

Assignment 1

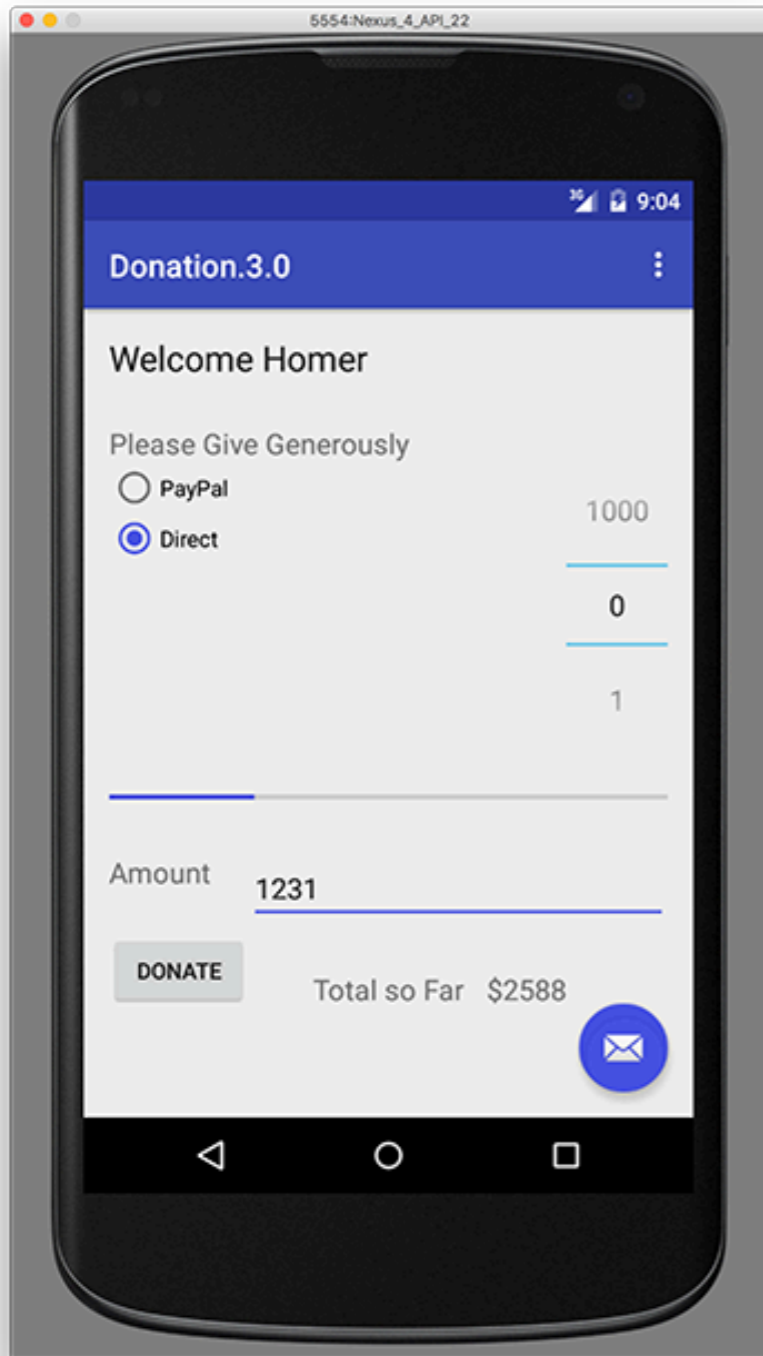
50% of Overall Grade



Options

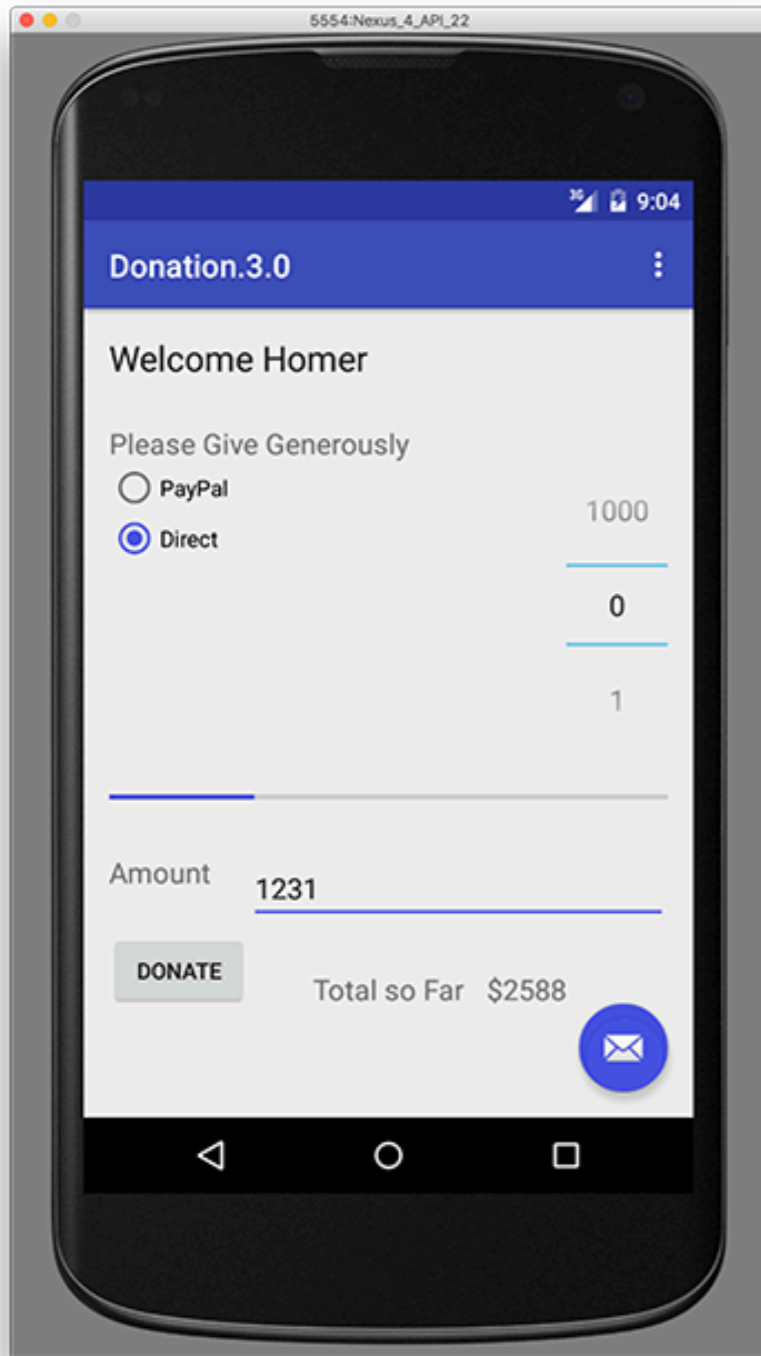
Work on your own app, exhibiting similar level of complexity/feature density as covered in the 1st half of the Semester Case Study - Donation.

Case Study - Donation



