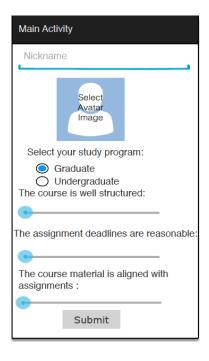
ITIS/CS 4180 Mobile Application Development In Class Assignment 08

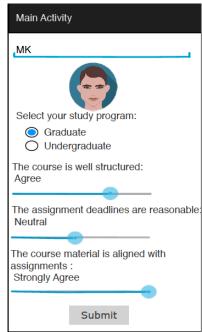
Basic Instructions:

- 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: **InClass08**
 - 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 8 (100 points)







(a) Evaluation form screen

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

Strongly Agree

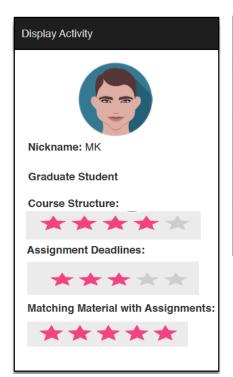
Agree

Neutral

Disagree

Strongly Disagree

age (c) Clicking on the avatar gets
n back to Evaluation screen



(d) Clicking on Submit button takes to Display Evaluation screen

(e) 5 levels of evaluations

Figure 1: App wireframes

In this assignment you will get familiar with fragments and how to communicate between fragments and the activities. We are revisiting the "Course Evaluation" application that enables a student to evaluate the course. This assignment is composed of three fragments namely: Evaluation Form (main screen), Select Avatar, and Display Evaluation.

Part 1 (Evaluation form screen, 50 points): this screen contains, one ImageView, one EditText, One RadioGroup, 3 SeekBars, 3 TextViews and one Submit button. This fragment should be displayed when the activity loads. Please implement the following functionalities:

- Clicking on the My Avatar ImageView should take you to Select Avatar screen, see Figure 1(a and b). Replace the (Evaluation form) fragment with the Select Avatar fragment.
- 2. You should be able to put nickname in the EditText. Use hints to display the hints, 'Nickname'. See Figure 1(c).
- 3. You should be able to select a study program from two options: Graduate, Undergraduate. Use a RadioGroup of two RadioButtons to implement that, as it is shown in Figure 1(c).
- 4. The SeekBars have range (1-5) as explained in Figure1(e). Clicking on the Submit Button should replace this fragment with Display Evaluation fragment implementing an interface to set the corresponding components in Display Evaluation screen.

Part 2 (Select Avatar screen, 20 points):

- 1. This screen contains six ImageViews, see Figure 1(b).
- 2. Use the resource files to design the fragment. You will find six avatar images in the resource files.
- 3. Clicking on any of the avatar should implement an interface to replace this fragment with Evaluation form and set the selected Image to Evaluation form screen.

Part 3 (Display Evaluation screen, 30 points):

- 1. This screen contains an ImageView, two TextViews, and a three Star RatingBars.
- 2. It should display the avatar, nickname, study program, and the rating evaluation department as it is shown in Figure 1(d).