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ADDIS ABABA INSTITUTE OF TECHNOLOGY

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ADDIS ABABA UNIVERSITY

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CS 2122:- Mobile Programming Assignment One

Instruction:

- Create the specified layout by using the Android Studio,
- Check the output using your emulator (AVD)

Submission (for each):

1. The XML code of the design (xml file),
2. The screenshot of the emulator (AVD) of the result (image file)



Assignment One, from the 2nd Lecture

1.1 Android View/Layout

1.1.a

A screenshot of an Android login form. At the top is a yellow header bar. Below it, the text "No User" is displayed in red. The form contains three input fields: "User Id" with the placeholder "User Id", "Password" with "*****", and a green "Description" field. A blue "Login" button is positioned at the bottom center.

1.1.b

A screenshot of an Android registration form. It features a yellow header bar and a red "No User" message. The form includes several input fields: "Reader Name" (placeholder "Reader's Name"), "Shop Owner" (placeholder "Room Owner"), "Shop No" (placeholder "000" and a dropdown menu), "Reading Date" (placeholder "yyyy/mm/dd" and a calendar icon), a green "Description" field, "New Reading" (placeholder "000"), and a "Note" field. A blue "Submit" button is located at the bottom center.



Assignment One, from the 2nd Lecture

1.2 Table Layout

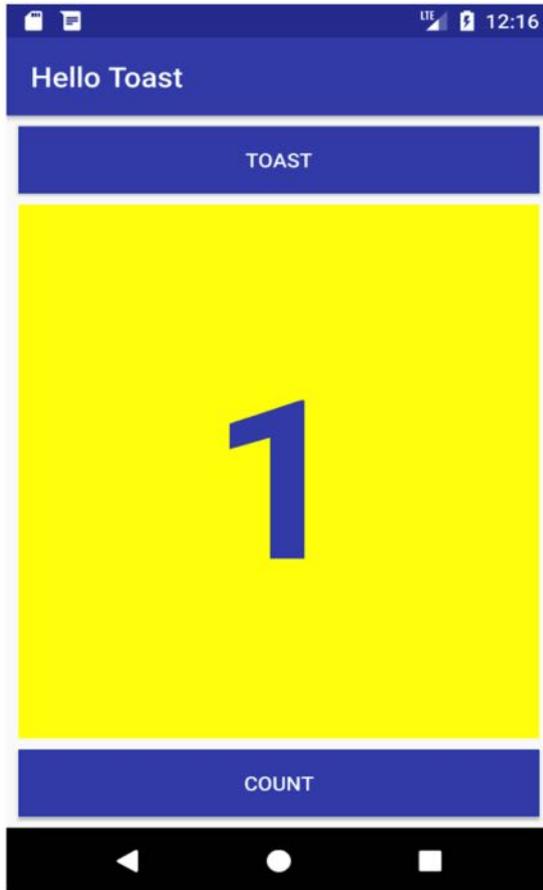
Row 1 Column 1	Row 1 Column 2	Row 1 Column 3
Row 2 Column 1		Row 2 Column 2
Row 3 Column 1		



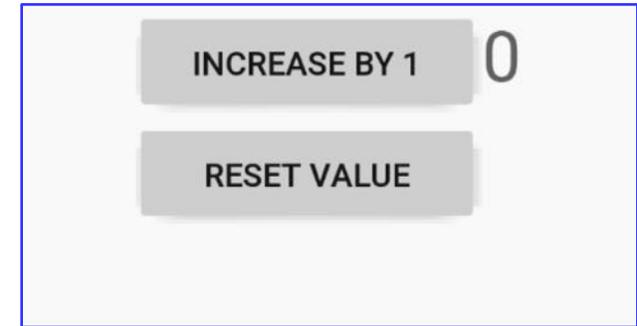
Assignment One, from the 2nd Lecture

1.3 Interactive UI

1.3.a



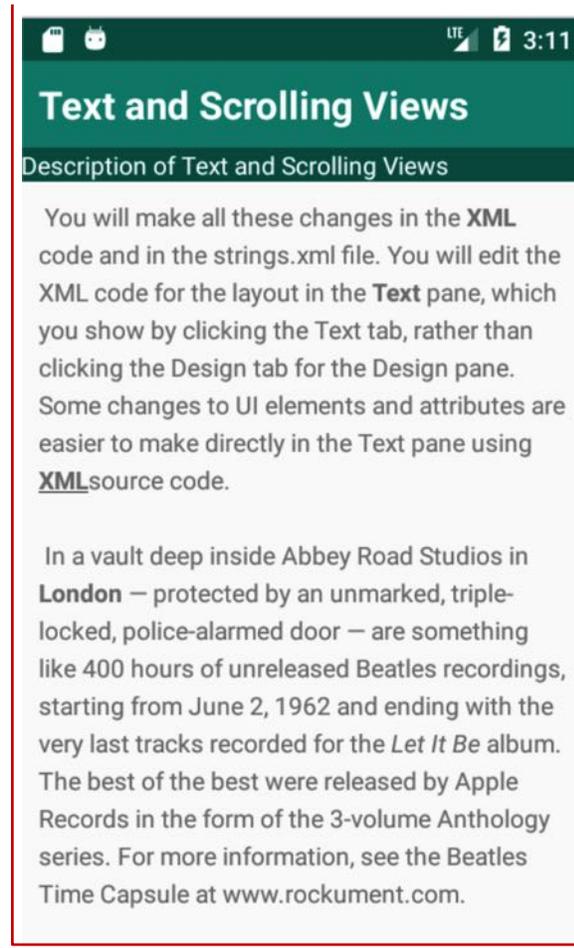
1.3.b





Assignment One, from the 2nd Lecture

1.4 TextView & Scroll View





Assignment One, from the 2nd Lecture

1.5 Launcher Icon

- Change your Launcher Icon
 - Design your own .png image for your App,
 - Change the launcher icon of your App.