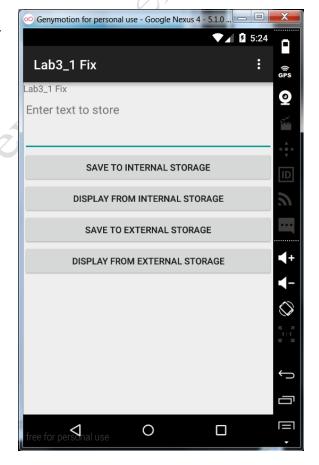
Lab 3.1 Correction Internal/External Storage



Assignment Background:

The focus of this lab is to download and existing project from a repository. Make corrections to the project so that it can write to the SD Card properly. Cleanup the output so it displays back to the user in a better fashion.

- 1) Download from GitHub (AdvancedAndroidDevelopment repository) the userLab3_1 project and rename the 'username' to match your actual username
 - a) Application Name: YourUsernameLab3_1
 - b) Project Name: YourUsernameLab3_1
 - c) Package Name: com. yourLastName.yourUsernameLab3_1
 - d) Use all other appropriate values to finish out creation of project
- 2) Modify the app to use fragments
- 3) Modify the app to allow the user to save to internal storage as well as display the contents back to the user.
 - a) Be sure all text displays back as originally entered
 - b) Include code to limit the size of the data to be stored internally (keep it rather small for this lab)
- 4) Modify the app to allow the user to save to external storage (SD card).
 - a) Since an SD card may not be available be sure to let user know if this cannot be done.
 - Options: Disable the external storage button, display a toast message to the user saying it is not available as there is no SD card, etc.
 - b) Verify that the data stored properly
- 5) Add logic to allow the internal and external storage to be deleted
- 6) When the app is closed, it should reopen with all previously stored data reloaded
- 7) Follow Java coding guidelines and standards
 - a) Java code should be written with reuse in mind
 - b) Use naming conventions (m prefix, s prefix, etc)
 - c) Code should include javadoc comments for each method



- 8) Test all functionality of the app
 - a) Allow the User to rotate the device portrait and landscape without losing position or data
 - i) All functionality should remain regardless of orientation
 - ii) Be sure that all buttons and functionality is visible on the screen preventing the user from having to scroll to find the buttons or information