Assignment 1

For this assignment you must create an android application, using the skills and the knowledge obtained at the weeks 1-4 of the class. The following criteria must be fulfilled in order to produce a successful application scoring high in this assignment.

* The application must have at least 3 different functional screens (activities)
* All screens must apply various layout constraints
* The application must employ at least six different types of widgets
* The code must be properly arranged and commented
* All knowledge of object oriented and mobile programming obtained in the previous classes must be applied
* The application must be operational

For this assignment I would like you to choose one of the three topics listed below

* Trip planner (planning a trip for 3-4 people: destination, tickets, etc.)
* Party planner (planning a party in your house for 3-5 people)
* Managing a crew of 3-4 people (such as yard crew), distributing work, tracking completion, etc.

The ideas are important but your work will be predominantly judged by the implementation of these ideas into Android application

Here is the projected distribution of marks:

* Windows and screen layouts – 15%
* Navigation – 10%
* Using proper controls – 30%
* Using proper event handling – 30%
* Code appearance (including comments, error handling) – 10%
* Running application – 5% (will be increased as you become more comfortable with Android and Java)

For this assignment I would like you to submit the zipped folder with your application and a document containing description of how to run the application (brief user manual)

All SET rules on tardiness and lateness of submission are applicable.