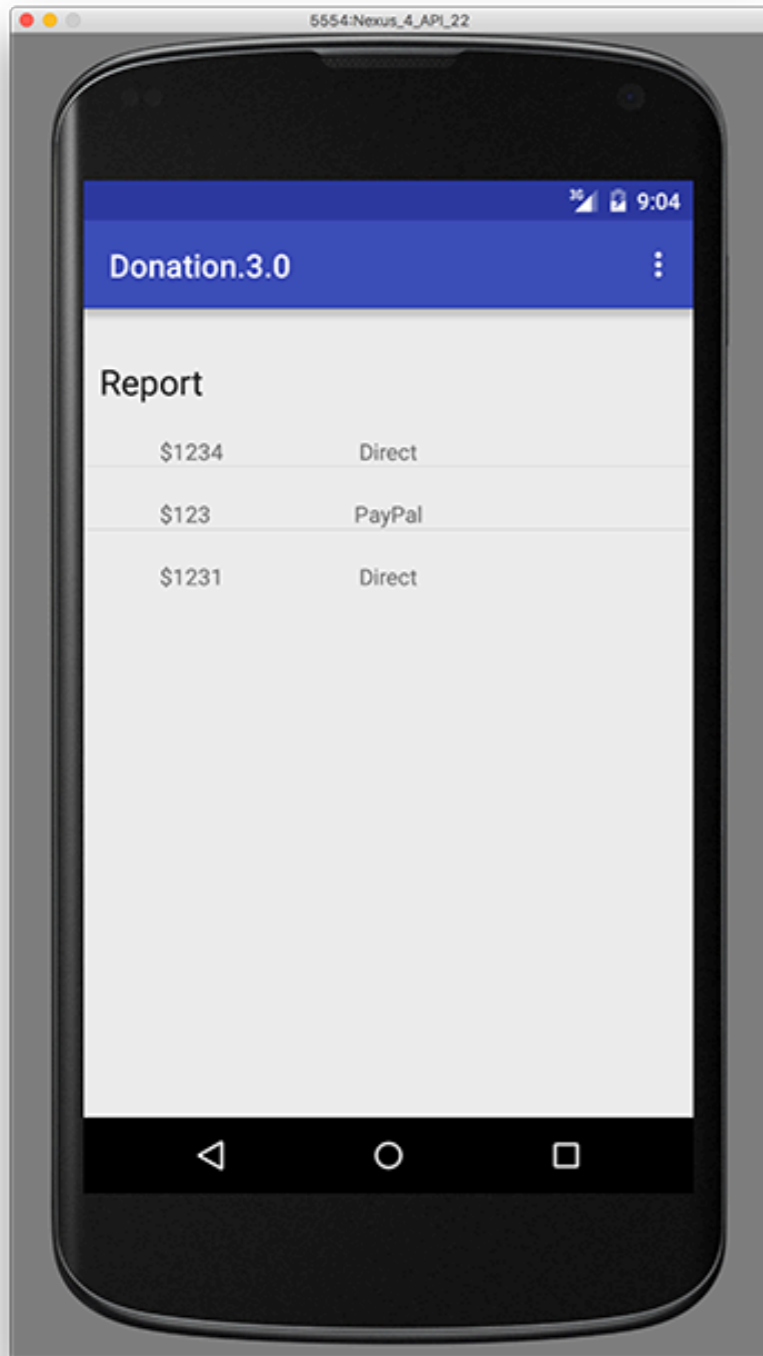
- An Android App to keep track of donations made to 'Homers Presidential Campaign'.
- App Features
 - Accept donation via number picker or typed amount
 - Keep a running total of donations
 - Display report on donation amounts and types
 - Display running total on progress bar

