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| **Course: PRM392 Mobile Programming** | **Contribution: 40% of course** |
| This assignment should take an average student who is up-to-date with tutorial work approximately 5 weeks | |
| **Learning Outcomes:** LO1,LO2,LO3,LO4,LO5 | |

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| **Plagiarism** is presenting somebody else’s work as your own. It includes copying information directly from the Web or books without referencing the material; submitting joint coursework as an individual effort; copying another student’s coursework; stealing or buying coursework from someone else and submitting it as your own work. Suspected plagiarism will be investigated and if found to have occurred will be dealt with failure of the course.  **All material copied or amended from any source (e.g. internet, books) must be referenced correctly according to the reference style you are using.** |

**Assignment Submission Requirements**

* Source code zipped in .zip file
* Report for Android application
* Lack one of them, student will not be allowed to do assignment’s demonstration.

**Detailed Specification**

You must provide a complete design and develop an Android application.

Your report should include:

1. **A team introduction:** A brief introduction about the project group (3-> 5 members)
2. **A case study:** describes the system that you will implement (case study is not certain to be too detailed. It's just a paragraph so that the reader can understand the system that will be presented). You should mention the important issue, other detailed information can be presented in the form of Business rules.
3. **Business analyse / System design:** a detailed description of how you analyse business and design the system. You should provide your understanding of your architecture and how your application implemented.

**+** All functions in your application should be described

**+** Database design should be clarified

+ A detailed description of any new technologies you find out (not in school) to develop applications.

1. **Demo of your Android application**: Thorough all functions and explanations.
2. **Conclusion and Discussion**: the pros and cons of the application. What you've learned anything through the development of this application. In the future, if having more time, what would you do to improve it?
3. **Contribution:** Evaluate the contribution of each member during the project

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| **Topic** | **Team**  **Effort** | **Member 1** | **Member 2** | **Member …** |
| **Case Study Analysis** | 100% | Ex: 40% | Ex: 30% | Ex: 30% |
| **Business analysis** | 100% |  |  |  |
| **System design** | 100% |  |  |  |
| **Implementation** | 100% |  |  |  |
| **Documentation** | 100% |  |  |  |

Your implementation:

* All source code must be zipped and uploaded to CMS.
* Code’s comments are required

Your demonstration (15 minutes):

* You will be required to briefly demonstrate your system (slide should be prepared). Prepare to answer the lecturer’s questions

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| **Evaluation** | | |
| **Task** | **Score** | **Condition** |
| Case study | 10% | A case study certainly coherent |
| Business analysis | 15% | All functions is designed as standard and structured in accordance with the business rules |
| System design | 15% | A design architecture, database design is expressed |
| Conclusion and discussion | 10% | The personal opinions should be clarified. The knowledge learned should be highlighted. |
| Demonstration | 50% | Programs comply with the proposed design. Operation with good quality. |

* **Assignment sample:**
* **Objective:** Develop an Android application for Product Sale. The application is used by customers, helps customers to view/buy products of a store
* **Database**: SQLite, MySQL (using Restful API), or others
* **Main Functions:**
  + Design database, APIs (10%)
  + Sign Up/Login screen helps customer register an account / login to buy products (10% score)
  + List of Products screen shows list of products (10% score)
  + Product details screen shows information of a product (10% score)
  + Product Cart screen show products that customer selects to buy (10% score)
  + Billing screen: process payment of customer (10% score)
  + Show a notification if Cart has products when opening the application (10% score)
  + Map screen: show Store’s location (10% score)
  + Chat screen: customers can chat with Store (10% score)
  + Apply MVC/MVP/MVVM architecture in develop the application (10% score)