

Lab 6 - Assignment 3

Due: 11:59 pm, Sunday, July 1
(An individual assignment)

In this lab, we would like to help you review the topics of UI layouts, Activities, Intent and Bundle.

1. Problem 1

Create an Android mobile app that can help the user calculate standard weight. By entering the gender and height, the app can tell you what is the standard weight.

Step 1: Create an **empty** Android project, named “[MyCalculator](#)”

Step 2: Create two layout files (.xml). One layout file is used to enter gender and height information and another layout file is used to present the standard weight, which is calculated by using Step 4 formula. (Figure 1 and 2)

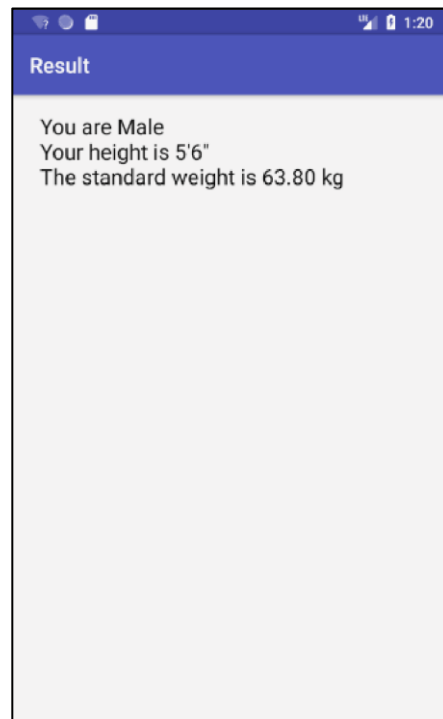
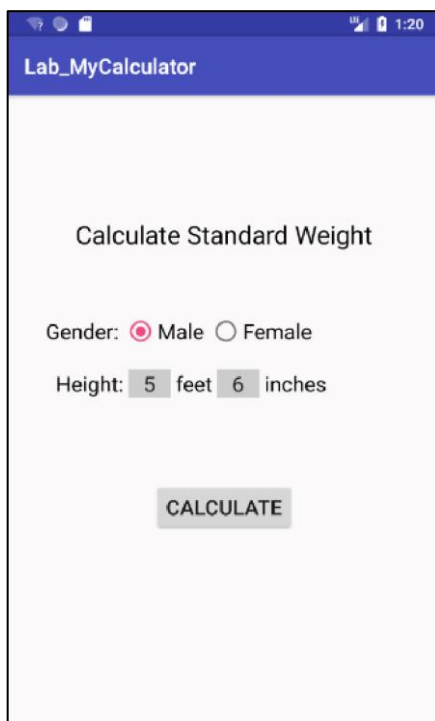


Figure 1: The layout of Calculator activity Figure 2: The layout of Result activity *COMP3800, Summer 2018, Prof. Jones Yu* 2

Step 3: Create two activities, named “[Calculator.java](#)” and “[Result.java](#)”, and link each of them to a layout file respectively. When clicking on Calculate button in Calculator activity, the application will show results in Result activity.

Step 4: Please use following formula to calculate standard weight for male and female respectively.¹

Male's Ideal Body Weight = 50 kg + 2.3 kg * (Height(inches) - 60)

Female's Ideal Body Weight = 45.5 kg + 2.3 kg * (Height(inches) - 60)

2. Submission Requirement of Assignment 2:

This is an individual assignment and each student needs to submit your solution to the Blackboard. The submission needs to be a .zip file containing following data:

2.1 A document (either .doc or .pdf format) that describes:

- Problem description: a short description of the issue you are solving • Analysis:
 - What design/solution/algorithm you use to solve the problem?
 - What are the difficulties you encounter? ○ ...
- Source code: copy & paste your source code to the report, including .java and .xml
- Screenshots of sample runs: show that the code has been reasonably tested

2.2 The project with source codes:

- Source project: the Android Studio project that contains all source codes, including .java, .xml, etc.