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 06: Card View & Parcelable

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.

Last time we looked at how to **asynchronously** download **JSON** from the **Last.fm API**. We should all now be comfortable with downloading data, parsing data & displaying data whether that is in a **ListView**, **RecyclerView** or any other widget. In today's practical, we will continue to extend the functionality of the starter code we used last practical by using your excellent researching skills. Next week, we will begin to look at search functionality using the **SearchView** widget.

Task 1

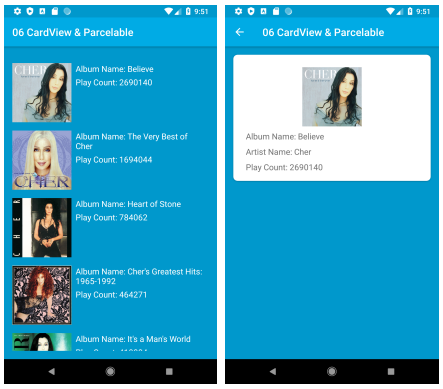
- Create the new classes as specified in the lecture slide 5. Make sure you add the classes to their correct directories.
- **DetailsActivity.kt** can be created via an empty activity or basic activity. If you wish to use the basic activity, please remove the floating action button from the activity XML file.
- Carefully implement the code for each class as specified in the lecture slides.

Task 2 - Research

In this task, you will be required to conduct research to solve the following points:

- If you created **DetailsActivity.kt** via a basic activity, add a**CardView** widget in the content XML file, then add an **ImageView** & three **TextView** widgets inside the **CardView** widget. If you created **DetailsActivity.kt** via an empty activity, add the widgets aforementioned to the activity XML file.
- Convert your **Album** data class into a **Parcelable** class.

Expected Output



Submission

- Create a new branch named 06-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.