Assignment

Faculty Name:	Information Technology
Module Code:	ITADA4-B34
Module Name:	Software Development 4A: Android Development Block 4
Module Leader:	Dr Oluwapelumi Giwa
Internal Moderator:	Dr Michael Ajayi
Copy Editor:	Mr Kevin Levy
Total Marks:	120
Submission Date:	22/11/2021 – 26/11/2021

This module is presented on NQF level 8.

5% will be deducted from the student's assignment mark for each calendar day the assignment is submitted late, up to a maximum of three calendar days. The penalty will be based on the official campus submission date.

Assignments submitted later than three calendar days after the deadline or not submitted will get 0%.[1]

This is an individual assignment.

This assignment contributes 40% towards the final mark.

Instructions to Student

1. Please ensure that your answer file (where applicable) is named as follows before submission: **Module Code – Assessment Type – Campus Name – Student Number**.

2. Remember to keep a copy of all submitted assignments.

3. All work must be typed.

4. Please note that you will be evaluated on your writing skills in all your assignments.

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[1] Under no circumstances will assignments be accepted for marking after the assignments of other students have been marked and returned to the students.

5. All work must be submitted through Turnitin.[2] The full originality report will be automatically generated and available for the lecturer to assess.

6. You are not allowed to offer your work for sale or to purchase the work of other students. This includes the use of professional assignment writers and websites, such as Essay Box. If this should happen, Eduvos reserves the right not to accept future submissions from you.

Assignment Format

You must fulfil the requirements when writing and submitting assignments as follows:

- Use Arial, font size 12.
- Include a title page, a table of contents, and page numbers.
- Include the completed Assessment/Project Coversheet (available on *my*LMS).
- Write no more than the maximum word limit.
- Ensure any diagrams, screenshots, and PowerPoint presentations fit correctly on the page and are referenced.
- Use the correct referencing method throughout the assignment.
- Include a bibliography based on the applicable referencing method at the end of the assignment.
- Check spelling, grammar, and punctuation.
- Run the assignment through Turnitin software.
- Print submissions on both sides of the page.

Essential Embedded Knowledge and Skills Required of Students

- Report-writing skills
- Ability to analyse scenarios/case studies
- Understanding of subject field concepts and definitions
- Ability to apply theoretical knowledge to propose solutions to real-world problems
- Referencing skills

Resource Requirements

- A device with internet access for research
- A desktop or personal computer for typing assignments
- Access to a library or resource centre

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[2] Refer to the Eduvos Policy for Intellectual Property, Copyright and Plagiarism Infringement, which is available on *my*LMS.

- Prescribed reading resources

Delivery Requirements (evidence to be presented by students)

- A typed assignment[3]
- A Turnitin originality report
- Android app file
- Documentation

Minimum Reference Requirements

At least five references for first year, ten references for second year, and fifteen references for third year.

Additional reading is required to complete this assignment successfully. You need to include the following additional information sources:

- Printed textbooks/e-books
- Printed/online journal articles
- Academic journals in electronic format accessed via ProQuest or other databases
- Periodical articles, e.g. business magazine articles
- Information or articles from relevant websites
- Other information sources, e.g. geographic information (maps), census reports, interviews

Note
It is crucial that students reference all consulted information sources by means of in-text referencing and a bibliography, according to the applicable referencing method.

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[3] Refer to the *Conditions of Enrolment* for more guidance (available on *my*LMS).

