

Appendix A

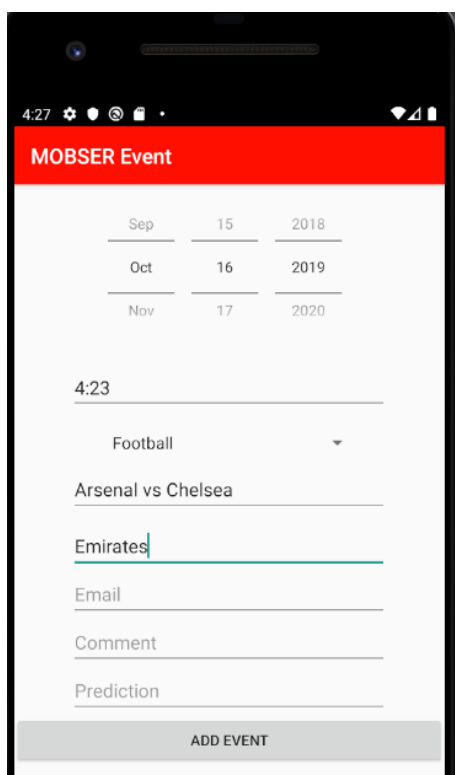
COMP1424 Logbook Upload Template

1. Basic Information

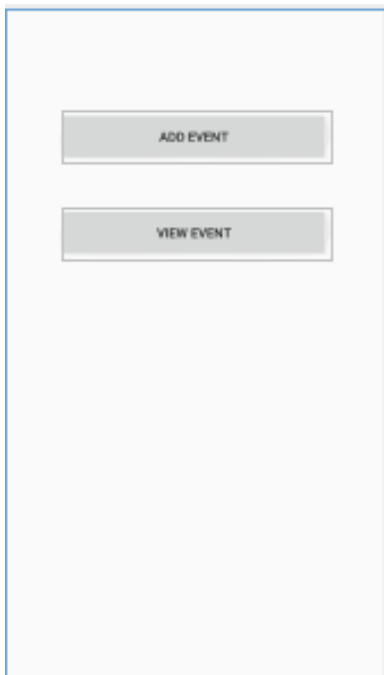
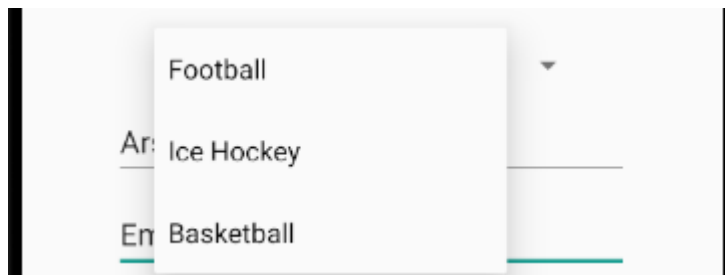
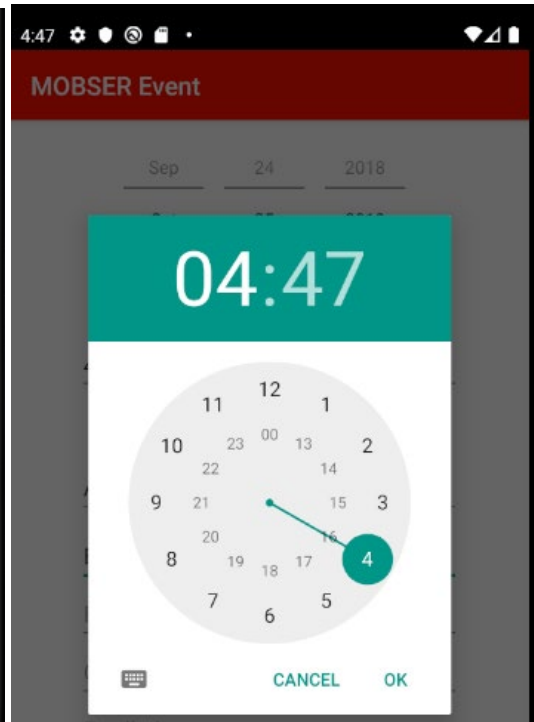
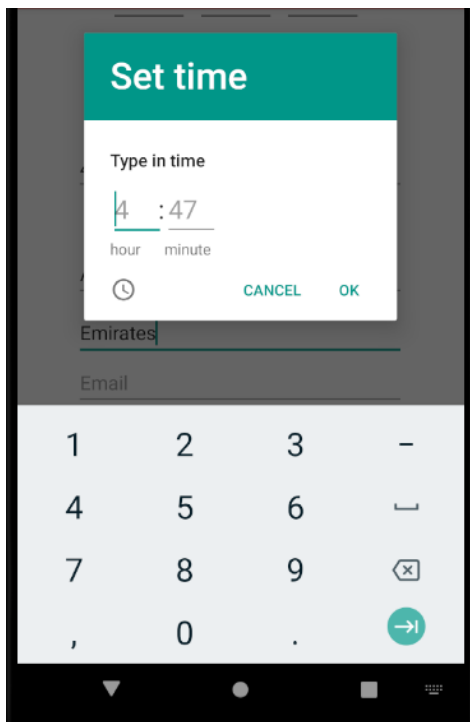
1.1 Student name: Usman Basharat 000874782	
1.2 Who did you work with? Note that for logbook exercises, you are allowed to work with one other person as long as you give their name and login id and both contribute to the work.	
1.3 Which Exercise is this? Tick as appropriate.	2 – NameEntry <input type="checkbox"/> 3 – Initial GUI for MOBSEr <input checked="" type="checkbox"/> 4 – Initial database for MOBSEr <input type="checkbox"/> 5 – Initial MOBSEr PhoneGap App <input type="checkbox"/>
1.4 Based on the grading criteria in the logbook specification what mark do you feel you deserve for this piece of work?	0 – little or no attempt <input type="checkbox"/> 1 – an attempt but could do less than half properly <input type="checkbox"/> 2 – everything done but with significant flaws <input type="checkbox"/> 3 – excellent – everything done and only minor flaws <input checked="" type="checkbox"/> 4 – exemplary – everything done perfectly <input type="checkbox"/>
1.5 Briefly explain your answer to question 1.4 e.g. what you could have done better?	I have completed this as the structure for this is a linear layout. This is the basic GUI as improvements are set to be made for the main event activity. However, the structure of the add event activity will be the same for this. Structure behind

