

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)

Main Activity

Nickname

Select Avatar Image

Select your study program:

☒ Graduate

☐ Undergraduate

The course is well structured:

The assignment deadlines are reasonable:

The course material is aligned with assignments :

Submit

(a) Evaluation form screen

Select Avatar

Select you Avatar

Grid of 6 avatars for selection.

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

Main Activity

MK

Select your study program:

☒ Graduate

☐ Undergraduate

The course is well structured: Agree

The assignment deadlines are reasonable: Neutral

The course material is aligned with assignments : Strongly Agree

Submit

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

Display Activity

Nickname: MK

Graduate Student

Course Structure:

Assignment Deadlines:

Matching Material with Assignments:

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

Strongly Agree

Agree

Neutral

Disagree

Strongly Disagree

(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:

1. 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).