

Food Diary

CSE 438

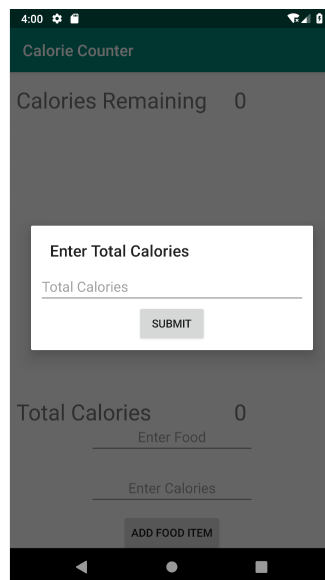
Spring 2020

1 Setup

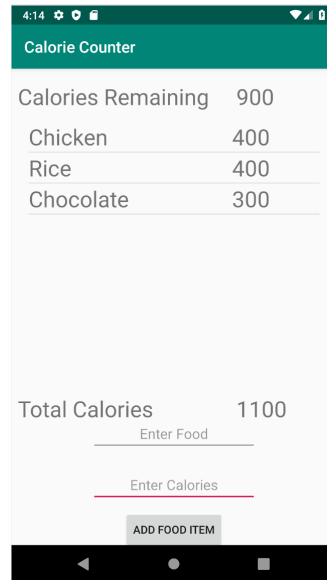
Navigate to the [repository](#) for this assignment and follow the instructions for getting a copy of the repository. To submit your project, commit and push your code to the repository by the due date.

2 Introduction

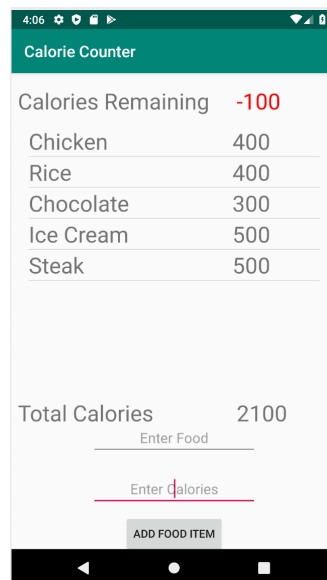
In this assignment you will be building a food diary app to keep track of calorie intake. At the start of the app, the user should be able to enter in an initial total calorie amount that they want to keep track of.



The user should then have the ability to add foods to the diary. On successful submission, the app should update the screen to reflect the total number of calories they still have available, the total number of calories they have consumed, and a list of the foods they have eaten with their respective calorie amounts.



If the number of calories remaining becomes negative, this should be reflected in the app through a change in the text color to red.



3 Tips

1. Remember to sanitize inputs and consider edge cases!
2. For the list of food items, you are going to want to review ListViews and designing your own Adapters to create the view.
3. Consider creating a simple class to contain the data you want to remember for each food
4. The Todo app that we went over in class will be a useful resource while you are working on this assignment
5. If you choose to use a dialog box, AlertDialog is recommended.
6. Remember to review best coding practices for Kotlin.

4 Creative Portion

For every homework assignment, you will be asked to think of an additional feature to be added to the application that will improve the user experience and provide you an opportunity to learn about concepts that you are personally interested in. Put yourself in the shoes of your users: what features would they like to see in an app like this? Try to make it something new and substantially different from what the app already does - do not just rehash existing requirements.

Please note that while the user interface is an important part of the app, you are expected to have a clean user interface as part of the base assignment. Tweaking the colors/pictures/theme of the app can be fun and is encouraged, but does not count towards your creative portion - the creative portion should add something functional, not simply cosmetic.

When you submit your assignment, please include a ReadMe.txt file that explains your creative portion. You should explain what the feature is, why you chose to implement that particular feature, and how you went about implementing it.

To receive full credit, your feature needs to be substantial as compared to the rest of the assignment. Examine the rubric below to get a feel for how much weight we are putting on the creative portion of the assignment.

5 Submission

Before submitting, take a look at the README.txt file and answer the given questions. These questions will be useful to us when grading your assignment, so it is in your best interest to answer them completely and honestly.

To submit the assignment, all you need to do is commit and push your code to GitHub by the due date.

6 Rubric

1. (5 Points) User can enter total calorie amount on start up
2. (5 Points) User can add new food item by name
3. (5 Points) User can add new food item by calorie
4. (5 Points) Calories remaining is updated with each new food item
5. (5 Points) Calorie consumed is updated with each new food item
6. (5 Points) The list of food items displays foods and their respective calories amounts
7. (3 Points) Color change when calorie count becomes negative
8. (5 Points) All inputs are filtered and error messages are displayed accordingly
9. (4 points) The design and implementation of the User Interface is clean
10. (8 Points) Creative portion - design your own feature(s)!