Section A

Question 1   120 Marks

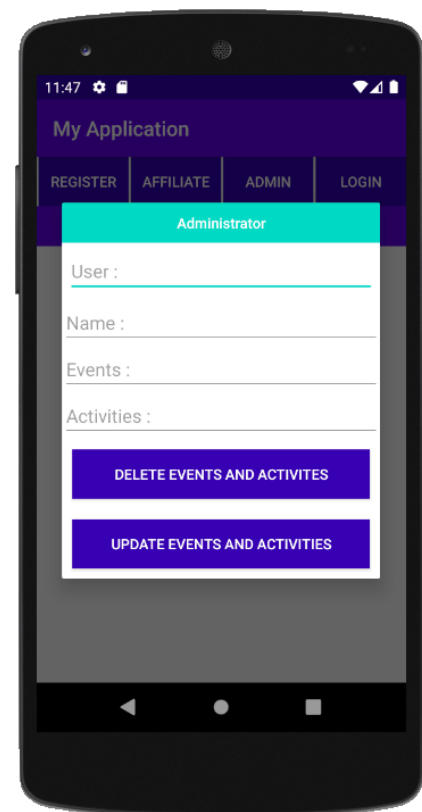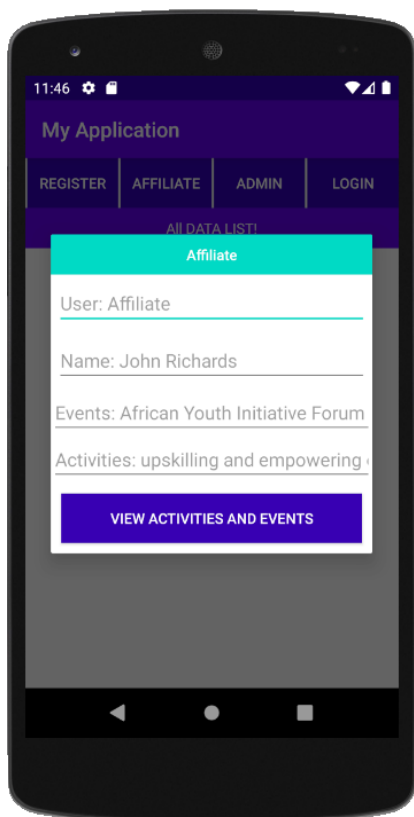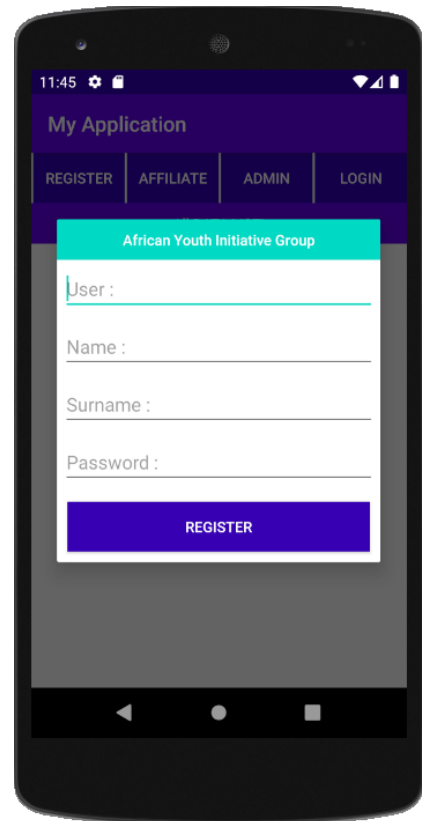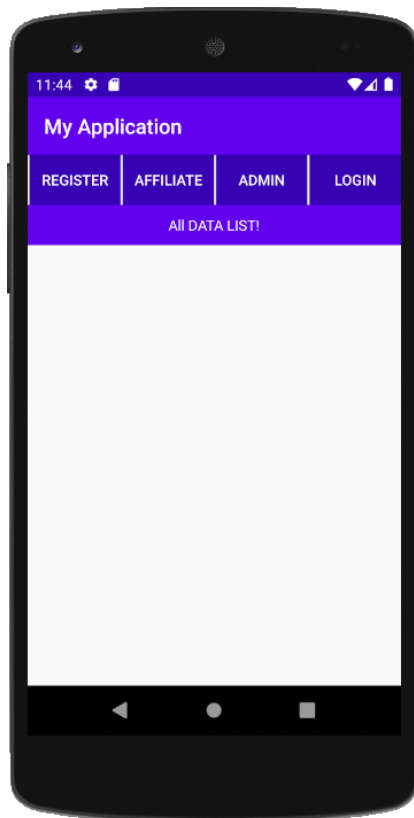Study the scenario and complete the question(s) that follow:

> The African Youth Initiative Group (AYIG) in Pretoria seeks to empower the youth, women and entrepreneurs with disabilities and entrepreneurs in rural areas. The organisation would like to develop an Android application named AYIG Connect to increase its engagement with people affiliated with it. The aim of the AYIG Connect app is to provide an interactive environment among affiliates of the organisation by providing updates regarding different events or activities.
>
> Source: Muderede, D. (2020)

Develop an application using Android and SQLite/or any database of your choice. The app should have 3 modules: login and/or registration, admin and affiliate. The requirements below give a detailed overview of each module deliverable.

1.1 **Login/registration module**: The user can register. Once registered, the user enters their username and password to log in to the software application. There are two types of users using this software: the admin and an affiliate. The default type of a person registering is affiliate. Upon logging in, the system must determine whether the person is an admin or affiliate, then redirect the user to the appropriate module.

1.2 **Administrative module**: The admin can share the details of events and activities. The admin can update and delete events and activities. The admin can also change a person's type from affiliate to admin and vice versa.

1.3 **Affiliate module:** The affiliate can only view events and activities posted by the admin. The affiliate can also update login details.

Note that all relevant information should be stored in a SQLite/firebase database. Below are some of the suggested interfaces previews:

End of Question 1

Section B

Mark Allocation for App

Criteria	Description	Percentage Contribution
Introduction	• State your application idea • Discuss the goals of your application	5%
Body of App	• Three modules created • Design goals for your application • Material design • Database creation • Screenshots/photos of each view of your final application • Material design	30%
Coding of App	• Runs • Controls • Layouts • Event Handling	60%
Conclusion	• Ideas for improving your application (End user experience remarks)	5%
Bibliography	• Alphabetical list of references • Correct referencing for different sources • Number and quality of works consulted	10%
Overall Presentation	• Page numbers • Table of contents • Headings and sub-headings • Numbering • Length • Language and grammar	10%

Section C

Plagiarism and Referencing

Eduvos places high importance on honesty in academic work submitted by students and adopts a zero-tolerance policy on cheating and plagiarism. In academic writing, any source material, e.g. journal articles, books, magazines, newspapers, reference material (dictionaries), or online resources (websites, electronic journals, or online newspaper articles), must be properly acknowledged. Failure to acknowledge such material is considered plagiarism; this is deemed an attempt to mislead and deceive the reader and is unacceptable.

Eduvos adopts a zero-tolerance policy on plagiarism; therefore, any submitted assessment that has been plagiarised will be subject to severe penalties. Students who are found guilty of plagiarism may be subject to disciplinary procedures, and outcomes may include suspension from the institution or even expulsion. Therefore, students are strongly encouraged to familiarise themselves with referencing techniques for academic work. Students can access the Eduvos referencing guides on *my*LMS.