



College of Engineering, Construction and Living Sciences  
Bachelor of Information Technology  
IN721: Design and Development of Applications for Mobile Devices  
Level 7, Credits 15  
**Practical 14: Camera**

### Assessment Table

Assessment Activity	Weighting	Learning Outcomes	Assessment Grading Scheme	Completion Requirements
Practicals	25%	1, 3, 4	CRA	Cumulative
Language Translator	20%	1, 3, 4	CRA	Cumulative
Wishlist	25%	1, 3, 4	CRA	Cumulative
Exams 1-5	30%	2, 3, 4	CRA	Cumulative

### Conditions of Assessment

This assessment will need to be completed by Friday, 12 June 2020.

### Pass Criteria

This assessment is criterion-referenced with a cumulative pass mark of 50%.

### Submission Details

You must submit your program files via **GitHub Classroom**. Here is the link to the repository you will be using for your submission – <https://classroom.github.com/a/ifyWTPlw>. For ease of marking, please submit the marking sheet with your name & student id number via **Microsoft Teams** under the **Assignments** tab.

### Authenticity

All parts of your submitted assessment must be completely your work and any references must be cited appropriately.

## Policy on Submissions, Extensions, Resubmissions & Resits

The school's process concerning **Submissions, Extensions, Resubmissions and Resits** complies with Otago Polytechnic policies. Students can view policies on the Otago Polytechnic website located at <https://www.op.ac.nz/about-us/governance-and-management/policies>.

### Extensions

Please familiarise yourself with the assessment due dates. If you need an extension, please contact your lecturer before the due date. If you require more than a week's extension, a medical certificate or support letter from your manager may be needed.

### Resubmissions

Students may be requested to resubmit an assessment following a rework of part/s of the original assessment. Resubmissions are completed within a short time frame (usually no more than 5 working days) and usually must be completed within the timing of the course to which the assessment relates. Resubmissions will be available to students who have made a genuine attempt at the first assessment opportunity. The maximum grade awarded for resubmission will be C-.

## Learning Outcomes

At the successful completion of this course, students will be able to:

1. Implement complete, non-trivial, industry-standard mobile applications following sound architectural and code-quality standards.
2. Explain relevant principles of human perception and cognition and their importance to software design.
3. Identify relevant use cases for a mobile computing scenario and incorporate them into an effective user experience design.
4. Follow industry standard software engineering practice in the design of mobile applications.

## Assessment Overview

In this practical, you will complete a series of tasks covering today's lecture. This practical is worth 2% of the final mark for the Design and Development of Applications for Mobile Devices.

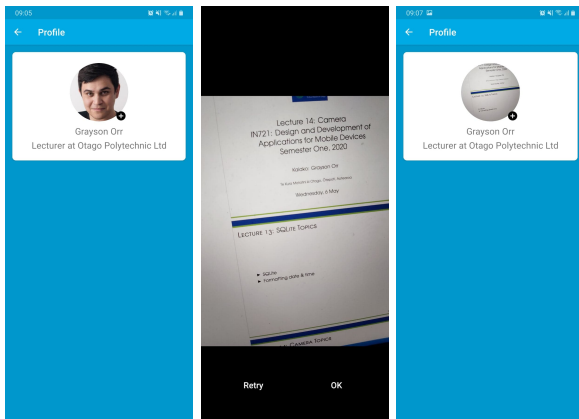
### Task 1

- Add a new menu item called **action\_profile** to **menu\_main.xml**. When you click on this menu item, it will start a new activity to **ProfileActivity**.
- **activity\_profile.xml** contains a circle image view, image button & two text views. These widgets are contained within a card view.
- Create & implement the classes as specified in the lecture slides.

### Task 2 - Optional

- **Research:** Implement the functionality above using the Camera2 or CameraX API.

### Expected Output



### Submission

- Create a new branch named 14-checkpoint within your practicals GitHub repository
- Create a new pull request and assign Grayson-Orr to review your submission
- Deadline: Friday, 12 June at 5pm

**Note:** Please don't merge your own pull request.