

Assignment #2
Mobile Device Development
Zoo Directory
Due Date: 10/1/2020 @11:59pm

Homework 2 - Zoo Directory

Overview

In this homework assignment, you will create an app for a fictional zoo. The app provides a listing of animals, details of each animal, and basic information about the zoo.

This homework will give familiarity with RecyclerViews, adapters, menus, dialogs, and intents.

Requirements

The zoo app has the following requirements:

Activities

The app has 3 activities:

1. Animal listing activity

Your zoo should have at least 5 animals (you can pick them). Each row in the list should have:

- a thumbnail picture of the animal
- the name of the animal

This should be implemented as a RecyclerView. When any part of a row is clicked, it should launch the details activity for the corresponding animal (described next).

2. Animal detail activity

The animal detail activity shows details on the animal chosen in the list. The activity should show:

- The name of the animal
- A large image of the animal
- A short description of the animal

The same detail activity should be reused for each animal.

3. Zoo information activity

The zoo information activity should have:

- The name of the zoo
- A phone number, represented as Button or a TextView. When clicked, the phone number of the zoo (888-8888) should be dialed. You can use the `Intent.ACTION_DIAL` intent for this.

This activity should be triggered by one of the menu items (see the "Menu Items" section below).

Menu Items

The ActionBar should remain persistent throughout the app. The overflow menu should have two items:

- Information. This should launch the zoo information activity (described above).
- Uninstall. This should call an intent to uninstall the app. You can use the `Intent.ACTION_DELETE` intent for this.

The menu items listed above should appear in the overflow menu and not as buttons in the action bar. This is because only frequent, important, or typical actions are supposed to appear as buttons in the ActionBar.

Dialog Box

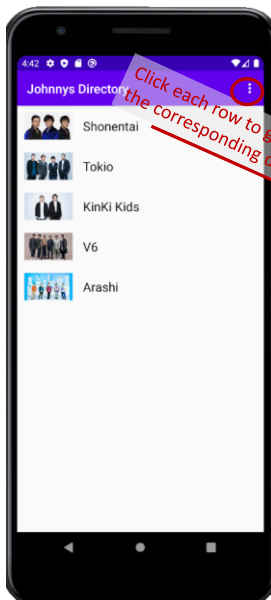
When the user clicks on the last animal in the animal listing activity, an alert box should pop-up, warning the user that the animal is very scary and asking the user if they want to proceed. If the user clicks "Yes", then the app should proceed as normal. If the user clicks "No", then the app should remain on the same activity.

Notes

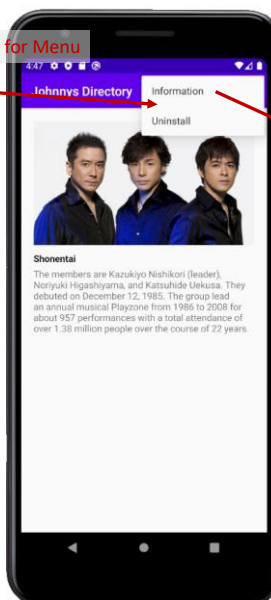
- You can choose the specific details of the zoo (the name of the zoo, the animals, the descriptions, etc.). Don't spend too much time thinking of these details. Feel free to be creative or boring. You can reuse the animals in the sample code shown in class.
- You can just hardcode the list of animals in code. You can just store the pictures in the assets or drawables folder.
- You can store separate images for the thumbnails and full images.
- Try to use relatively small images (below 500kb). You may run into memory issues otherwise.
- Using Fragments is not required for this assignment. You may use them if you want, but using regular Activity classes is probably easier.
- Instead of a Zoo Directory, you can choose to create your own directory type, such as a Celebrity Directory or Food Directory. Feel free to be creative.

Example (Celebrity Directory)

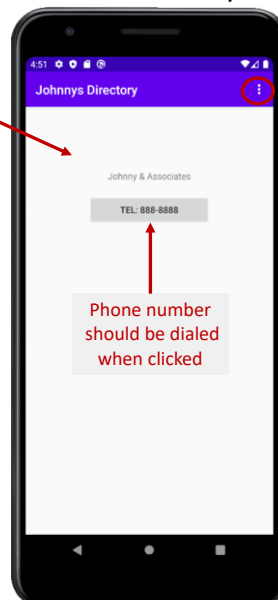
1. Main Activity – List of Animals



2. Animal detail activity

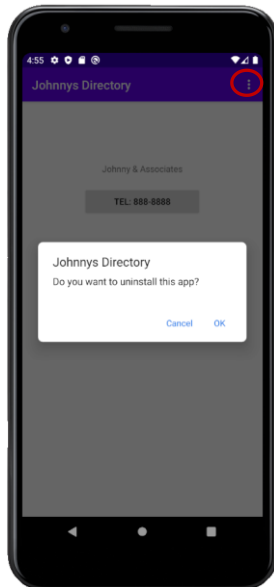


3. Information activity

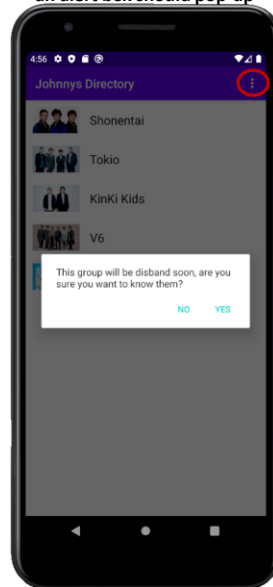


Example (continued)

When choose "Uninstall" in the menu



When click on the last item, an alert box should pop-up



Submission

1. Push your project directory along with the source to remote bitbucket repository by the due date.
2. Invite and share your project repository the Grader (yan.chen01@sjsu.edu) and Instructor (ramin.moazeni@sjsu.edu).
3. Submit a Readme.pdf to Canvas including your name, repository access link, instructions to run your program (if any), snapshot of your running application.
4. Your project directory will be graded according to the state your project directory was in at due time when fetched.