IT2010 – Mobile Application Development
BSc (Hons) in Information Technology
2nd Year
Faculty of Computing
SLIIT
2023 - Tutorial

Applying knowledge to solve a real-world problem

In this tutorial, tutors will not guide you on how to complete this tutorial. here the tutors will observe your work and get a feedback on your progress after 8 weeks into the module. You are expected to submit your work after two hours after trying this tutorial.

Select **one topic** from below. **Don't discuss** anything with **your friends**. Just select one and try to implement **everything on your own. Refer to the previous tutorials from the courseweb.** Consider this **as a test**. **You can evaluate your own progress** at the end.

1. "Grocery List": A simple mobile app that allows users to create and manage their grocery lists. The app would have a basic interface for users to add items to their list, as well as the ability to mark items as purchased. The app would use an SQLite database to store the grocery list data.
2. "Daily Planner": A simple mobile app that allows users to plan their day. The app would have a basic interface for users to create tasks and set due dates, and it would also have a feature to mark tasks as complete. The app would use an SQLite database to store the task data.
3. "Calorie Tracker": A simple mobile app that allows users to track their daily calorie intake. The app would have a basic interface for users to add food items and track the calories consumed, and it would also have a feature to view a summary of the calories consumed. The app would use an SQLite database to store the food item data.
4. "To-Do List": A simple mobile app that allows users to create and manage their to-do lists. The app would have a basic interface for users to add tasks to their list, as well as the ability to mark tasks as complete. The app would use an SQLite database to store the task data.
5. "Expense Tracker": A simple mobile app that allows users to track their expenses. The app would have a basic interface for users to add expenses and categorize them, and it would also have a feature to view a summary of the expenses. The app would use an SQLite database to store the expense data.

Do not open the following link if you have not started doing the tutorial.

https://classroom.github.com/a/hdR-OVgA

Submit your work to the GitHub classroom after two hours maximum after opening the above link.

Your submission will be considered as the attendance to this week's Tutorial. submission will be like pushing your local repository to the GitHub. When you open the above link there will be a dedicated online repository generated for you.