

Sarah Egener
Project Plan 3

I want to create an Android app that helps people narrow in on their Christmas shopping. Sometimes people end up getting their loved ones generic presents because they do not tap into their recipients' characteristics and preferences. My app will let the user input certain qualities of a specific person they are shopping for, and it will return a suggestion on where and/or what the user should purchase.

My app will have two activities. The first activity involves the user's submissions about the person they are shopping for. Similarly to our coffee shop lecture being called "FindCoffeeActivity," my first view will be called "FindGiftActivity." I have a lot of opportunity here because we have learned about a handful of widgets that incorporate this idea of the user submitting information. First, I want the user to submit the name of the person they are shopping for, just so the text given back to them on the second activity is consistent with the recipient.

So the first widget I will include is an EditText and it will be in a horizontal linear layout with the TextView saying, "Whom would you like to shop for?" Next, is where the preferences can be selected about the person. Here, I will include widgets like radio buttons and spinners, and then sometimes draw parallels between those and Image Views. I want to incorporate images of ideas or objects and coincide them with a radio group, so the user could make a decision based on a visual and select a radio button from those choices. I would do the same with a spinner so there are Image Views with text descriptions below and the user can select a Spinner choice out of those descriptions. The following chart are the questions I will ask the user, the widget that the app uses to get the data, and then the possible answers that the user can choose from in the widget.

Question	Widget	Possible Answers
What is the closest personality trait of your friend?	Spinner	adventurous, homebody, glamorous, technological
Pick a color scheme to describe your friend	Spinner Image View Text View	Earthy colors, red/pink/purple colors, white/cream/gold colors, blue/silver/black colors
What is your friend usually raving over?	Radio group	Outdoor gear, make up/clothing, electronics, furniture/trinkets
Which of the images best associates with your friend?	Radio group ImageView	Image of nature, club/fancy party, cute home, computer lab

Based on the answers the user gives, the app will associate the data into 1 of 4 stores that the user can shop at for their friend. If the widgets receive information that the person is more adventurous or outdoorsy choosing a nature image and an earthy color scheme, then the second activity, “ReceiveGiftActivity,” will exclaim that the user should shop at Patagonia, REI, or L.L. Bean. If the information submitted is that the friend is more of a homebody that likes light toned colors, furniture and trinkets, and cute home images, it will be suggested that the user shops at Anthropology, Homegoods, or Macy’s. The technological, electronic person would be suggested to be shopped for at the Apple Store, BestBuy, or RadioShack. Lastly, the more glamorous friend that enjoys make up, clothing, and going out, will be suggested to be shopped for at Sephora, Free People, or Nordstrom. Because there is going to be a lot of space taken up by these widgets and questions, I want to have a vertical scroll bar view so the user can scroll down to follow the questions.

So, once the data is submitted in “FindGiftActivity,” there will be a button that says “Where Should I Shop!” This button will direct the user to “ReceiveGiftActivity” where a Text View that says, “You should shop for (Edit View Name Submission) at (Store that is Calculated). Similarly to how we did in class, I want to direct the user to the websites of the stores suggested when they click on an image. I also noticed in the widgets section of Android Studio that there is the option to use a Rating Bar with stars. Because apps are always looking for feedback, if I can, I want to put in an option for the user to rate how good the suggestions were. I have started researching this rating widget, and I’m pretty sure that depending on how many stars the user clicks, a message can be displayed. If they pick only 1 star, the app will read “I am sorry to hear that!” but if they pick 4 (out of 4) stars, the app will read, “Happy shopping!” Hopefully I will get to this part but it is slightly ambitious so I will do my best to incorporate it.

First activity – “FindGiftActivity”

(scroll down)

Shop for your Friends!

What is the closest personality trait of your friend?

Adventurous
Glamorous
Homebody
Tech-savvy

Pick a color scheme to describe your friend:

earthy

vibrant

pastel



cool



What is your friend usually raving over?

☐ Outdoor gear
 ☐ Make up

☐ Furniture
 ☐ Electronics

Which of the images best associates with your friend?

☐ 
☐ 

☐ 
☐ 

Where Should I Shop?

Second activity – “ReceiveGiftActivity”

**You should shop for
(name), at (store), (store),
or (store). Check out their
websites below!**

(website 1)
(website 2)
(website 3)

**How do think about our
suggestions?**

☆ ☆ ☆ ☆

String (not including text views):

```
<string name="name_edit">Your Friend's Name</string>
```

```
<string name="like1_radio">Outdoor Gear</string>
```

```
<string name="like2_radio">Make up</string>
```

```
<string name="like3_radio">Electronics</string>
```

```
<string name="like4_radio">Furniture</string>
```

```
<string name="image1_radio">Nature</string>
```

```
<string name="image2_radio">Club</string>
```

```
<string name="image3_radio">Cozy Home</string>
```

```
<string name="image4_radio">Tech Lab</string>
```

```
<string-array name="personalities">
```

```
<item>adventurous</item> <item>glamorous</item> <item>homebody</item>
```

```
<item>tech-savvy</item>
```

```
</string-array> android:entries="@array/personalities"
```

Xml:

```
<EditText android:layout_width="wrap_content" android:layout_height="wrap_content"
android:id="@+id/name_editText" android:hint="@string/name_edit"
android:layout_weight="1" />

<RadioGroup android:layout_width="wrap_content"
android:layout_height="wrap_content" android:id="@+id/Like_type"
android:orientation="horizontal" android:layout_weight="1">

<RadioButton android:layout_width="wrap_content"
android:layout_height="wrap_content" android:text="@string/Like1_radio"
android:id="@+id/radioButton1"/>

<RadioButton android:layout_width="wrap_content"
android:layout_height="wrap_content" android:text="@string/Like2_radio"
android:id="@+id/radioButton2" android:layout_weight="1"/>

<RadioButton android:layout_width="wrap_content"
android:layout_height="wrap_content" android:text="@string/Like3_radio"
android:id="@+id/radioButton3"/>

<RadioButton android:layout_width="wrap_content"
android:layout_height="wrap_content" android:text="@string/Like4_radio"
android:id="@+id/radioButton3"/>

</RadioGroup>

<Spinner android:layout_width="wrap_content" android:layout_height="wrap_content"
android:id="@+id/spinner" android:entries="@array/personalities" />

<RatingBar android:layout_width="wrap_content" android:layout_height="wrap_content"
android:id="@+id/ratingBar" android:numStars="5" />
```

Java:

```
Update findStores() EditText name = (EditText) findViewById(R.id.name_editText);

String nameValue = name.getText().toString();

feeling.setText("You should shop for " + nameValue + " at " + storeName1,
storeName2, " or " + storeName3);

RadioGroup like = (RadioGroup) findViewById(R.id.Like_type); String Liketype;int Like_id
= Like.getCheckedRadioButtonId(); switch(Like_id){

case -1: Liketype="no"; break;

case R.id.radioButton1: Liketype="Outdoor Gear"; break;
```

```
case R.id.radioButton2: Liketype="Make up"; break;
case R.id.radioButton3: Liketype="Furniture"; break;
case R.id.radioButton4: Liketype="Electronics"; break;
default: Liketype="no";
}
```

```
public class MyAndroidAppActivity extends Activity {

    private RatingBar ratingBar;
    private TextView txtRatingValue;
    private Button buttonSubmit;

    @Override
    public void onCreate(Bundle savedInstanceState){
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);
        addListenerOnRatingBat();
        addListenerOnButton();
    }
}
```