**Mid\_Term\_Student\_Exercise**

You are required to design and write the java code to perform the following:

1. Design a UI to contain a main activity which has a heading of “Weekly Wage”.
2. You must include an appealing image in your design which compliments your colour scheme.
3. Prompt the user and input an hourly rate and number of hours worked
4. Prompt the user and input the number of overtime hours worked
5. Insert a button to calculate wages amount based on the following (Hint: Wages = HourlyRate x Hours + (OverTimeHours x (HourlyRate x 1.5))
6. Display the basic and overtime amounts
7. Display wages amount
8. Run app in emulator and provide before and after screenshots (eg when button clicked)
9. comment all code
10. meaningful names used throughout (eg TextViews, Buttons, etc)

Copy all your java source code and screenshots into a Word document and print same. Ensure your name is entered in the header, containing the current date.

**Marking Scheme**

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| --- | --- | --- | --- |
| **ID** | **Task** | **Marks** | **Score** |
| 1 | Design a UI to contain a main activity which has a heading of “Weekly Wage”. | 2 |  |
| 2 | You must include an appealing image in your design which compliments your colour scheme. | 2 |  |
| 3 | Prompt the user and input an hourly rate and number of hours worked | 2 |  |
| 4 | Prompt the user and input the number of overtime hours worked | 2 |  |
| 5 | Insert a button to calculate wages amount based on the following (Hint: Wages = HourlyRate x Hours + (OverTimeHours x (HourlyRate x 1.5)) | 2 |  |
| 6 | Display the basic and overtime amounts | 2 |  |
| 7 | Display total wages amount | 2 |  |
| 8 | Run app in emulator and provide before and after screenshots (eg when button clicked) | 2 |  |
| 9 | Comment all code | 2 |  |
| 10 | Meaningful names used throughout (eg TextViews, Buttons, etc) | 2 |  |