Mobile Application Development

Higher Diploma in Science in Computer Science



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donation-android

Donation Android v1



Donation Android v2

onation	
Donation App Please give generously	
 PayPal Direct 	1000
	0
	1
Amount <u>:</u>	
Donate Total so far:	0

3PayPal5PayPal10PayPal100PayPal	👼 Donation App	
3PayPal5PayPal10PayPal100PayPal	Report	
5PayPal10PayPal100PayPal	3	PayPal
10 PayPal 100 PayPal	5	PayPal
100 PayPal	10	PayPal
	100	PayPal

Donation Android v2 - Exercises

- 9 Exercises
- Allocate 2 days during midterm?
- Worked example of each exercise solution to be presented after mid-term

- Run the app and insert amounts of varying lengths (1, 222, 23, 2323). Note that the second column - payment method -may be displayed at different positions. If this happens, fix it.
- Hint: each row is laid out by a row_donate.xml layout. The easiest way to fix this would be to experiment with they layout, and have the text fields aligned with the edges and not with eachother.

讨 Donation App	
Report	
3	PayPal
5	PayPal
10	PayPal
100	PayPal

 When a donation is accepted, set the amount on screen to 0 (in both picker and text field).

onation	
Donation App Please give generously	
 PayPal Direct 	1000
	0
	1
Amount <u>:</u>	
Donate Total so far:	0

 When you navigate from the Donate activity to reports, there will be no menu available. Bring in a menu, with two options 'Settings' and 'Donate' - Donate should bring you back to the donate screen.



💼 Donation App

PayPal

PayPal

PayPal

PayPal

Report

3

5

10

100

Exercise 4	onation App
 Introduce a new welcome screen - which should display a greeting + give the user 2 options (as simple buttons) Signup 	Login
 Login When Login is pressed, the app should take you directly to the Donate activity (for the moment). 	Sign up

- Introduce a Signup Activity, which should present the user with:
 - First Name
 - Last Name
 - Email
 - Password
 - + 'Register' button.
- Pressing Register should take you directly to "Donate" activity

Sign up	o for the Donation App
	Enter details below
First nam	е
Last Nam	e
Email	
Passwor	d
	Register

- Introduce a Login activity, which should just look for
 - email
 - password
 - + a 'Sign in' button
- Pressing Login should take you directly to "Donate" activity.

🤯 Login	
Login to Donation You must be reigstered	
Email	
Password	
Sign in	



 Introduce a 'User' into the models package to represent the user in the usual way. Maintain a list of Users in the DonationApp object. Whenever anyone registers, then create a new User object in this list.

 Implement the Login activity, to now only let users in to Donate if they are registered (i.e. a matching email + password in the list of users maintained by DonationApp)

Navigation Structure







UML Model of donation-android-v3





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