

WEB-151-420

Class Assignment 05

Use the following convention to name your file for this assignment: Your last name followed by your first name followed by an underscore followed by the letters CA followed by ## (where ## represents the class assignment number). Example: **shepardtina_CA05**.

Let's create an application - Coin Counter

Create an application using **App Inventor 2**. The application, **Coin Counter**, determines and displays the number of coins it takes to make up the player-specified amount that is greater than zero.

1. Use **Coin Counter – FirstName LastName** as the title for the **Screen1** component. Replace *FirstName* and *LastName* with your first name and last name, respectively.
2. Spruce up the **Coin Counter** application by selecting a fun image and displaying it as the screen's background.



3. The application's screen should have **labels, buttons, and at least one textbox**.

Note: Give each of the components a meaningful name. Style the components to your liking.



4. The player enters an amount greater than zero in the textbox.

Note: Include validation to ensure the player enters a valid amount. Validate the amount once the player clicks the **Count Coins** button. Use the **Notifier** component to display the appropriate error message.


5. Once the player clicks the **Count Coins** button, the application determines and displays the maximum number of each coin type needed to make up the player-specified amount.
6. When the **Start Over** button is clicked, restore the page to its original state.

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-  Use the **Export selected project (.aia) to my computer** option under **Projects** menu to download your file
-  Submit the **aia** file using the **Assignments** menu item in **Sakai** for grading.

Developer Challenge ...

-  Provide the player with a way to indicate if he/she would like to include **dollars** or **half-dollars** in the coin counter results and figure the results accordingly.