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 10: Fragment & Dialog Fragment

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

Task 1 - Rating Bar Dialog Fragment

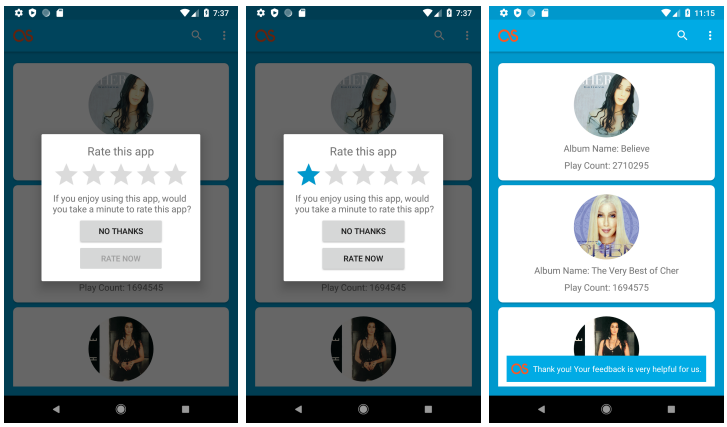
- Create a layout XML file called **fragment_web.xml**. This layout has two text views, rating bar & two buttons. Refer to the lecture slides & the screenshots below.
- Create a class called **RateUsDialogFragment**. This class will inflate **fragment_web.xml**.
- Create event listeners that do the following:
  - If the user clicks the **No Thanks** button, it dismisses the dialog fragment.
  - The **Rate Now** button is disable when the dialog fragment is created. If the user clicks on the rating bar, the **Rate Now** button will enable. Make the correct checks in the **onViewCreated**.
  - If the user clicks the **Rate Now** button, store the data as specified in the lecture slides & dismiss the fragment.
- Create a custom toast that display the data received from the rating bar dialog fragment.

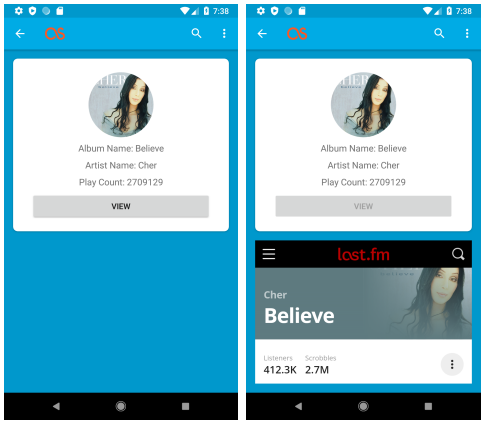
Task 2 - Web View Fragment

- Using the logic from the lecture slides, create a fragment class in the **DetailsActivity.kt**.
- Add a button below the play count text view to the card view in **content_details.xml**.
- Remove the **WebView** from **content_details.xml** & replace it with a **FrameLayout**.
- Create a layout file with a **WebView**
- If the user clicks the **View** button, it will inflate the fragment containing the **WebView**. Disable once the layout has been inflated.

Expected Output

- In this **practicals** directory, I have included a **expected-output** directory containing a video for this practical.





Submission

- Create a new branch named 10-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.