Package Exploration

Due Date: Friday December 2nd @11:59pm

Description:

We used a couple of packages during the semester, one to launch urls and another to implement a local database. However, there are many, many more out there that support all sorts of functionality like: Audio, Video, geolocation, QR codes, AI, charts and graphs, etc.

In this project you are going to create an app that demonstrates the functionality of two packages of your choosing.

Implementation Details:

For this project you will implement an app that utilizes two packages of your choosing. They can not be the two we have used already, url launcher and sqfl. Also, the packages you choose can not simply be new fonts to use or icons; they must allow some sort of functionality like the categories listed above.

The theme and style of the app is up to you but it should have at least two scenes and it should be obvious to the user how to interact with your app. This means you might have to include some info in your app to tell the user what to do..

We will check the pubspec file to see which packages you have used but you should put comments at the top of the file that contains main describing what you used and how you used it. We will look for this description and read it. Also, you can not simply copy and paste an example you find as a demonstration. We will check for this and it will result in a zero for this project. You can look at examples to understand how to use the packages that you choose but your implementation must be yours and make sense in your app.

Otherwise, you have a lot of freedom here to explore and create something fun and/or interesting. Explore the Flutter-verse and have some fun with this.

Electronic Submission:

You only need to zip your Flutter Project together and name it with your netid + Project4: for example, I would have a submission called mhalleProject4.zip, and submit it to the link on Blackboard course website.

Assignment Details:

Late work is NOT accepted. Unless stated otherwise, all work submitted for grading *must* be done individually. While we encourage you to talk to your peers and learn from them, this interaction must be superficial with regards to all work submitted for grading. This means you *cannot* work in teams, you cannot work side-by-side, you cannot submit someone else's work (partial or complete) as your own. The University's policy is available here:

https://dos.uic.edu/conductforstudents.shtml.

In particular, note that you are guilty of academic dishonesty if you extend or receive any kind of unauthorized assistance. Absolutely no transfer of program code between students is permitted (paper or electronic), and you may not solicit code from family, friends, or online forums. Other examples of academic dishonesty include emailing

your program to another student, copying-pasting code from the internet, working in a group on a homework assignment, and allowing a tutor, TA, or another individual to write an answer for you. It is also considered academic dishonesty if you click someone else's iClicker with the intent of answering for that student, whether for a quiz, exam, or class participation. Academic dishonesty is unacceptable, and penalties range from a letter grade drop to expulsion from the university; cases are handled via the official student conduct process described at https://dos.uic.edu/conductforstudents.shtml.