| **Department of Computer and Software Engineering – ITU** |
| --- |
| **MD442: Mobile Application and Development** |

| **Course Instructor: Usama Bin Shakeel** | **Dated: 22/02/2025** |
| --- | --- |
| **Teaching Assistant: Hateem Hassan & Hammad Kamran** | **Semester: Spring 2025** |
| **Session: 2021-2025** | **Batch: BSCE2021 & BSEE2021** |

# **Assignment 2. Meditation APP UI**

| **Name** | **Roll number** | **Obtained Marks/35** |
| --- | --- | --- |
|  |  |  |

Checked on: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Submission:**

• Email instructor and team, if there are any questions. Plagiarism will be dealt with according to the course policy.

Instructor’s email: [ubs@itu.edu.pk](mailto:ubs@itu.edu.pk)

Teaching Assistant’s: [bsce20029@itu.edu.pk](mailto:bsce20029@itu.edu.pk), [bsce20039@itu.edu.pk](mailto:bsce20039@itu.edu.pk)

**• Submission after due time will not be accepted.**

# **Meditation App UI**

## **Task Overview**

You need to continue the Meditation App UI you started in Lab 4 using React Native, inspired by the provided Figma screens. The app should include the following screens:

**Lab 4** Design: <https://www.figma.com/design/z5k5YJ453qCCKvsaG7qGfF/Labs?node-id=0-1>

**Assignment 2** Design: <https://www.figma.com/design/z5k5YJ453qCCKvsaG7qGfF/Labs?node-id=265-2>

### Previously Implemented Screens in Lab 4 (Steps 1-5) - Use the same code from Lab 4 in new project repository for Assignment 2

1. **Welcome Screen**
   * Displays a welcome message.
   * Provides buttons to Sign In or Sign Up.
   * Uses TouchableOpacity for navigation.
2. **Sign In Screen**
   * Allows users to enter their email and password.
   * Provides sign-in options using Facebook and Google.
   * Uses TextInput, TouchableOpacity, and react-native-vector-icons.
3. **Sign Up Screen**
   * Allows users to create an account.
   * Includes email, password fields, and a checkbox for Privacy Policy.
   * Provides options to sign up via Facebook or Google.
4. **Get Started Screen**
   * Displays a personalized greeting message.
   * Shows meditation categories.
   * Includes a "Get Started" button.
5. **Choose Topic Screen**
   * Lists meditation topics (e.g., Reduce Stress, Improve Performance, etc.).
   * Uses FlatList to display topics dynamically.
   * Topics are selectable, allowing navigation to the home screen.

### Assignment 2: Begins from Here, you need to implement UI for steps 6-8.

| 1. **Reminders Screen**    * From Step 5 on selecting a Topic screen will navigate to this sixth step screen.    * Allows users to set a meditation reminder, for selected topic.    * Users can select time and days for meditation.    * Includes a save button for confirmation.    * Uses DatePicker, TouchableOpacity, and FlatList for day selection.   import DatePicker from 'react-native-date-picker';  <DatePicker  date={time}  onDateChange={setTime}  mode="time"  fadeToColor="none"  />  Date picker might give a different view from he UI |  |
| --- | --- |

| 1. **Home Screen**    * From step six [ Reminder Screen ] on Save Press or on NO Thanks button navigate to this screen [ Home Screen ]    * Displays a greeting message based on the time of day (e.g., "Good Morning," "Good Afternoon," etc.).    * Shows various meditation categories with a "Start" button that users can tap to begin a meditation session.    * Includes a section for daily thoughts or inspirational quotes to motivate the user for their practice.    * Features recommended meditation sessions based on the user’s preferences or previous activity.    * Has a bottom navigation menu for easy access to different sections of the app (such as Home, Sessions, Settings, etc.).    * **Home Screen** is the first page in the bottom navigation tabs.    * Other tabs simply display their names for now (e.g., Sessions, Settings, Profile). |  |
| --- | --- |

| 1. **Course Details Screen**    * On Selecting a topic in Home Screen navigate to this screen from Home Screen.    * Displays details of a selected meditation course.    * Provides options to select a narrator (male or female voice).    * Lists meditation sessions included in the course.    * Uses TouchableOpacity for session selection. |  |
| --- | --- |

**Assessment Rubric for Assignment**

| **Performance metric** | **CLO** | **Able to complete the task over 80% (4-5)** | **Able to complete the task 50-80% (2-3)** | **Able to complete the task below 50% (0-1)** | **Marks** |
| --- | --- | --- | --- | --- | --- |
| 1. Realization of experiment | 3 | Executes without errors excellent user prompts, good use of symbols, spacing in output. The testing has been completed. | Executes without errors, user prompts are understandable, minimum use of symbols or spacing in output. Some testing has been completed. | Does not execute due to syntax errors, runtime errors, user prompts are misleading or non- existent. No testing has been completed. |  |
| 1. Conducting experiment | 2 | Able to make changes and answer all questions. | Partially able to make changes and few incorrect answers. | Unable to make changes and answer all questions. |  |
| 1. Computer use | 4 | Document submission timely. | Document submission late. | Document submission not done. |  |
| 1. Teamwork | 4 | Actively engages and cooperates with other group member(s) in an effective manner. | Cooperates with other group member(s) in a reasonable manner but conduct can be improved. | Distracts or discourages other group members from conducting the experiment |  |
| 1. Laboratory safety and disciplinary rules | 2 | Code comments are added and do help the reader to understand the code. | Code comments are added and do not help the reader to understand the code. | Code comments are not added. |  |
| 1. Data collection | 2 | Excellent use of white space, creatively organized work, excellent use of variables and constants, correct identifiers for constants, No line-wrap. | Includes name, and assignment, white space makes the program fairly easy to read. Title, organized work, good use of variables. | Poor use of white space (indentation, blank lines) making code hard to read, disorganized and messy. |  |
| 1. Data analysis | 3 | Solution is efficient, easy to understand, and maintain. | A logical solution that is easy to follow but it is not the most efficient. | A difficult and inefficient solution. |  |
| **Total (out of 35):** | | | | |  |