

## CSCE 453 Assignment 1

**Due: Feb 14, 2020 at 12:00pm on BeachBoard**

In this assignment, you will develop a simple Login. The objective of this assignment is to practice what we learned in the class about activities and its properties.

### Project Setup:

This project contains three activities:

- 1- A Login activity
- 2- A Signup activity
- 3- A Welcome activity

The image shows three wireframe screens for a login/signup application. The first screen (left) is a login form with fields for 'User name' and 'Password', and buttons for 'Signup' and 'Login'. The second screen (middle) is a signup form with fields for 'User name', 'Password', 'Retype Password', 'Email', and 'Phone', and a 'Sign me up!' button. The third screen (right) is a welcome screen with a 'Wellcome Username!' message.

### Project description

- 1- Login Activity
  - a. To keep the credentials, create a data dictionary that holds usernames and passwords.
  - b. If a user does not have any credential, she need to create one in the "Sign up" window. The new credential is saved in the data dictionary as well.
  - c. If a login attempt is not successful, the user is informed with a proper toast message and password field will be blanked.
- 2- Signup Activity
  - a. A new user need to fill this form and if the form is free from any error then it will be redirected to the login window.
  - b. This form requires series of validations:
    - i. All fields must be filled
    - ii. Username must be unique. (This will be checked against credential data dictionary)
    - iii. Password and retype password must be the same
    - iv. Email and phone must be in the correct format.

- 3- Welcome Activity
  - a. If login is successfully done. Then the Welcome window will be popped up that shows the username with the “Welcome Username!” message.

**Grading Requirements:**

- 1- (2pts) In an Activity the controls must be
  - a. Properly aligned
  - b. Work in both tablet and mobile (Just centralizing on the tablet screen would be sufficient for now)
- 2- (5pts) Your code should work exactly based on this document. If any part of the project is not clear to you it is your responsibility to ask me and clarify it. ( Any misunderstanding in demo time is not acceptable)
- 3- (2pts) Coding style includes:
  - a. Proper coding standard.
    - i. Proper variable name
    - ii. Proper control name
    - iii. Proper Activity and resource name
  - b. Comments
    - i. One line comment for code and block of code that does certain task
    - ii. Any costume method, require a comments explaining the functionality of the code (No more than 2-3 lines, this also can be description of the inputs and outputs variables)
- 4- (6pts) Code presentation: In the presentation day, you will be asked about your code. Also you should be able to explain methods and codes added by Android Studio as much as we covered in the class (onCreate for example).