Donate Screen



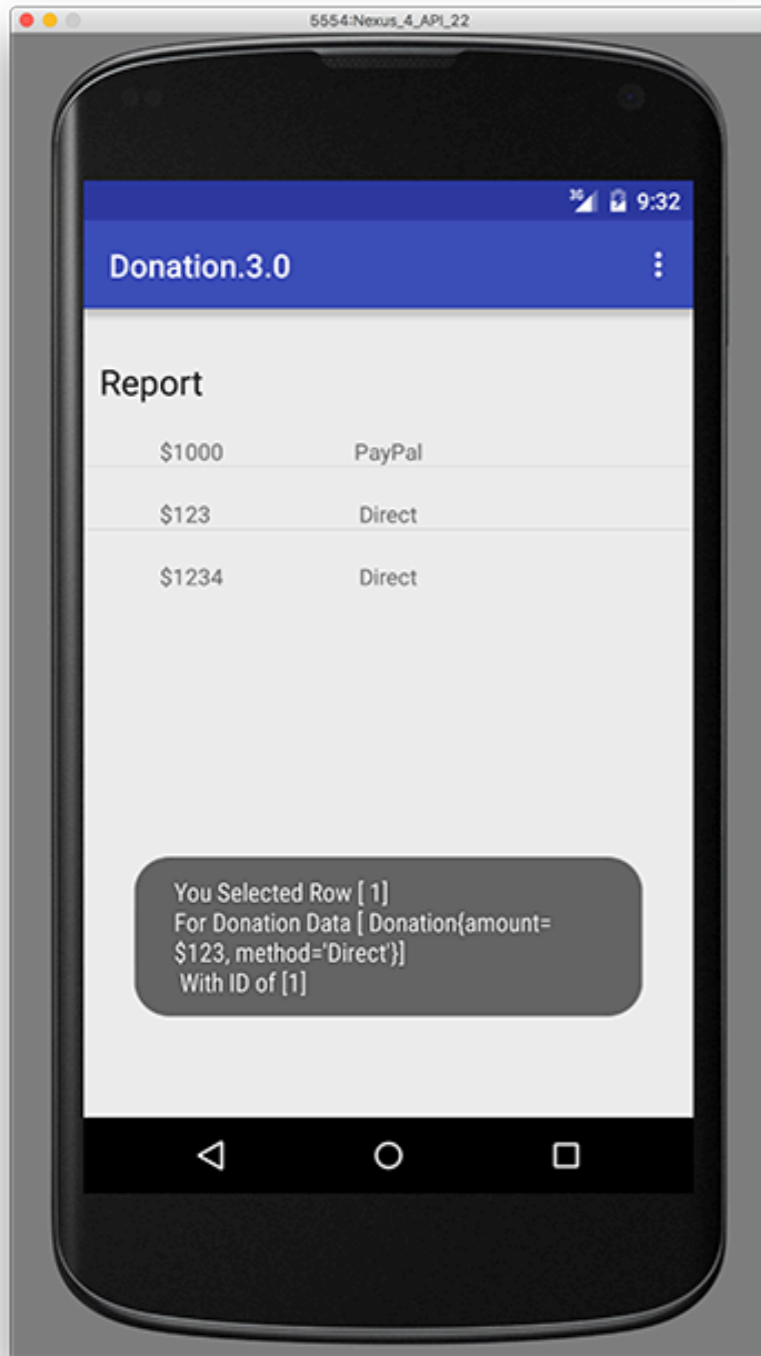
- This is the main (launch) screen.
- Single Activity
 - Welcome message
- Multiple Widgets
 - NumberPicker
 - RadioButtons
 - Button
 - ProgressBar
 - EditText etc.

