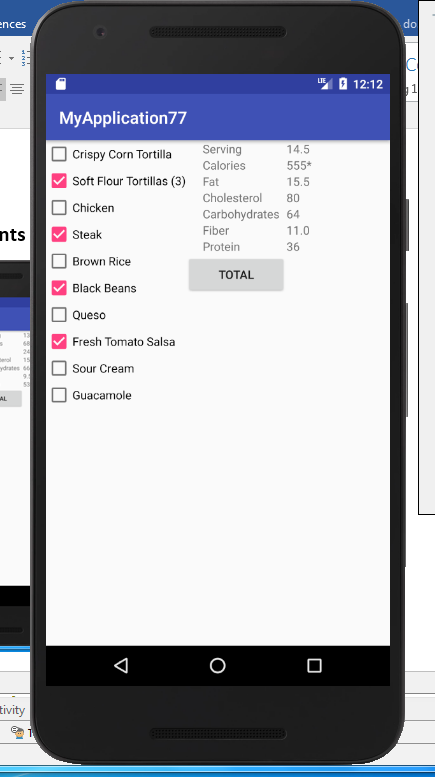
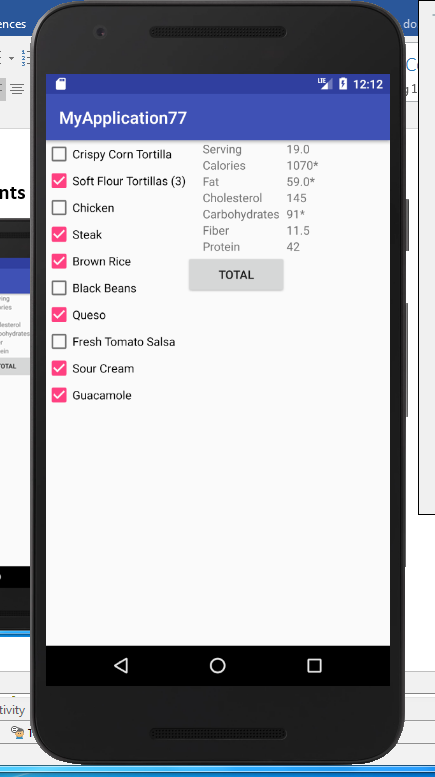
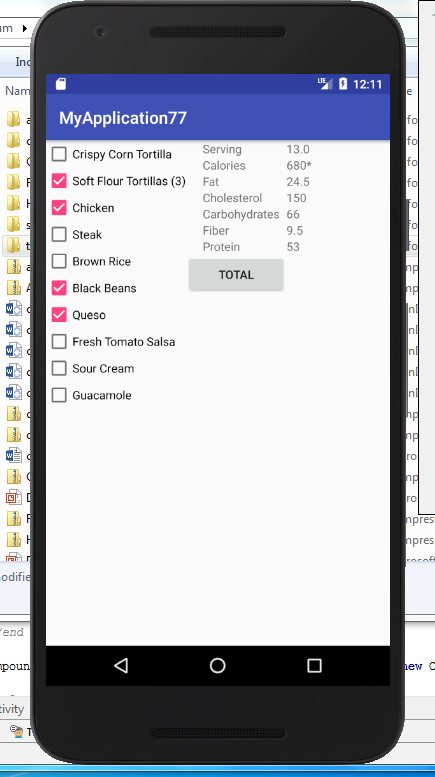
**Taco Ingredients from XML**

**Comment out code that is not working but that you wish to be considered for partial credit.**



You can copy some of the content from activity\_main to get a head start. It has a set of 10 checkboxes with id’s cbIng0 through cbIng9. And it has TextViews with id such as tv\_calories.

Create a TacoIngredient class with properties: calories, carbs, cholesterol, fat, fiber, name, protein, and serving. (The xml file calls the one property “name” but that is not a good name for a variable.) If you look at the data in the XML file, you will notice that the quantities fiber, fat and serving sometimes have fractional parts (i.e. are not integers).

Create an xml directory and place the file taco.xml in it.

Read the taco.xml file and create an array or list of objects of the TacoIngredient class you made. (For a reduction in points you can read the JSON file).

Loop over the TacoIngredient objects and use the name (sic) property to set the text of the corresponding CheckBox. (You can set other properties such as the tag property if you find that useful.)

In addition associate the checkboxes with a single event-handler will clear out the TextViews which will display the nutrition quantity sums.

Note a TacoIngredient has eight properties – one is the name of the ingredient, the rest are nutritional quantities. Have a sum for each nutritional quantity. When the user clicks the button, loop over the checkboxes. If a checkbox is checked, add its value for each quantity to the sum for that quantity. Then display the sum of the quantities in the TextViews. The TextViews are in the order Serving, Fat, Cholesterol, Carbohydrates, Fiber and Protein.

Add an asterisk next to the displayed sum if it exceeds its respective boundary found in the table below.

|  |  |
| --- | --- |
| **Quantity** | **Boundary** |
| Calories | 400 |
| Carbs | 70 |
| Cholesterol | 150 |
| Fat | 30 |