Android Kick-off (Assignment)

PROBLEM STATEMENT:

In this module you have learnt about the following topics:

1. Different types of Layouts (Linear Layout, Relative Layout, and ScrollView)
2. Various widgets (TextView, EditText, ImageView, Buttons, etc)
3. Intents and Shared Preferences

If you would like one more revision and some more practice, we recommend you to go back and go through the module once more. But if you are feeling confident, it is time to put the knowledge to work.

Whenever you install a new app, there are a few common things which we come across every time:

1. A welcome/start page that displays the app logo and disappears after a few seconds. This is known as the **Splash page**. This page contains only a background and an Image placed in the center of the page.
2. The next is the **Login page** which contains the two Edit texts and a Button to log in. Along with these you also find some text which generally says '*If you do not have an account, Register*' and '*Forgot Password*'.
3. When you click on the registration text, you are sent to a new page which requires you to fill some details like name, phone number, email address, password and then you can register with the application. This page is the **Registration page** of the application.
4. Similarly, clicking on the forgot password text sends you to some other page having different functionalities.

For this assignment, you need to make the above four functionalities in an application. You might be thinking that many of these functionalities require internet and data filled in the fields are stored at some place. Yes, this happens and we will be learning that in the upcoming modules. But for now we will simply just make a functional UI for the same. We will provide you with some samples which you can refer to. However, we strongly recommend that you try to use your own imagination and make the UI look even better.

SPECIFICATIONS:

Welcome Page (aka Splash Page)

This will be the first page that gets displayed when the user opens the app. This page will contain the app name and/or app logo. You can also use any custom background for this page.

This page will be displayed for 2 seconds and then it moves on to the login page without any user interaction. The automatic exiting of the page is done by the usage of threads. We do not have to learn more about them here. We will learn about them in-depth when we reach the concept of Multithreading in the next module. This is a very important topic, so for now, we would like you to Google about exiting the splash (this is a very vast subject and you'll need your best googling skills in order to excel in the subject).

Refer to the screenshot below and try to make it.

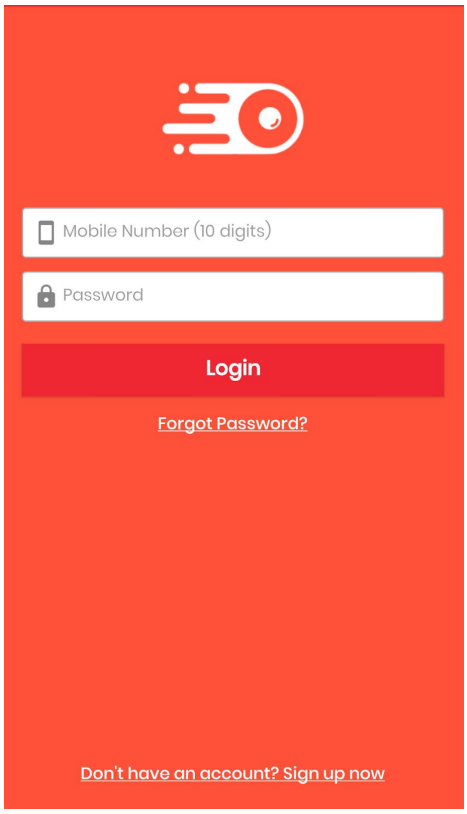
*(*Don't worry if you fail to find the functionality on Google. Refer the cheat code given at the end of this document).*

Login Page

The login page is displayed after the welcome/splash page. The user should be able to enter the mobile number and password and click on the Login button present below it.

For now, clicking on the Login button should take the user to a new blank screen where the user is greeted with a welcome message and can view the credentials entered. This will be done by sending the data using the Intents.

Clicking on the forgot password text will take the user to the forgot password page while clicking on the registration text will redirect the user to the registration page.
Refer to the screenshot below for a better understanding and try to make the page.



