Programming Native App Interaction – Assignment 1

Part 1: Produce an Interactive Interface, 35%

You are to produce an Android app for a company that runs three caravan and camping parks.   The parks are:

Lothianside Camping and Caravanning Park,
Loch Bannoch Touring Park, and
Mckeowns Holiday Park

Each of the parks offers cabin, caravan and tented accommodation.   The cost per night of these is £45, £25 and £15 respectively.

Your app should consist of an introductory (splash) screen providing some information about the company and what is available.

There should be a link to a screen that allows customers to select a park, an arrival date and length of stay in nights and what type of accommodation they require, the number of adults, under 16s and under 5s. Customers also need to say whether they are bringing pets. Customers need to confirm that at least one member of the party is over 21.

The cost of the booking should be calculated. The information should be stored on the phone. A third screen (linked from the splash screen) should enable the customer to retrieve their booking details.

Produce a working prototype android implementation using Android studio. Use relevant graphics for your work. Graphics should be the right size and in the right location – but please remember it is the functionality that is important.

You should use an appropriate selection of the components covered in classes for user data entry and consider what feedback you give to the user at each stage.

Your app should be targeted for the Nexus Galaxy Android 4.0.3 (API 15)

Submission deadline is posted on Moodle.

All sources of code or techniques not developed from the class should be referenced within comments.

Format of submission: Zipped project file (preferably using 7zip) is uploaded to Moodle.

Your attention is drawn to the University's policy on cheating and plagiarism http://www.uws.ac.uk/current-students/study/exams-and-assessment/.

Guidance on submission

The basic minimum requirement is a three activity/ three screen app consisting of the following:
- Splash screen/landing page
- Data selection screen
- Data confirmation screen

The landing page allowing starting of the other two activities and hence navigation to the other two screens. The data selection screen should have some use of layout (i.e. not be entirely RelativeLayout), allow some data to be added and does any calculation on this data which is output to the screen.

Further credit can be earned by:

➢ Using shared preferences to store data in data selection screen and display on data confirmation screen

➢ Dealing with all the data in the brief

➢ Well-designed splash screen using, for example, ImageView

➢ Improved navigation between screens

- Back navigation, navigation triggered by different components…

➢ Increased range of components

- Text fields, radio buttons, spinners, checkbox….

➢ Dynamic calculation of cost

- Triggered by appropriate component events

➢ Good use of comments

And of course adding other features.