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Section 2

Assignment 6

10/21/20

READ ME

The purpose of this assignment is to create two fragments that have different functionalities, yet operate similarly as the two activities in the previous assignments. The PaletteFragment (the master fragment) uses a factory method that takes in a bundle that will determine what the fragment will display while the CanvasFragment displays the color that the user selects by changing the background color and displaying the color’s text. There is also an interface (selectInterface) that is used to communicate properly between the MainActivity and PaletteFragment that handles the data from the onItemClick() method to determine what the CanvasFragment should do based on this information from the user. This application works in both French and English languages and comes with an updated APK.

