

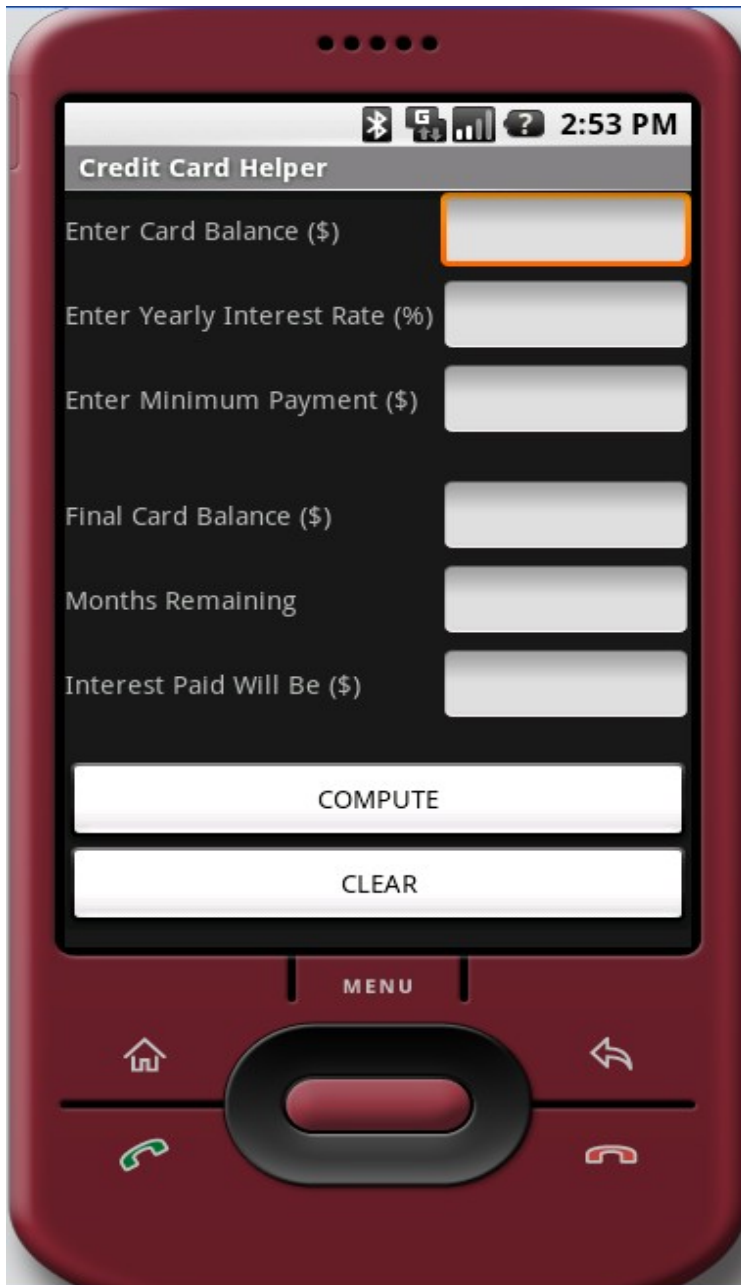
Assignment #3 - Android UI Design

Date assigned: Tuesday, February 23, 2010

Date due: Tuesday, March 2, 2010

Points: 25

You are to implement the UI for a Credit Card application that will help people with their credit card debt. Your application is to look exactly like the following:



There are three main visible UI widgets in this application:

- TextView
- EditText
- Button

You can see that there are six TextView widgets, six EditText widgets, and two Button widgets. For each TextView widget you create, use an id that begins with **text** and then a good description. For example, the first TextView widget is called **textCardBalance**. The EditText widget to the right is called **editCardBalance**. The COMPUTE button widget is called **buttonCompute**. When we add functionality to our application, the id names will become very important for code readability and debugging.

Please note the spacing between the Enter Minimum Payment and Final Card Balance. Also note the spacing between the Interest Paid Will Be and the COMPUTE button.

There are several things with this UI that are not visible but that I want you to make sure is taken care of in this application.

1. The first three EditText widgets are to allow the user the ability to enter only legal dollar amounts. If the user hits return, move to the next EditText widget.
2. The next three EditText widgets should not allow the user the ability to enter anything in the widget. These three widgets will be used to output values that the application computes from the users input.
3. Make sure that the entire UI is inside of a ScrollView as the entire UI might not be displayed on the entire screen.

Goals for Assignment #3:

1. Implement a simple UI in Android
 2. Gain experience with reading and understanding the developers guide
 3. Use the design tool for laying out XML inflatable code
 4. Learn how to organize and nest widgets and controls properly
 5. Understand each of the components making up an Android application
 6. Use the emulator and an actual device to run your Android application
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Specifics:

1. Save your Android project in a project folder called PUNetIDCreditCard. Then drop the entire folder into the CS360AndroidDrop folder by 1pm on the day in which the assignment is due.
2. Your code is to be written using the development tools specified in the syllabus. Remember, I will be testing your app in a Windows emulator.
3. If you come to me with a question regarding your solution, I will have you load your project onto a machine in the CS lab. I will not look at your code on your computer or on paper as it just takes me too long to get at the problem. Further, I want you to bring in your textbook and lecture notes in case I want you to look up something. Remember, I'm not just a tell you the answer guy. Make sure you understand how to use the developer tools and that you can run your program on the emulator.
4. If you want help with a compiler error, you must be able to tell me exactly what statement you put in your code that caused the error and be able to isolate the error. If you have typed in a bunch of code and have not tested your code as you've gone along, I'm not going to help you sort out the mess. You've been warned!!
5. There is nothing to print out for this assignment.
6. Run your UI on the Nexus One and make sure the UI works in Portrait and Landscape mode. I want to see your running application by 1pm on the day in which the assignment is due.