

ITIS/CS 5180 Mobile Application Development
In Class Assignment 03

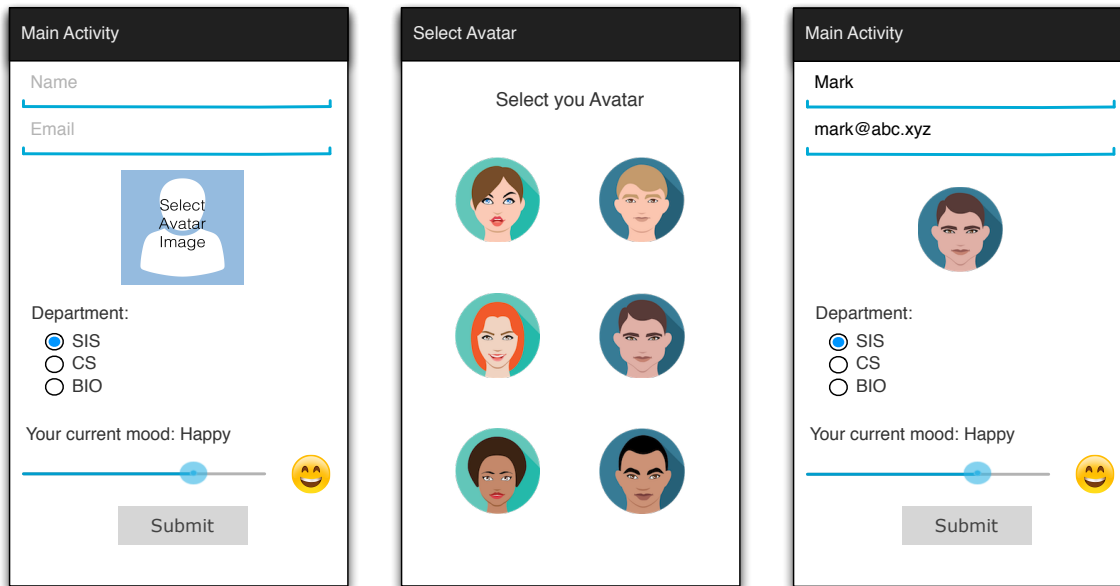
Basic Instructions:

1. In every file submitted you **MUST** place the following comments:
 - a. Assignment #.
 - b. File Name.
 - c. Full name of each person in your group.
2. Each team is required to submit the assignment on Canvas.
3. Please download the support files provided with this assignment and use them when implementing your project.
4. Submission details:
 - a. Compress the contents of your project folder. The file name is very important and should follow the following format: **InClass03_Group#.zip**
 - b. Only one group member is required to submit on behalf of the whole group.
 - c. You should submit the assignment through Canvas: Submit the zip file.
5. The required Android Virtual Device (AVD) should have **minimum SDK version set to 16 and target SDK at 25**.
6. **Failure to follow the above instructions will result in point deductions.**

In Class Assignment 3 (100 points)

In this assignment you will be building an application to learn how to create more than one activities using intents, and how to exchange data among different activities. This is a basic profile creator app, where you have to save your Name, Email, Avatar, Department name, and Current mood.

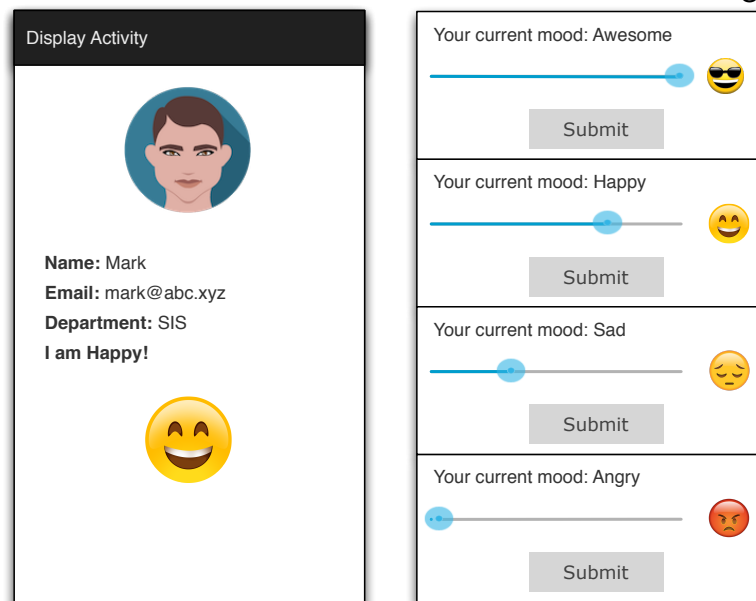
Part 1, Main activity (35 Points):



(a) Main Activity

(b) Select Avatar Activity

(c) Fill up the form, and Submit



(d) Display Activity

(e) 4 levels of moods

Figure 1: App wireframes

The main activity displays a form where you should put all the information to create your profile. Please follow the steps to build this activity:

1. This is the main activity where you have 5 things to set (Figure 1, a):
 1. Name (EditText, with hint, "Name").
 2. Email (EditText, with hint, "Email").
 3. 'Select your Avatar' ImageView (a default image before you select your avatar, and the selected image after you select your avatar).
 4. 'Select your Department' (RadioGroup, with 3 options: SIS, CS, and BIO).
 5. A mood selector SeekBar (4 steps: Angry, Sad, Happy, Awesome).
2. Name and Email EditTexts must have appropriate hints with proper input validation. Name should only accept non-empty strings, and email must only accept strings having an email format (abc@def.xyz). Make appropriate Toasts whenever any invalid input is detected after you click Submit.
3. The next thing you need to put is a default image that says, "Select Avatar Image." Clicking on that Image should take you to Select Avatar Activity, see figure 1(b).
4. There should be a RadioGroup with three options, SIS, CS, and BIO to select your department. The default option should be SIS.
5. And finally, there should be a SeekBar to select your mood. The SeekBar should have 4 steps, 0 to 3. If you slide the SeekBar, it should fix itself to the nearest step point. (HINT: Use discrete SeekBar. Change the theme of the SeekBar, `android:theme="@style/Widget.AppCompat.SeekBar.Discrete"`).
6. Based on the SeekBar progress, you need to change the mood Emoji. See figure 1(e) for Emoji selections. Emoji ImageView should be dynamically updated according to the SeekBar progress.
 1. For step 0: Angry
 2. For step 1: Sad
 3. For step 2: Happy
 4. For step 3: Awesome.
7. Clicking on the Submit button should take you to the Display Activity to display the results.

Part 2, Select Avatar activity (35 Points):

1. Clicking on the default Select Avatar Image ImageView should take you to Select Avatar activity.
2. In Select Avatar activity you will see a grid of 6 images, including 3 images of male and female avatar images each, see figure 1(b).
3. Clicking on any of the images should select that image as your avatar image, and take you back to the main activity. You should display that particular image replacing the default one, see figure 1(c).
4. You should **start this activity for result**.
5. **You can either use ImageView or ImageButton.**

Part 3, Display Activity (30 Points):

1. After you fill up the form, and click on Submit, the app should take you to the Display Activity.
2. You should create a Profile class implementing Serializable or Parcelable interface. Profile class should have all the elements needed to display them in a different activity.
3. Use explicit intent to start this activity from the main activity, and send the Serializable and Parcelable data from the main activity to this activity.
4. You should display the Avatar Image, Name, Email, Department, Mood ("I am MOOD!"), and the Mood Image in this activity.

Read the Instructions again, discuss it with your team mate, and create a plan before you start coding.

Good Luck!