

Mobile Application Development I
AEC Programming and Web Technologies
Final Practical Work

Weighting :

30% of final mark

To submit :

- Submit the UML, mock up, list of tasks of your project
- Drop a copy of the entire project into the dropbox.
- Deploy your application on a physical device.
- Due date: last class.

Description :

Develop a native mobile Android app. The subject of your app is of your choice but will have to use certain specific features of the platform.

Required features:

Your application MUST:

- Have more than one Activity or Use of Fragments.
- Include a form (information of state) that will persist (file preferences or database).
- Use menus, dialogs or notifications.
- Use graphics, animations or sounds.
- Use SQLite OR at least one sensor OR an event specific to a mobile platform (touch, scroll, fling, ...).

Evaluation:

The evaluation will take into account the following points:

- Project concept
- Application functional and execution
- Decoupled logical layers of the application
- Outsourcing of resources
- [The management of resources (images, files, styles ...) in Android makes it possible to separate the logic of the application from the part of view. A clear outsourcing of resources ensures greater readability and makes it easier to adapt the application to different specifications (screens, languages).]
- Presence of requested features (menu, dialogue, animation, ...)
- Management and degree of complexity of the application
- Ergonomics and aesthetics
- Public presentation
- Teamwork