 5180 Mobile Application Development
In Class Assignment 3


Basic Instructions:

1. Each team is required to submit the assignment on Canvas.
2. Please download the support files provided with this assignment and use them when implementing your project.
3. Submission details:
 - a. Compress the contents of your project folder. The file name is very important and should follow the following format: **InClass03.zip**
 - b. **Only one group member is required to submit on behalf of the whole group.**
 - c. You should submit the assignment through Canvas: Submit the zip file.
4. The required Android Virtual Device (AVD) should have **minimum SDK version set to 23 and target SDK at 27**.
5. **Failure to follow the above instructions will result in point deductions.**

In Class Assignment 3 (100 points)

In this assignment you will get familiar with intents and how to pass data between multiple activities. You are required to develop an “Student Profile Builder” application

My Profile



My Avatar

First Name

Last Name

Student ID

Department:

☐ CS ☐ SIS ☐ BIO ☐ Other

Save


(a) My Profile Activity

Select Avatar



(b) Clicking on My Avatar Image opens Select Avatar activity

My Profile



Jenson

Button

800999999


Department:

☒ CS ☐ SIS ☐ BIO ☐ Other

Save

(c) Clicking on the avatar gets back to My Profile

Display My Profile



Name : Jenson Button


Student ID: 800999999

Department: CS

Edit

(d) Clicking on Save button takes to Display My Profile

My Profile



Lawrence

Button

800999999


Department:

☒ CS ☐ SIS ☐ BIO ☐ Other

Save

(e) Editing and Saving to Display Profile

Display My Profile



Name : Lawrence Button

Student ID: 800999999

Department: CS

Edit

(f) Display My Profile

that enables a new student to enter and edit their information. This assignment is composed of three activities namely: My Profile (main activity), Select Avatar, and Display My Profile.

Part 1 (My Profile Activity, 60 points): this activity contains, one ImageView, three EditTexts, One RadioGroup, and one Save button. Please implement the following functionalities:

1. Clicking on the My Avatar ImageView should take you to Select Avatar activity. You should start this activity for result, see Figure 1(a and b).
2. You should be able to put first name, last name, and your student ID in the corresponding EditTexts. Use hints to display the hints, 'First Name', 'Last Name', and 'Student ID'. Don't accept anything except a nine digits positive integer as the student ID. See Figure 1(c).
3. You should be able to select a department from four options: CS, SIS, BIO, and Other. Use a RadioGroup of four RadioButtons to implement that, as it is shown in Figure 1(c).
4. Clicking on the Save Button should start Display My Profile activity. Start this activity for result.

Part 2 (Select Avatar Activity, 20 points):

1. This activity contains six ImageViews, see Figure 1(b).
2. Use the resource files to design the activity. You will find six avatar images in the resource files.
3. Clicking on any of the avatar should send the selected Image / Corresponding Data to My Profile Activity. Use onActivityResult() to get the selected avatar in the My Profile Activity.

Part 3 (Display My Profile Activity, 20 points):

1. This activity contains an ImageView, several TextViews, and a Button.
2. It should display the avatar, name, student ID, and the department as it is shown in Figure 1(d).
3. Name should be created concatenating the first and the last names.
4. Clicking on the Edit button should send the Data to My Profile Activity and finish the this activity. In My Profile activity, onActivityResult(), load the image and the other data in the corresponding EditTexts to allow the user to edit them, as it is shown in Figure 1(e and f).