Assignment 02

Guess my Number

After creating the game in Assignment 01 we will now start add to it: First we will use pictures from an online source to save local space. Then we will save the result of past games so users can look at them again later.

Get images from an online source

First replace the image (Master students only need to replace the starting image) in the app with another one from an online source.
For this only use android resources!
Create a new class in order to keep the activity clean.
Remember that you need permission to use an internet connection and that network request can't be executed in the main thread.

Add an external Library to your App to simplify the loading of online images

After you used Android classes to load an image into your app from an online source you will now use an external library.
The Library is called Picasso (http://square.github.io/picasso/) and simplifies the image loading because all the things you have to do manually are done for you.
Add the Library to your project.

Bachelor Students:

When the restart button is pushed replace the image with another one using Picasso.

Master Students:

Replace all remaining local images (for higher, lower, loosing and winning) with online images using Picasso.

Provide a history Activity that displays past games

Next you we will add a history that displays past games (max 20, older ones will be removed).

Create a new activity and a respective layout, only containing a ListView used to display the latest entries. Each item in the list should show three lines:

1. The number the Player had to guess
2. The number of tries the player needed to guess that number
3. Time and date when the game was finished (you can use the time when the user presses on guess for the last time (because he/she won or because it's the fifth guess))

Make sure that lines have different text sizes or other varying attributes which make the entry more readable.

Also use Captions so the user knows what the two numbers mean.

In order to display the history, you have to come up with an implementation for storing past game results.

Make sure that you only keep the last 20 results in there.
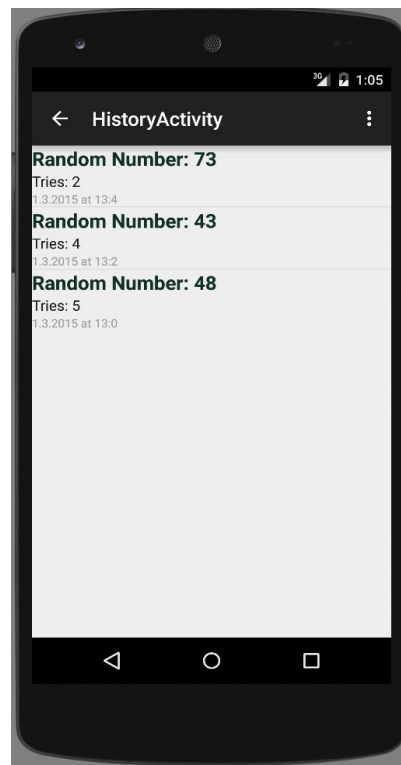
Add a NavigationDrawer to navigate do different Activities

In order to navigate to the history Activity, add a NavigationDrawer that displays two entries:

1) Guess my Number!
2) History

A click on the "History" is starting a new history activity that is displayed on top of the current one. Using the back button on his will bring you back to your Game Activity. A click on "Guess my Number" does nothing (except closing the drawer).

Note: In an upcoming assignment, we'll get into the world of fragments and clean up the UI workflow. For now the behavior using plain activities will be sufficient.
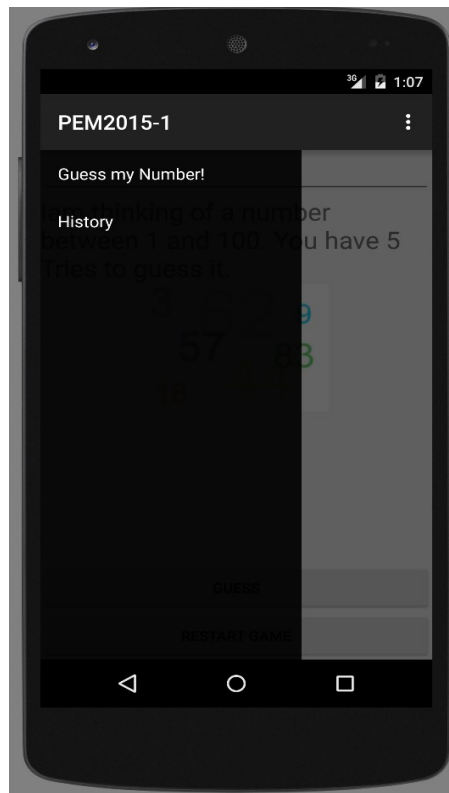
Master Students: Make the history persistent in a SQLite database
This applies to master students only!

Replace the current history storing functionality with an SQLite database.
Save the history of past games in an SQLite database on the device and implement an access wrapper for the items.

Additionally the Database should contain all guesses (max 5) the player made in each game. This will be used in the next Assignment so you don't need to change the Layout of your ListView.

The history Activity should then use this information source for displaying the recent translations (again, max 20) and also retain the history throughout App restarts.

Submission
Please zip (rar is not zip!) up your complete Android project and a text file ,that contains your name and if you are a Master or Bachelor Student, and hand it in via Uniworx. Projects that do not compile due to errors will not be accepted.