Homework 8

Due Monday, 7/20 @11:59am

Question 1 (5 points): We will use the navigation drawer to navigation through this homework. Each item in the drawer should lead to the demonstration of one question (or one sub question) in this homework.

Question 2 (25 points): Make the plain-looking remote control UI more appealing. In this exercise, you need to turn a plain-looking UI (see Figure 1) into a much better-looking one (see Figure 2). You will be given a list of files (see Blackboard), and you need to select contents from these files and put them in the right place to produce the appealing look.

Note: (1) I intentionally put a lot of contents together in the same file; you need to pick the contents that are useful, and put them in properly-named files inside proper directories. (2) You may need to modify the properties of the layout file to fit the screen of your VM (this layout is tested in the Nexus 7 tablet).

Highlight of what you need to do:
- Use a state list as the background of the buttons (the images should be different when the button is pressed; each image is a shape drawable)
- Use the inset drawable to draw the 3D effect
- Use a nine-patch image as the background of the TextView (you may need to make change to this image if needed)
- Start from button_row_plain.xml to styles_plain.xml, which will lead you to the first entry in **all.txt**. You need to figure out the rest.

Figure 1. the plain-looking UI

Figure 2. A better-looking UI

Question 3 (30 points): Reuse the movie RecyclerView fragment from the previous homework, and make the following changes:

a. Place a yellow circle at the top-right corner of the image, if the movie rating is over 4.0. You should use the layer list and shape drawable to achieve this task (see the example in Figure 3).

b. Apply state-list drawables to your listview items, so when an item is pressed, its background changes to a different drawable. Please be noted that ListView has its default style; you have to change it to your customized style.

c. Use a nine-patch image to provide a nice-looking frame for each list item. You can't use the one that I provide. You must build your nine-patch image file from an existing image file. See Figure 4 for an example.

Question 4 (10 points): Please animate your fragment transition, so when you switch from one fragment to another, the entry and exit of the fragments should be animated. Please try at least 2 different types of animation.

Question 5 (30 points): Write an activity that use GridLayout to display 10 movie images from the movie data. Implement the drag and drop feature that is similar to what I presented in the class (with the animation feature). Basically, when you drag one image to another image, these two images will switch their positions. Their switching process should be animated.
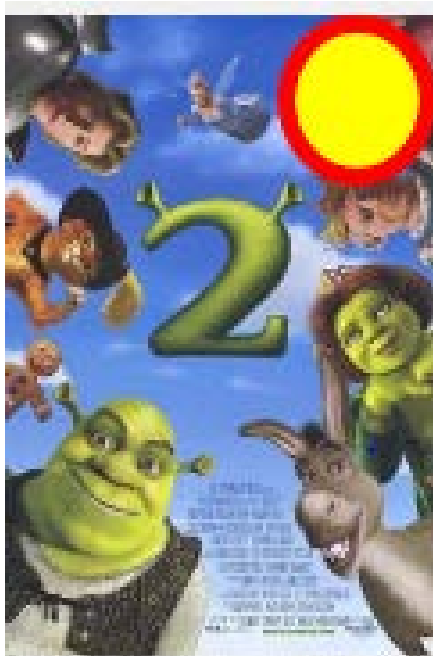
Figure 3

Figure 4