2. Exercise answer

2.1 Screen shots demonstrating what you achieved



This is the GUI for the MOBSEr. As you can see, they are various fields that are compulsory to add an event. Date is a slider for each of the date, month and year. Time is selected by a pop-up that the user can select the time that the event is. Sports Events are the spinner that can be selected. The participating events for this spinner are Football, Basketball and Ice-Hockey. The rest are different types of edit text for the relevant fields such as email has an email edit text. Please refer to the screenshots below to see more of the GUI fields in place. Please note that all strings that have been entered are not hard-coded. Refer yourself to code below too.



This is the Main Activity that users can view to go on to the next page. However, this is not yet finished as this is the basic view for the GUI of

2.2 Code that you wrote

Manifest.xml

This is the manifest where you can link all activities. All activities are set to link to this as this is essential. All changes to the main link can be changed here too.

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.example.mobsercoursework">

    <application
        android:allowBackup="true"
        android:icon="@mipmap/ic_launcher_logo"
        android:roundIcon="@mipmap/ic_launcher_logo"
        android:supportsRtl="true"
        android:theme="@style/AppTheme">
        <activity android:name="AddEvent"
android:label="@string/app_name"></activity>
        <activity android:name=".MainEvent" android:label="@string/app_name">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>

</manifest>
```

Main_event_activity.xml

This is the activity linked to the main. For this, I used a constraint layout and structured and aligned it using the layout width and height for both buttons that are set.

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent">

    <Button
        android:id="@+id/addEventReview"
        android:layout_width="291dp"
        android:layout_height="56dp"
        android:layout_marginStart="8dp"
        android:layout_marginLeft="8dp"
        android:layout_marginTop="8dp"
        android:layout_marginEnd="8dp"
        android:layout_marginRight="8dp"
        android:layout_marginBottom="8dp"
        android:text="@string/addEvent"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent"
        app:layout_constraintVertical_bias="0.156" />

    <Button
        android:id="@+id/addEventReview2"
        android:layout_width="291dp"
        android:layout_height="56dp"
        android:layout_marginStart="8dp"
        android:layout_marginLeft="8dp"
```

```

        android:layout_marginTop="8dp"
        android:layout_marginEnd="8dp"
        android:layout_marginRight="8dp"
        android:layout_marginBottom="8dp"
        android:text="@string/viewEvent"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent"
        app:layout_constraintVertical_bias="0.314" />
</androidx.constraintlayout.widget.ConstraintLayout>

