MMAD S2016
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Tingle App

During the semester, we will create an app called “Tingle”. The purpose of Tingle is to register and find physical things such as books, clothing, keys etc. Many of us spend a lot of time looking for things that we cannot find and could use a Google-like search engine for things in the physical world. Something like:

During the semester you will gradually improve the user interface and add functionality to your app. A big challenge with this app is to find convenient ways of registering things. We will therefore experiment with using camera, location, bar-code reading and storing things in databases.

This week we will modify version 2 of the Tingle app to use Fragments which is a key concept in creating and administering the code for user interfaces in Android.

Tingle App: third step

This week we modify TingleActivity to use Fragments. We will call this app TingleV3. The functionality of the app will be same as in version 2.

Extending TingleV2 to TingleV3 consists of two steps:

1) Creating a new class called TingleFragment that will have the same functionality as TingleActivity in V2
2) Reprogramming TingleActivity using a Fragment manager.

Our approach will follow the approach explained in Chapter 7 of the textbook.

1. **Creating TingleFragment**

1. Create a new class called TingleFragment in your project and a corresponding layout file called fragment_tingle in your project.

2. Copy the code of TingleActivity.java and activity_list.xml from TingleV2 to the two new files (TingleFragment.java and fragment_tingle.xml). This will initially generate a lot of syntax errors. Do not worry about this right now.

3. Use Listing 7.13 in the book and make your TingleFragment look similar with both an OnCreate and an OnCreateView method.

2. Reprogram TingleActivity

4. Change activity_tingle.xml and ActivityTingle.java to look like Listing 7.6 and 7.15 respectively.

Complete and run TingleV3

Fill in the missing code and try running the app from Android Studio.