

# Practice Final Project and Presentation

CPSC-411A

## Assignment Prompts as Living Documents

Assignment prompts are to be considered [Living Documents](#). You should check back frequently for updates and clarifications, especially just before submission deadlines.

If anything in this prompt is unclear, contradictory, or questionable, please notify your professor immediately so a clarification can be given to you, and this document possibly updated. Otherwise, you may be responsible for incorrectly guessing at instructions.

## About

This assignment prompt outlines the requirements for our ***practice*** final project and presentation. This is not the same thing as the actual final project. The point here is to give you a low-stakes test run that you can use to practice, and then get a better score on the actual final project and presentation.

## Overview

This project will work similarly to the final project. Read that assignment prompt first to know the rules and guidelines for this project. Unless specified otherwise, all information in the final project assignment prompt will apply to this project.

## Requirements

The requirements below should each appear within your app. You do not need to implement all the requirements from the final project document; Just these here below.

You may not reuse and extend your work from this project for your final project. Though the requirements will overlap somewhat between the two assignments, you should make a new app for each.

Graduate students ***do not*** need to implement additional requirements for this assignment. Only the actual final project will increase your requirements.

Note: The following requirements should be considered incomplete until the week before this project is due. More requirements may or may not be added, so check back regularly.

There is no penalty for doing more than the requirements, and may actually improve your grade.

Extra credit requirements are considered extra challenges for *self research*.

<b><i>Requirement</i></b>	<b><i>Description</i></b>
Callbacks	The user should be able to click at least one View that causes a callback function to be called, which produces an apparent result back to the user.
Logging	Important events should be logged to the Logcat area with varying levels and unique tags.
Layouts	Your app must use the ConstraintLayout at least once with multiple internal Views.  Elsewhere in your app, you must use another Layout container type, such as LinearLayout (horizontal or vertical), or TableLayout
Resources	There should be at least two image resources utilized in some way by the application, in an interactive way.
Resources (extra credit)	Earn extra credit by having your app embed a playable video or audio file. You may implement this using resources OR asset file streams.
Resource qualifiers	The app should make use of resource qualifiers to dynamically choose alternative resources based on device configuration. There should be at least three dynamically chosen resources.  The first dynamic resource should be the strings file that allows for multiple translations of the app; The app should support at least 3 translations.  The second dynamic resource should be a layout

<b><i>Requirement</i></b>	<b><i>Description</i></b>
	<p>file that shows the user a different layout based on either screen size or orientation.</p> <p>The third (and beyond, if desired) resources may be anything of your choosing.</p>
Persistence	The app should allow the user to generate data in some way. The data should survive device rotations, process termination, and app exit.
UI Flexibility	<p>The app should contain at least two fragments somewhere. Each fragment should be used in at least two places in the app.</p> <p>Example: Two different layouts (dynamically chosen per above reqs) that utilize the same two fragments (reuse), with one layout utilizing an additional third fragment.</p>

## Grade Breakdown

Your grade will be broken down by the following categories

<i>Category</i>	<i>Percent</i>
Project Delivery	60%
Presentation	20%
Creativity and/or Originality and/or Usefulness	10%
Overall Effort and Completeness	10%