

CS382 Assignment 3: Random Grades

Your Glorious Instructor (again think Dr. Lewis in his best Dr. Evil mode) is indeed an Evil Professor. He assigns grades randomly. He wants an Android application that does this for him.

1 Problem Statement

Your starting point for this assignment is the code for Lab 06.

Make the following modifications:

1. Modify the StudentMasterFragment so that it uses an Android Spinner control to build a drop down list of the students. Adjust the value in the matching field correctly.
2. Implement the code behind for the Edit button in the student list. Pressing the edit button needs to display a new fragment that allows the user to enter a new grade for that student.
3. Add a new fragment based on StudentMasterFragment that instead of presenting a edit field, presents a “Randomize” button that generates, displays and stores a random grade for the student.
4. Implement the code behind for the buttons in the navigation fragment so that pressing the buttons rotates one through the three possible edit fragments: the student list, the student master, and the student randomizer.

Extra credit: I will give 25 points extra credit to anyone who does a roulette wheel or “Price-Is-Right” style spinner on the randomizer fragment.

2 Submission instructions

Build a ZIP file containing your project and attach the ZIP file to your submission in Blackboard.