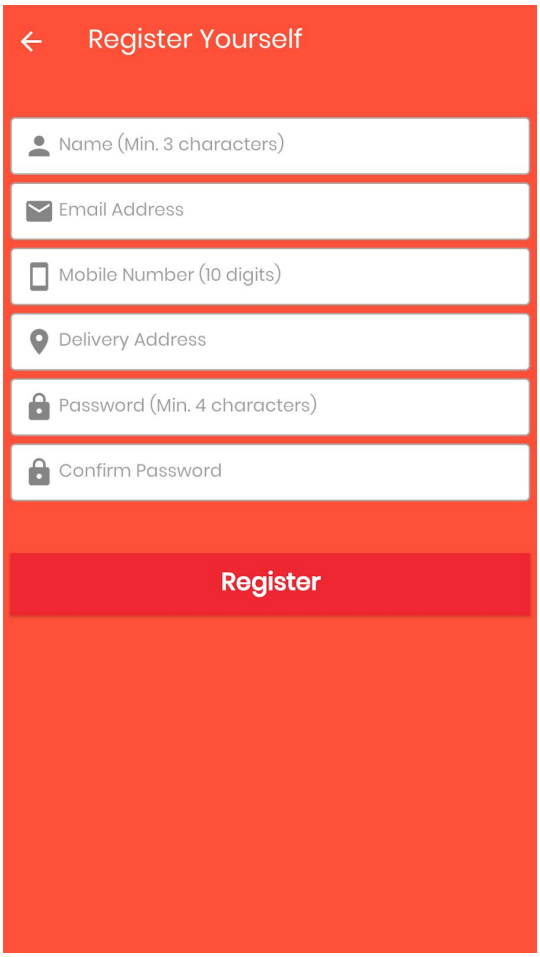
Bonus:

Save the login instance as true in shared preferences and when the user opens the app for the next time, she is not asked to log in again. This can be a bit tricky, so try to implement it without crashing the app.

Registration Page

This page contains the following fields namely: **Name, Email Address, Mobile Number, Delivery Address, and Password** which users will input and register for the app. For now, you only need to create the page and the functionality for this will be made later.

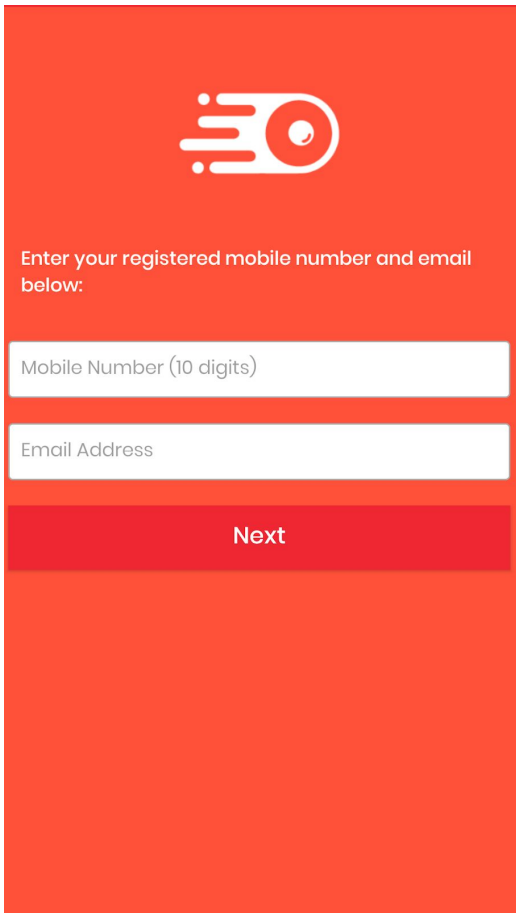
On clicking the register button, the user is taken to a blank page where the entered information will be displayed. Similar to the login page, this will be done with the help of Intents.



Forgot Password Page

This page will contain only two fields where the user is requested to enter the mobile number and email address.

On clicking the next button the user is again redirected to the blank screen where the entered information is displayed.



Submission

Create the project in Android Studio and after completing it, **Click on File -> Export to Zip file**. Now upload the created zip file to the progress tracker.

After uploading it, you will get the solution for the assignment. Steps to open the solution:

1. Unzip the folder.
2. Open Android Studio.
3. Click File -> Open.
4. Now select the folder inside the unzipped solution folder. Make sure the folder you are selecting has this() icon.

Important :

Kindly try to complete the assignments as they will help you in completing the final project of the training.

Cheat Code:

Splash page thread implementation: In the onCreate() method, just put the startActivity() method inside a Handler()

```
Handler().postDelayed({
  val startAct = Intent(this@SplashActivty, LoginActivity::class.java)
  startActivity(startAct)
}, 2000)
```

All the best!