

The Clock and Alarm

Read Me

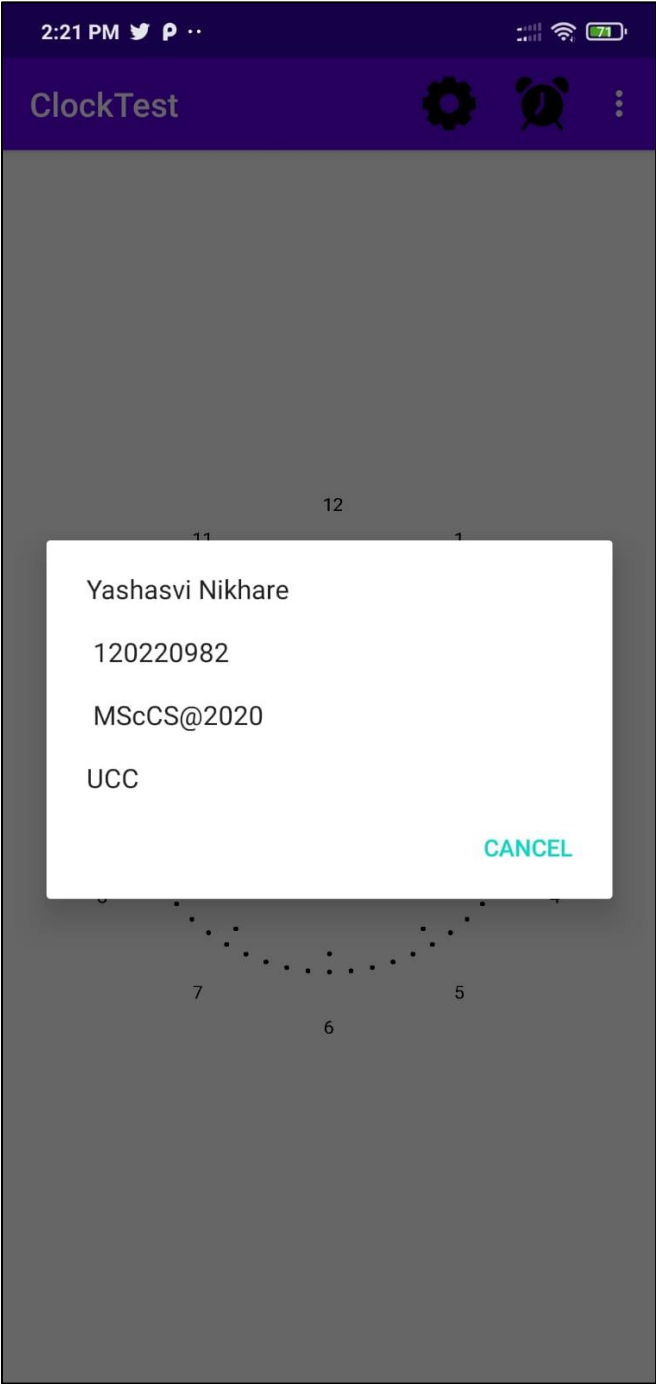
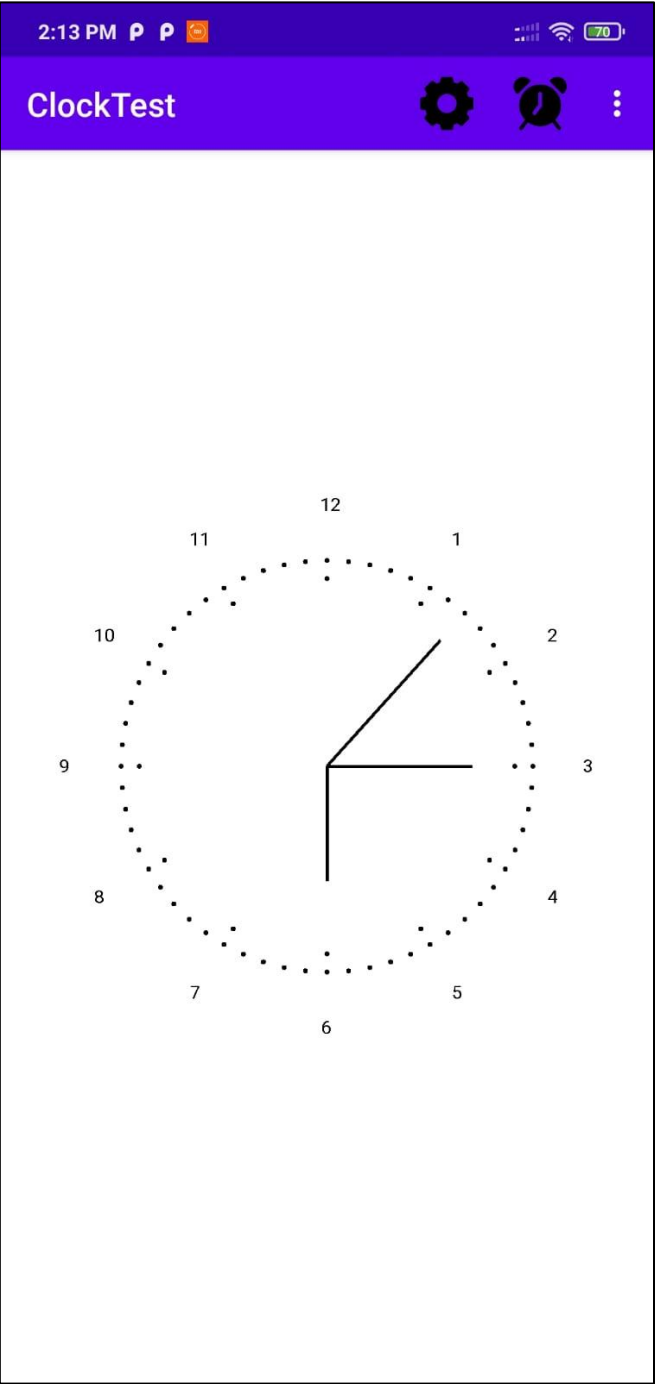
In the home screen of the application, I have added a menu with three items.

1. About us
 2. Alarm (always visible)
 3. Settings (always visible)
- The about us prompts a dialogue box which shows the general information.
 - The Alarm icon, which is set on always visible, redirects to the new activity which shows the alarm timer.
 - The settings icon, which is also set on always visible, redirects to the new activity which lets you select the color of the clock.

With the menu on the home screen, it also shows the important and main component of the assignment-
The Clock:

I have created a canvas and with canvas holder method, I have used **drawPoints** method to draw 60 points for seconds and 12 points for hours. Also, with **drawRadius**, I have added second, minute and hour hand. And with **setText**, I have added numbers (1,2,...12) to show the exact time.

Below is the screen-shots of the Home Screen (Clock) and About us dialogue box:



To get the Alarm clock working, I have created a new xml file and added the **Text Clock** and **Time Picker**.

The Text Clock widget shows the current time and the Time Picker helps us to select the time.

Then with the help of **Ringtone Manager**, I have set the default ringtone for when the selected time matches with the current time.

As the Time Picker provides the flexibility of choosing the widget in analog as well as in digital timer, I have used a **RelativeLayout** for the xml file.

Below are the screen-shots:

