Assignment 0

- Gradle Errors
  - Under repositories in the Project gradle file, add 'mavenCentral()' below 'google()'
  - Under plugins in the (Modle :app) gradle file, add 'id("com.android.application")' above 'id("androidx.navigation.safeargs")'
  - Check if you have the following line in your build.gradle.kts (Module: app) file:
    ```
    plugins {
        id("androidx.navigation.safeargs")
    }
    ```

- How to change Button Background Color?
  - Remove background attribute from the code
  - Add, android:backgroundTint="@color/buttonBackground"
- Submission questions
  - Only submit required screenshots, make sure to follow proper naming convention as per instructions
- My ConstraintLayout object's width and height are set to match_parent but it is not filling the full screen size
  - adding the line *android:fillViewport="true"* into NestedScrollView properties should fix this
- File name submission errors/unzipping submission errors
  - Try unzipping to an empty folder instead of pressing unzip
  - Try moving debug apk out of the build folder. Make sure to include the debug apk though!
  - Try fixing windows itself: https://learn.microsoft.com/en-us/windows/win32/fileio/maximum-file-path-limitation?tabs=registry#enable-long-paths-in-windows-10-version-1607-and-later
  - If the issue is with a folder inside the .gradle folder, try removing the .gradle folder

Assignment 1

- Error opening submission: SDK not found
    - Ensure a gradle sync is performed when downloading a project
- Do I need to cite code from starter code in previous labs/assignments in this course?
    - No, this isn't necessary
- Project Directory Inquiry
    - Place the 'MyProjectName' folder itself into the code directory including the contents, not just the contents
        - For example, your submission should look like this: code/MyProjectName/<project files>
        - Not like this: code/<project files>
- Genres
    - You are welcome to add other genres
    - You are also welcome too have a genre called "other" so you do not need to be able to add other genres at runtime. This is not necessarily required but a user-friendly interface is expected
- File size too large
    - You should include the source code that is used to build the application (the compiled files usually are not needed, except the APK file which is required)
    - You can remove the build folder from the project and include only the APK from the build folder to reduce the project size. If more space is needed, compress the video a bit; as long as the workflow in the video is clear, that should be fine.
- Emulator's phone screen has icons that appear visually distorted
    - We will assign marks (for the video submission) based on the workflow of the app in the video. An issue with the home screen recording won't affect the app's evaluation.
- Video recording; can I record my entire laptop?
    - No, you cannot record the screen of your entire laptop. Here is how you record just the device: https://developer.android.com/studio/run/emulator-record-screen
- Video recording; Can I record as WebM file?
    - Yes. WEBM is an extremely common video format found on most videos on the web.
    -
- Data Validation
    - The implementation is up to you, but we do expect proper data validation. I recommend showing a user-friendly error message when users input invalid data types, or alternatively, you could enforce the field to accept only specific data types (like integers for the publication year).
- UML: What to Include
    - MainActivity is in your code, so you must include it.
      The class it extends (AppCompatActivity or whatever) is the one you do not need to include.
      If you have a class in your code you have to include it. You don't need to include it if it's just an import.
    - Notes can be added directly in the UML

- You don't need to include android studio components, or libraries, or java standard components.