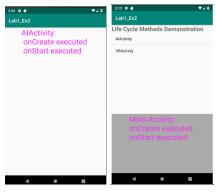






Exercise 2 [15 marks]

Write an Android Application that demonstrates the activity life cycle and fragments. The main activity should have two fragments. The top fragment contains a list view control whose items are the names of two other activities, Alactivity and VRActivity. The bottom fragment uses a text view control to display the list of life cycle methods that take place when the main activity starts.



Use **Toast** class methods to display a quick message in fragment's onCreateView and onStart methods.

The AlActivity and VRActivity should each have a TextView control to display messages when onCreate, onStart, onStop, and onDestroy are executed.

Declare the String resources in **strings.xml** file. Feel free to use the code from SimpleFragmentsExample app from Week 1 example

Android Module Naming Rules

You must name your Android Studio project according to the following rule: yourfullname_COMP304SectionNumber_Labnumber_ExerciseNumber

Example: johnsmith_COMP304Sec002_Lab1_Ex1

Submission - Assignment Folder

Submit your projects as **zip files** that are named according to the following rule

yourfullname_COMP304SectionNumber_Labnumber_ExerciseNumber.zip

Example: johnsmith_COMP304Sec002_Lab1_Ex1.zip

 $Submission\ can include\ a\ recorded\ video\ to\ demonstrate\ the\ exercises\ Ex1\ and\ Ex2\ as\ separate\ projects.$

Upload your zipped assignment file using the assignment link in e-centennial: Lab Assignment 1 - Week 3. ((d2llcommonldialogs/quickLink/quickLink/d2l2ou=658923&type=dropbox&rcode=CENCOL-2912618)

Evaluation table:

Item	Percentage of total mark
Functionality:	
Correct implementation of activities	25%
Class code for main activity and two other activities	
Ul in XML/layout	

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Content and Activity Page

o Resources in XML Correct implementation of fragments o Class code o Ul in XML Correct implementation of Event Handlers and life cycle methods o onlistitem(lick event o life cycle methods for activities and fragments (onCreate, onStart, onCreateView, etc)	25% 25%
User Friendliness:	10%
Alignments of UI controls Friendly I/O	
Comments, correct naming of variables, methods, classes, etc.	5%
Virtual Demo or Recorded Video	10%
Total	100%

References

Textbook, online course material, Lab Session examples, and https://developer.android.com/training/basics/firstappic/reating-project) This material provides the necessary information that you need to complete the exercises.

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