```

Add_event__activity.xml

This is the add event activity where a Scroll View with Linear Layout has been used as a combination. This has been used for more room for this activity. As you can see, all fields are structured and aligned within the linear layout.

```

<?xml version="1.0" encoding="utf-8"?>
<ScrollView xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/scrollView4"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".AddEvent">

    <LinearLayout
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:orientation="vertical">

        <DatePicker
            android:id="@+id/dateReview"
            android:layout_width="match_parent"
            android:layout_height="157dp"
            android:calendarViewShown="false"
            android:datePickerMode="spinner"
            android:gravity="center">

        </DatePicker>

        <EditText
            android:id="@+id/editTextTime"
            android:layout_width="303dp"
            android:layout_height="wrap_content"
            android:layout_gravity="center"
            android:layout_marginTop="15dp"
            android:autofillHints=""
            android:ems="10"
            android:focusable="false"
            android:hint="@string/clickMe"
            android:inputType="time" />

        <Spinner
            android:id="@+id/spinnerSport"
            android:layout_width="255dp"
            android:layout_height="44dp"
            android:layout_gravity="center"
            android:layout_marginTop="8dp"
            android:layout_weight="1" />

```

```

<EditText
    android:id="@+id/editTextPlayed"
    android:layout_width="303dp"
    android:layout_height="46dp"
    android:layout_gravity="center"
    android:layout_marginBottom="8dp"
    android:ems="10"
    android:hint="Teams"
    android:inputType="textPersonName" />

<EditText
    android:id="@+id/editTextLocation"
    android:layout_width="303dp"
    android:layout_height="46dp"
    android:layout_gravity="center"
    android:ems="10"
    android:hint="@string/location"
    android:inputType="textPersonName" />

<EditText
    android:id="@+id/editTextEmail"
    android:layout_width="303dp"
    android:layout_height="46dp"
    android:layout_gravity="center"
    android:ems="10"
    android:hint="@string/email"
    android:inputType="textEmailAddress" />

<EditText
    android:id="@+id/editTextComment"
    android:layout_width="303dp"
    android:layout_height="46dp"
    android:layout_gravity="center"
    android:ems="10"
    android:hint="@string/comment"
    android:inputType="text" />

<EditText
    android:id="@+id/editTextPrediction"
    android:layout_width="303dp"
    android:layout_height="46dp"
    android:ems="10"
    android:layout_gravity="center"
    android:hint="Prediction"
    android:inputType="phone" />

<Button
    android:id="@+id/addEvent"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:gravity="center"
    android:text="@string/addEvent" />

</LinearLayout>

</ScrollView>

```

Strings.xml

These are the strings that link to each activity that prevents hard-coded strings to be entered. Much easier to use elsewhere as it can be changed in one place.

```
<resources>
    <string name="app_name">MOBSER Event</string>
    <string-array name="list">
        <item>Football</item>
        <item>Ice Hockey</item>
        <item>Basketball</item>
    </string-array>
    <string name="reviewTitle">MOSBER Event</string>
    <string name="clickMe">Click to select time</string>
    <string name="location">Location</string>
    <string name="email">Email</string>
    <string name="comment">Comment</string>
    <string name="rating">Give a rating out of 5 of your enjoyment of the
game</string>
    <string name="addEvent">Add Event</string>
    <string name="viewEvent">View Event</string>
</resources>
```

Styles.xml

Styles and colours are linked together. As you can see, the hex code “#FF0F00” is the colour red that are linked together for the main header as a theme.

```
<resources>

    <!-- Base application theme. -->
    <style name="AppTheme" parent="Theme.AppCompat.Light.DarkActionBar">
        <!-- Customize your theme here. -->
        <item name="colorPrimary">@color/colorPrimary</item>
    </style>

</resources>
```

Colors.xml

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <color name="colorPrimary">#FF0F00</color>

</resources>
```