

Assignment #5 - Android Credit Card Activities

Date assigned: Thursday, March 11, 2010

Date due: Thursday, March 18, 2010

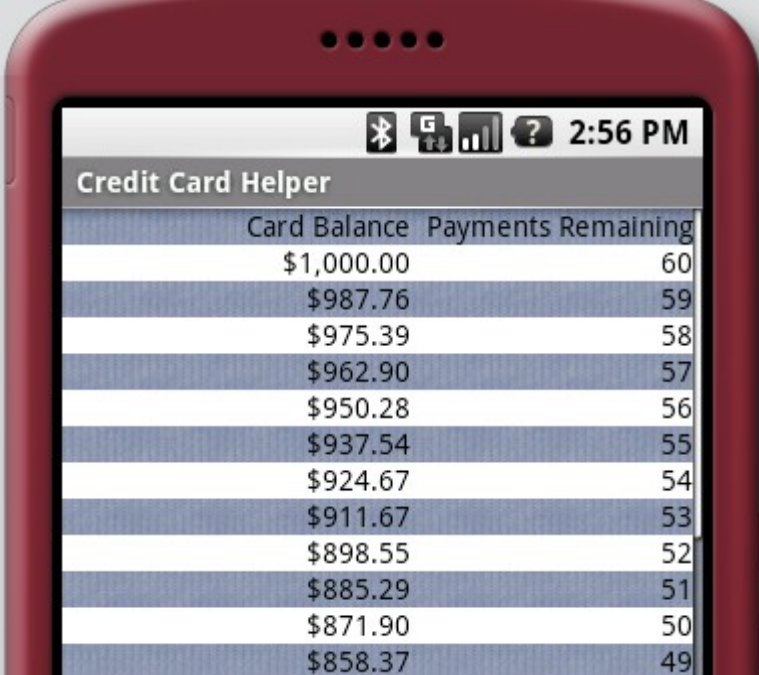
Points: 35

You are to add the final functionality to the Credit Card Helper application. The following features are to be implemented:

1) Add a menu to the main Activity that has the following three choices:

- **Amortization Table** - this screen is to provide an amortization table showing the payments remaining and card balance for each month until the card is paid off.

The amortization table is to appear as follows:



Card Balance	Payments Remaining
\$1,000.00	60
\$987.76	59
\$975.39	58
\$962.90	57
\$950.28	56
\$937.54	55
\$924.67	54
\$911.67	53
\$898.55	52
\$885.29	51
\$871.90	50
\$858.37	49

- **Help** - this screen is to provide useful information about how to use your application including an example with real data. This way, people can run your example through the main Activity and know what the correct result is to be.
- **About** - this screen is to provide the following information about you (the application developer). Specifically, provide your: (a) Name, (b) Copyright notice, and (c) Email address.

2) Add a menu to the Amortization Table screen called **Help** that briefly explains to the user what the screen is showing and what the displayed information means.

Notes:

1) Make sure that the information displayed on each screen is scrollable whether there is enough information to scroll or not.

Goals for Assignment #5:

1. Have an Activity start another Activity
 2. Pass messages between Activities
 3. Use menus for easy navigation
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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. Print out all code generated for this assignment. Do not print out any XML code. Remember, your printed copy is also due by 1pm on the day in which the assignment is due. Print the main Activity code first.

Extra Credit Possibility

You have the ability to get extra credit on this assignment by adding a menu option to the Amortization Table screen called **Graph**. Graph visually shows the Card Balance information each month until the card is paid off. The visual display is to be done graphically on the screen. Make sure I understand what I'm looking at on the screen. You can only get the extra credit if your entire project is some kind of A (i.e. 90% or higher). Further, you are to chose whether you want 6 points extra credit on the next exam, 8 points extra credit on the next quiz, or 8 points extra credit on this assignment. If you do the extra credit, place on your About screen the desired option you want me to apply to your grade.