

Assignment#0

- Find a lab computer that has CN1 or install CN1 to your computer.
- Following the instruction in the lecture slides, generate an empty project called A0Prj.
- Modify Starter.java by replacing the texts “Hi World” with “**Assignment#0 –Spring 2019**”. Run the simulator.
- Experiments with debugging options of your IDE.
- Verify that your submission also works using the command line and **RunAssignment.jar** program.

Do submit A0 via Canvas for Grading (its purpose is to make sure you have access to CN1 and ready to solve real assignments)

Assignment#0 Deliverables

- Turn in YourLastName-YourFirstName-a0.zip file to Canvas for grading. This zip file shall consist of:
A0Prj.jar (under *dist* dir) and entire *src* dir
- Turn in a separate PDF document with the following:
 - A screen capture of your program's execution (see the Iphone image showed in lecture)
 - A screen capture of a Windows where a **command line(s)** was used to launch the application. (see slide # 19 and 21 (do both) of 2 – Introduction to Mobile App Development and CN1 lecture)
 - A screen capture of a breakpoint (3) of the following lines (in your IDE debugger) – showing during execution:
 - `updateNetworkThreadCount(2)` – In **init**(Object context)
 - `if(current != null){` – In **start**()
 - `current = getCurrentForm();` – In **stop**()