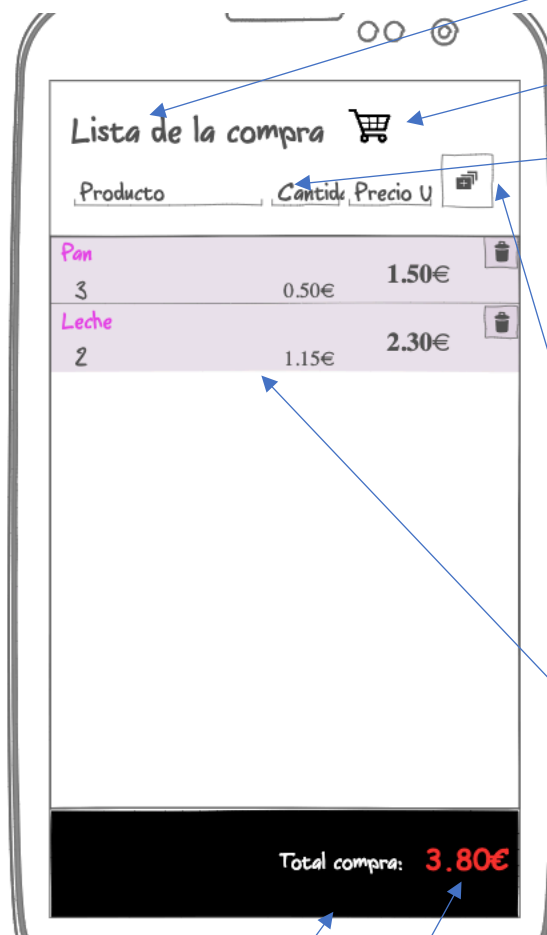


PRACTISE 5. Shopping List

Having seen some of the elements that we have studied so far, we are going to make a shopping list application. This application will only consist of one screen, as we can see in the image.

The elements to use are detailed below (the Layouts you can use whatever you think is convenient). The styles must be approximate, but they do not have to be the same. You can use your imagination as long as it is a usable app and the text is perfectly understood.



TextView, will have a larger font size

ImageView, Search some one like this

TextEdits:

Product, will be text type, maximum 10 characters

Quantity: it Will be an Int

Unit Price: it will be a decimal number with 2 decimal places.

The help text (hint) should appear

ImageButton: When we press it we will add the element to the RecyclerView. It will check if any of the fields are empty or do not meet the criteria and will show an error if there is one error in the TextEdit.

Each line of the RecyclerView will show the following information: The product, its quantity, the unit price and the purchase value = unit price x quantity.

It will also have an ImageButton to remove 1 item from the product, that is, if it had 3 and we push on trash, 2 would remain, when just 1 remains, it is removed from the list.

2 TextView with the literal "Total purchase:" and with the total amount of the purchase. This part belong to the Activity not to RecyclerView

You have to store the data in a database using room and also, you must implement the DAO pattern and ViewModel pattern.