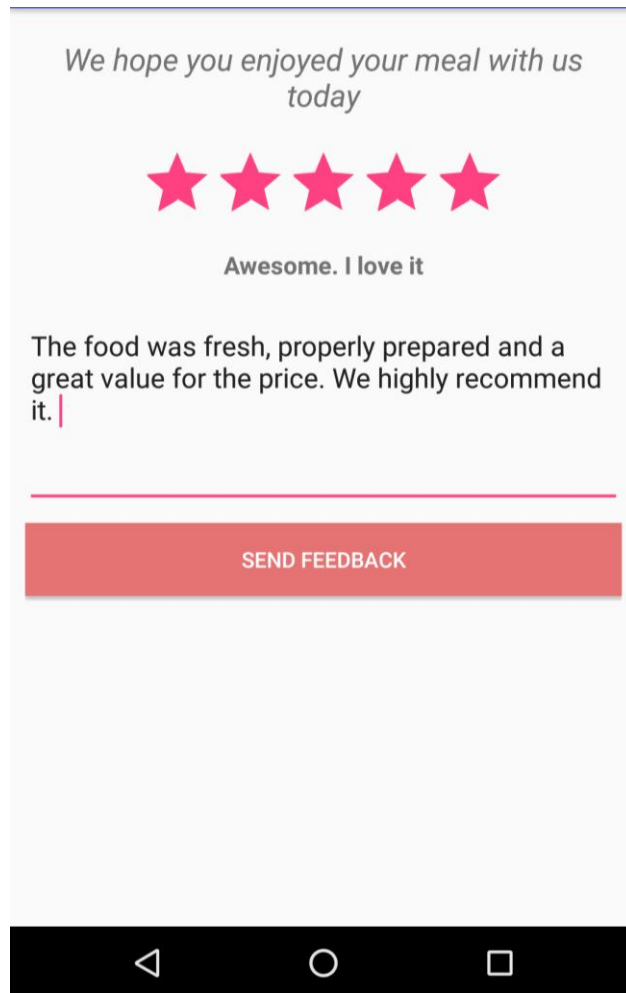


18XDA2 – Mobile Computing

Exercise 3:

Create a Feedback Android app for the given below screen design using any of the layouts.



When rating star is clicked, the below messages should displayed immediately. (that is based on OnRatingChanged listener). Selection should be whole number (Fraction is not allowed)

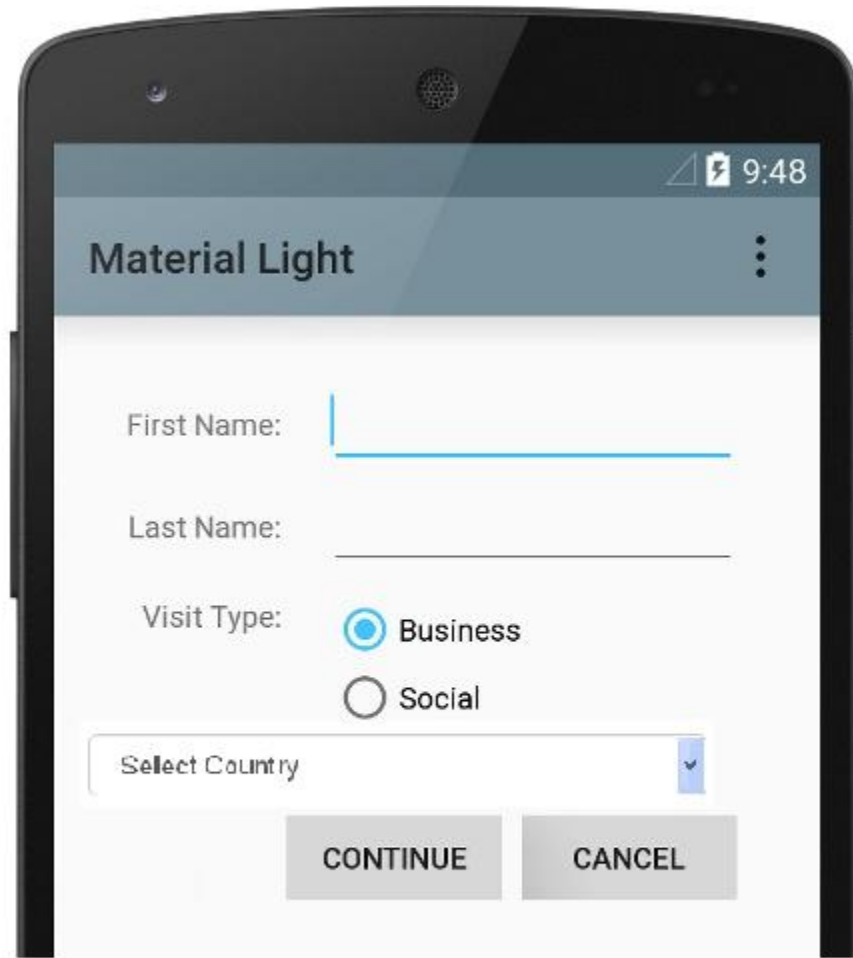
- 5 - Awesome. I love it
- 4 - Good. Enjoyed it
- 3 - Satisfied.
- 2 - Not good. Need improvement
- 1 - Disappointed. Very poor

Message is required and maximum allowable characters should be 100

When send feedback button is clicked, display the entered message.

Exercise 4:

Create an Android app for the given below screen design using any of the layouts.



The image shows a mobile app interface titled "Material Light" on a smartphone. The status bar at the top right shows a signal strength icon, a battery icon, and the time 9:48. The app title "Material Light" is in the top left of the header, and a three-dot menu icon is in the top right. The main content area contains the following elements:

- First Name:** A text input field with a blue underline.
- Last Name:** A text input field with a grey underline.
- Visit Type:** Two radio button options: "Business" (selected with a blue circle) and "Social" (unselected with a grey circle).
- Select Country:** A dropdown menu with a blue arrow icon on the right.
- Buttons:** Two grey buttons labeled "CONTINUE" and "CANCEL" at the bottom.

If continue button is clicked, pass all the information to next screen using Intent and display it in a Textview **on the next screen**.

All fields are required. Validate first name and last name consists of only alphabets. (that is, special characters are not allowed)