

Mobile App

Continuous

Assessment 2

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To-Do list:

☐ Movie screen:

- ☒ ~~Create a Movie class with the structure specified in movie.json~~
- ☒ ~~Obtain and fill data (minimum of 4 movies)~~
 - ☒ ~~Obtain relevant movie data from (<https://www.imdb.com/>) credits at the bottom of the app~~
 - ☒ ~~Generate a random number between 0 and 15 for each movie and assign to seats__remaining~~
 - ☒ ~~Start with an initial default seats__selected value of 0 for all movies~~
 - ☒ ~~You shall fill random URLs for images from pixabay or other free image providers to begin with(<https://unsplash.com/>)~~
- ☒ ~~If any seats are selected, show how many seats are selected and hide remaining seats~~

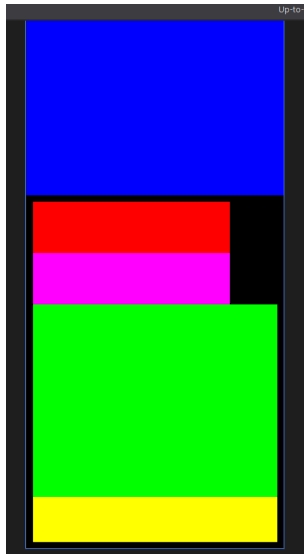
☒ Seat selection feature:

- ☒ ~~Clicking any item (anywhere on the item) on the movie screen should open a new MovieActivity, refer to movie__activity__*.jpg~~
- ☒ ~~Add plus and minus icons, show seats__selected in the middle~~
- ☒ ~~On click plus/minus, update both seats__selected and seats__remaining for that movie~~
- ☒ ~~Add validation, when 0 seats selected minus is disabled, when 0 seats remaining plus is disabled~~
- ☒ ~~When back is pressed, the selected seats are retained and reflected in the screen. (Hint: If you don't see any updates, call adapter notifyItemChanged as soon as you return to the screen activity)~~
~~added a forward button to do that~~

☐ Bonus:

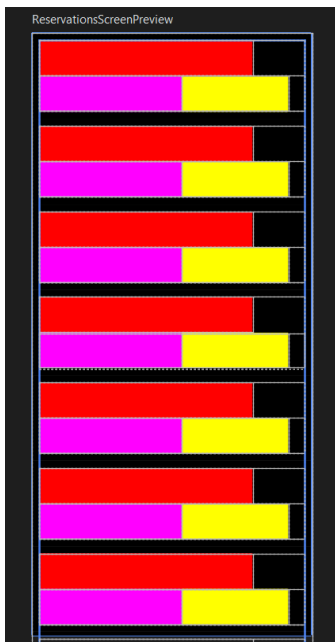
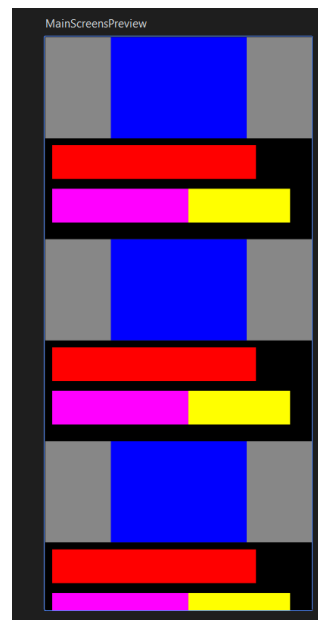
- ☐ Add "filling fast" badge if less than 3 seats remaining
- ☐ Use "Roboto Condensed" font to replicate same style
- ☐ Use original movie images from myvue.com or your favourite provider (Hint: check get__movie__image__url.gif)

I started by decomposing the different screens from the views given



Movie Details Page Blocked Out

MainScreen Page blocked Out



ReservationsPage blocked out

using the preview screen of Android Studio i then adjusted the layout of each screens



once satisfied i edited the layout of my screens i then for each screen created a route object to make navigation easier

Movie Class then i had the idea of using a movie api so that i can use a broader amount a movies after looking online i found the following movie api: <https://rapidapi.com/amrelrafie/api/movies-tv-shows-database>

I then started looking for tutorials on how to use api's on android studio and followed:(Pt1: <https://medium.com/@kathankraithatha/how-to-use-api-in-jetpack-compose-10d11b8f166f>

Pt2: <https://medium.com/@kathankraithatha/how-to-use-api-in-jetpackcompose-part-2-e1fb3e60a320>)

Once i had my database i had to look up how to load images from internet using a url and followed this tutorial:

<https://www.delasign.com/blog/android-studio-jetpack-compose-kotlin-image-from-url/>

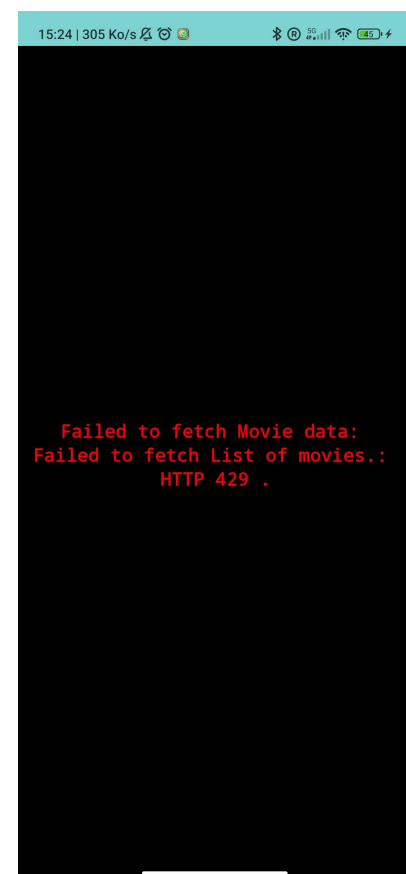
I then modified the movie class to fit the api's data.

The first problem i ran into while implementing an api was an infinite loading screen when testing the app on a photo spent a big amount of time trying to fix this issue the problem was passing state values to functions instead of view models.

But once i had fixed this issue I was faced with an error screen

I was now faced with an error http 403

after looking online what the error was i understood that the api i was using had limited the maout of requests that i could make per months and while fixing errors i had exceeded said limit



Thats when i decided to change my project to use a firebase api

I first had to learn how to use firebase and implement it into my project followed this tutorial:

https://firebase.google.com/docs/firestore/query-data/get-data?hl=fr&authuser=0#before_you_begin

This part took a lot of time as well because i made the mistake of refusing to star over so i spent most of the time adapting my project structure to support firebase

once i was accustomed with firebase is imply had fun correcting and adjusting the screens

Here are the final screens as seen on the app

