



CS 360 Module Three Assignment Guidelines and Rubric

Overview

In this assignment, you will create a simple project in Android Studio. This assignment will give you a base to start with, which you will add to in a later module. Be certain to save your work, as it will support your success in the future of this course.

Directions

To begin, open the Android Studio Layout Editor. For more details on how to open and use the Android Studio Layout Editor, review the readings in this module's Resources section.

Specifically, you must address the following rubric criteria:

- Create a new **Android Studio project** with no activity.
 - Complete the actions below in your setup. Be careful to select the No Activity option. The Empty Activity option will not let you select Java as the programming language. It may take up to 10 minutes for the project to fully set up the first time you do this. Do not worry. This is the environment downloading and configuring the dependencies. You can view the process by clicking on the Build button at the bottom of the Android Studio screen.
 - Name the project and include your name in the title.
 - Select Java as the language.
 - Select API 34 as the target SDK.
 - Select Groovy DSL as the build config.
 - Once the new project loads, create a layout folder within res.
 - Create a new file titled "activity_main.xml". Create a new layout of your choosing. The layout must include a button, a TextView, and a plain text.
- Identify the **Android Studio elements** using relevant names.
 - To accomplish this task, complete the following actions:
 - Name the button's text as "Say Hello".
 - Remove all text from the TextView.
 - Label the ID of the button as "buttonSayHello".
 - Label the plain text as "nameText".
 - Label the TextView as "textGreeting".

- Discuss any **challenges** experienced with **Android Studio**.
 - Now that you have explored Android Studio, talk about your initial experience and ask any questions.
 - Explain any challenges you are having accessing or using Android Studio so that you will be prepared for later work in this course.

What to Submit

Submit your completed work in a Microsoft Word document. Include a screenshot of the Layout Editor showing your activity main layout and your three objects (button, TextView, and plain text), and a discussion of your challenges that is at least 200 words long.

Module Three Assignment Rubric

Criteria	Exceeds Expectations	Meets Expectations	Partially Meets Expectations	Does Not Meet Expectations	Value
Android Studio Project	N/A	Creates a new Android Studio project with no activity (100%)	Shows progress toward meeting expectations, but with errors or omissions (55%)	Does not attempt criterion (0%)	40
Android Studio Elements	N/A	Identifies the Android Studio elements using relevant names (100%)	Shows progress toward meeting expectations, but with errors or omissions (55%)	Does not attempt criterion (0%)	40
Android Studio Challenges	Exceeds expectations in an exceptionally clear, insightful, sophisticated, or creative manner (100%)	Discusses any challenges experienced with Android Studio (85%)	Shows progress toward meeting expectations, but with errors or omissions (55%)	Does not attempt criterion (0%)	15
Clear Communication	Exceeds expectations with an intentional use of language that promotes a thorough understanding (100%)	Consistently and effectively communicates in an organized way to a specific audience (85%)	Shows progress toward meeting expectations, but communication is inconsistent or ineffective in a way that negatively impacts understanding (55%)	Shows no evidence of consistent, effective, or organized communication (0%)	5
Total:					100%