

## Project 5-1:

**Application title:** Bike Rental App

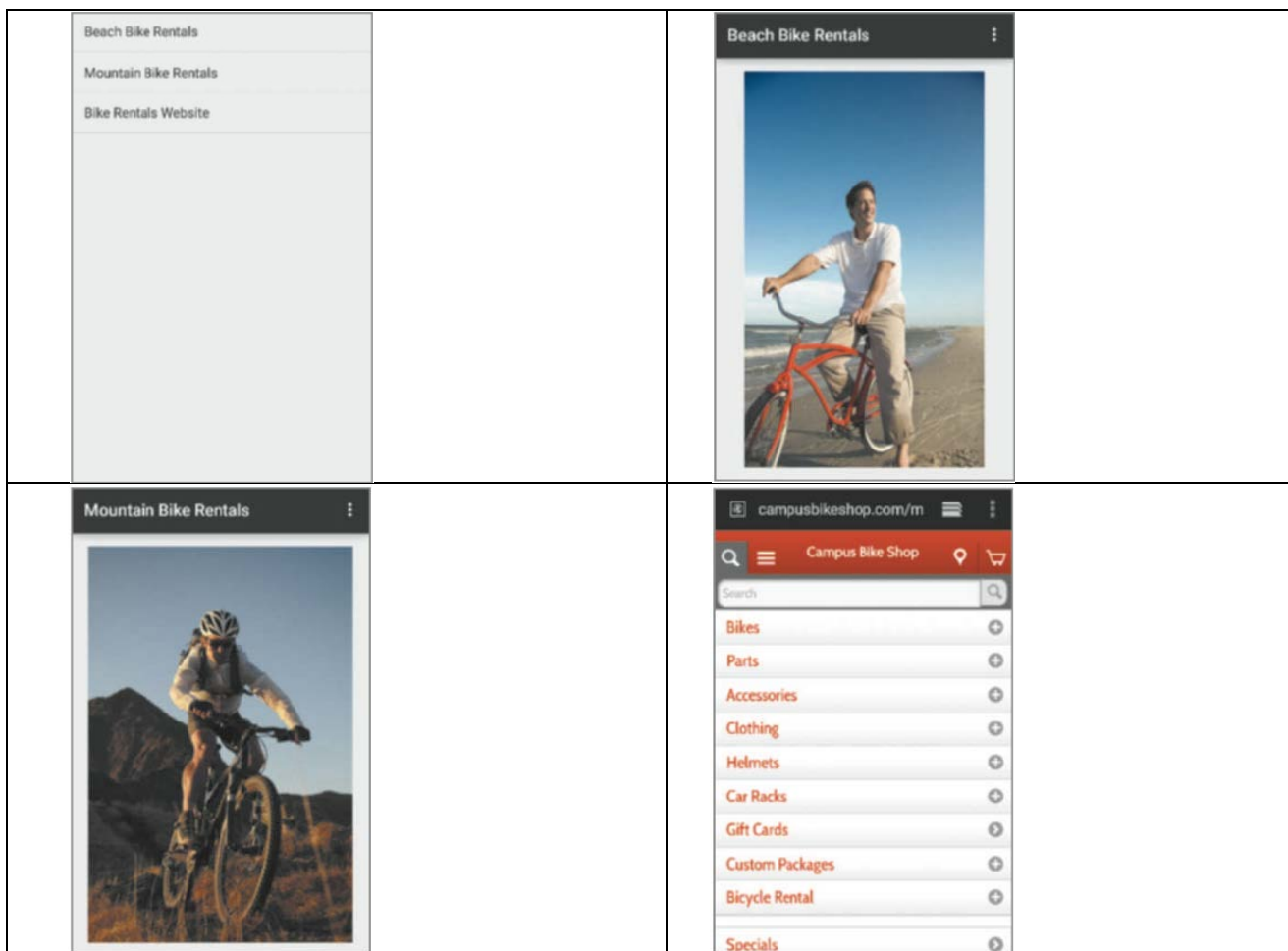
**Purpose:** A bike rental shop would like an app that displays information about their beach and mountain bike rental services. As each bike is selected, a rental bike is displayed.

### Algorithms:

1. The opening screen displays a list of bikes for rent: beach bikes, mountain bikes, and full bike rental shop website
2. When the user selects an item from the list, a full-screen image of the item is displayed for the first two bike rentals. The third option opens the website <http://www.campusbikeshop.com>.

### Conditions:

1. Use the built-in layout simple\_list\_item\_1.
2. Use the Switch decision structure.
3. Use a String table for image descriptions.



## Strings.xml

```
<resources>  
  <string name="app_name">Bike Rental</string>  
  
</resources>
```

## **Steps to a successful App.**

1. Don't forget to create your Keys and Values in the Strings.xml file
2. Don't forget to link the Keys and Values to their actual Components in the Properties
3. All the design happens in the activity\_main.xml
4. All the code for the Events (i.e. Buttons) is done on the MainActivity.java file
5. All pictures and media go inside the Drawable folder
6. To Import classes use Alt-Enter
7. Save and test your work frequently
8. Sync your work frequently