Report Screen



- Single Activity:
 - 1 TextView
 - 1 ListView
 - amount donated
 - payment type

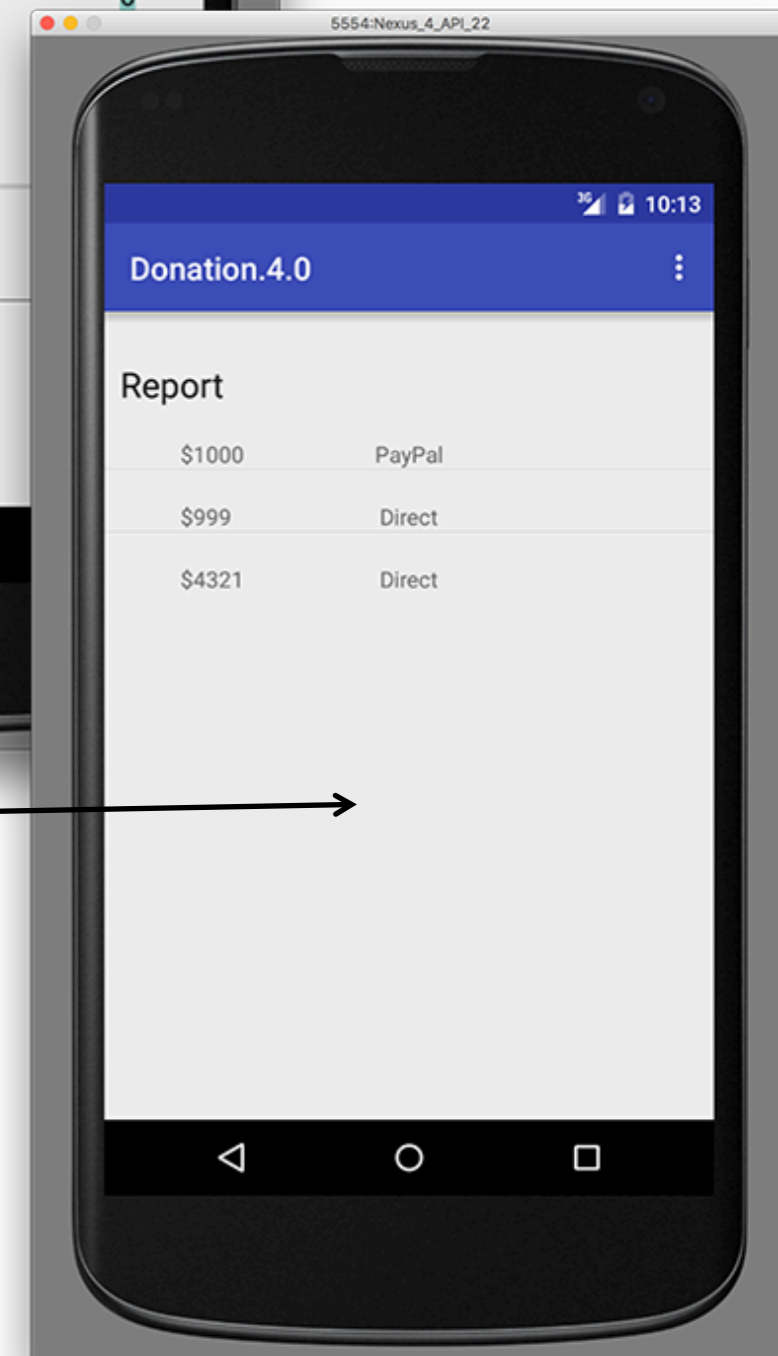
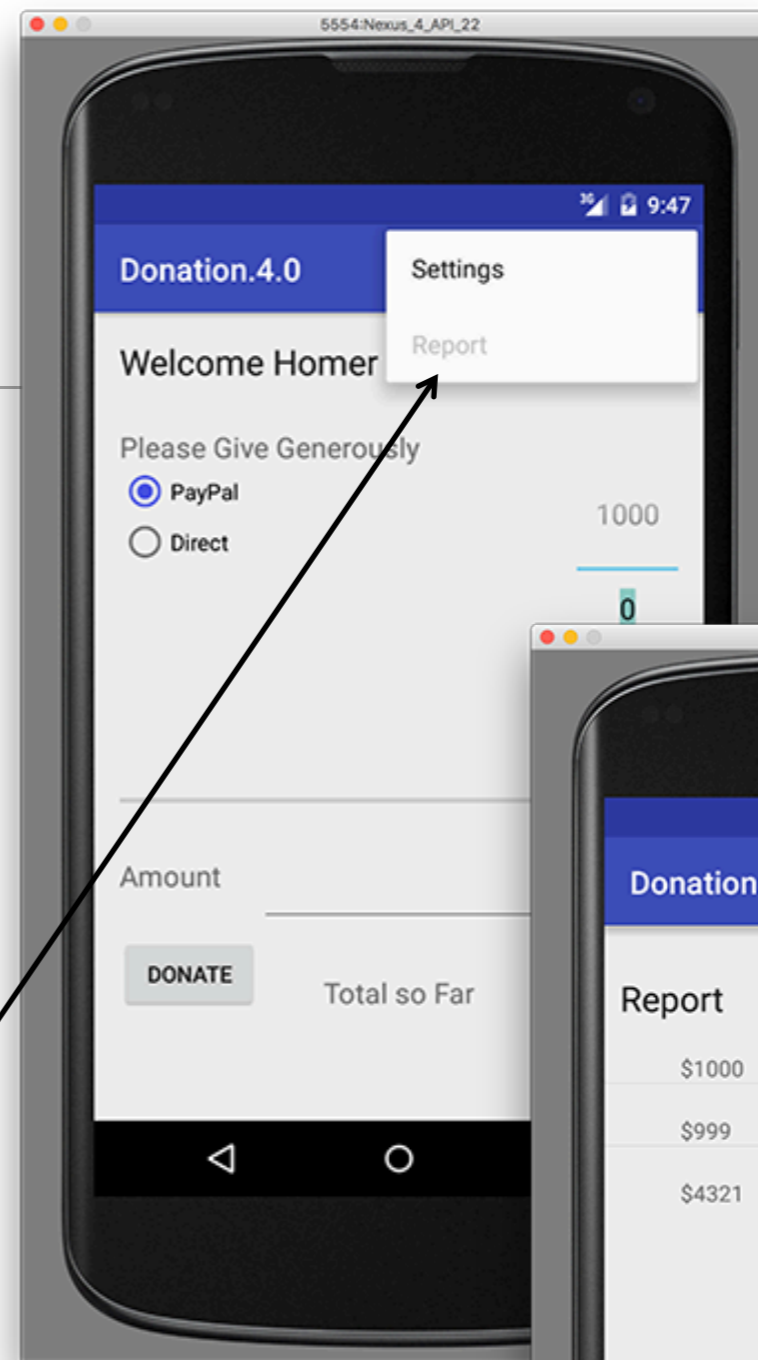
Report Screen



