



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 02: Activities & Intents**

### 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
Exam	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 1% of the final mark for the Design and Development of Applications for Mobile Devices.

### Task 1

- In this task, you are going to extend the user-interface created in the last practical by adding two more widgets to **activity\_main.xml**:
  - A divider that is constrained 16dp from the bottom of the **Enrol** button & 16dp from the start & end of the screen's edge
  - A button with the text **Google Search** that is constrained 16dp from the bottom of the divider & 16dp from the start & end of the screen's edge

### Task 2

- Create two new activities called **LoginActivity.kt** & **InstrumentActivity.kt**. Two layout XML files called **activity\_login.xml** & **activity\_instrument.xml** will automatically be generated & ready to be used
- In each of the layout XML files, add a text view widget - play around with the constraints & various attributes...the more you do, the more comfortable you will become. The text view widget will be used to display the data passed from **MainActivity.kt**

### Task 3

- In **MainActivity.kt**, you will be reusing the two inner classes (**ClickMeButtonOnClickListener** & **EnrolButtonOnClickListener**) created in the last practical. In this task, add one new inner class & name it **SearchButtonOnClickListener**
- Implement the following explicit intents:
  - In the **ClickMeButtonOnClickListener**, pass the value from the **email** & **password** edit text to the **LoginActivity.kt**
  - In the **EnrolButtonOnClickListener**, pass the value from the radio button group & spinner to the **InstrumentActivity.kt**
- Implement the following implicit intent:
  - In the **SearchButtonOnClickListener**, start an activity which sends the user to <https://www.facebook.com>

### Task 4

- In **LoginActivity.kt** & **InstrumentActivity.kt**, add an **override fun onBackPressed()** which sends the user back to **MainActivity.kt**

## Expected Output

- In this **practicals** directory, I have included a **expected-output** directory containing videos for each practical. I prefer to use videos instead of images
- This course is about being a creative. Don't feel like you have to always replicate my expected output...I just want make sure you complete the core functionality of each task

## Submission

- Create a new branch named 02-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.