EE P 523. Mobile Applications for Sensing and Control. Spring 2020.

Assignment 0: My first Android App

The purpose of this assignment is to get help you get familiar with Android application programming and using the Android Studio editor, as well as using widgets/views and events to produce an interactive graphical application.

Important note

<u>This assignment is optional and will not be graded.</u> It will be a good practice to get started with Android. Optionally, you can submit the assignment in Canvas, and you will receive a feedback within a few days.

Instructions

In this assignment, you are going to apply your creativity skills to develop your (possibly) first Android app with Android Studio. Four different project ideas are presented. You only need to choose one.

Suggestions

Tip calculator: User types in how much money they spent and chooses a percent to tip. The app outputs how much money corresponds to the tip.

Discounts calculator: User types in the original price of the item and the discount to be applied. The app outputs the final price of the item before and after applying the discount.

Rock-Paper-Scissors: The user and computer each pick an option: Rock, Paper, or Scissors. The computer's choice is made randomly. The rules are the following: Paper beats Rock; Scissors beat Paper; and Rock beats Scissors. The app should keep track of the user player's score against the computer over time.

Scrabble-mini: The computer thinks of a word and displays the letters on the screen on a random order (but never the correct order). The user must guess the word by putting the letters in the right order.



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Submission

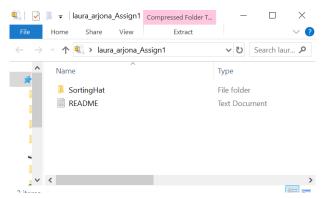
Submit your assignment using Canvas, under the Assignment section. The due date is shown in Canvas. You must submit a .zip file, containing the following items:

- Android Studio Project folder
- README.txt file (see instructions below)

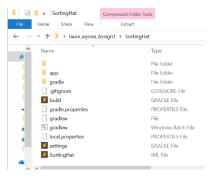
The file named README.txt should contain your name and email address along with the name of your app and a very brief description of it, along with any special instructions that the user might need to know in order to use it properly (if there are any). For example:

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Sorting Hat - This app displays the sorting hat and a picture of the user. It returns the house where the user belongs.



Example of content of .zip archive



Example of content of Android Project "SortingHat"