- Single Activity:
 - Rows are 'clickable'
 - access to underlying data

Action Bars

- App has an action bar with:
 - Menu options to navigate between activities.
 - Overflow option displays “Settings” and “Report”
- “Report” enabled once donations have been made



Material Design

- <https://www.youtube.com/watch?v=Q8TXgCzxEnw>
- <https://design.google.com/videos/making-materialdesign/>

Assignment Rubric for Assignment 1

Standard	Activity & CRUD [50%]	Model & Persistence [10%]	UX [25%]	DX [15%]
Baseline	3+ Activities	2 Models & no persistence	App Navigation	Data Validation
Good Pass line	ListView / Detail Activity (Create, Read)	3 Models & no persistence	Conditional App Navigation (via Menus)	Adherence to Android Best Practices
Very Good	ListView / Detail Activity (Update, Delete)	3 Models with persistence	UI Guidelines adhered to	Automated Testing (models)
Excellent/ Outstanding (70%+)	Additional Activities included	> 3 Models with persistence	Material Design Guidelines adhered to	Repo Usage, git etc.

README file

Include a VERY brief README file (max two pages):

- Name and Student ID.
- Brief description of functionality.
- Persistence approach adopted i.e. what's persisted and where.
- Git approach adopted and link to git project / access.
- UX/DX approach adopted.
- References

Submitting Project Code and APK

Submit zip of code via Moodle dropbox. This zip should also include:

- the README file and
- an APK of your project.
- full source of your project (excluding temporary build files)

Give read access to your lecturer to your GitHub / BitBucket repos. GitHub and BitBucket ids are:

- **ddrohan.**

Questions?





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