Individual Practical Assignment

**Question (10% of total marks)**

Design and develop a passwords manager mobile application (No restriction on the choice of development tool used) that fulfils the following:

* The app will allow user to add a list of passwords corresponding to sites that are set up to accept these passwords.
* The entries (consisting of **AT LEAST** the site name, username, and password) added to the list can be removed or modified.
* The entries added will need to be persistently stored on the smartphone.
* The user will need to be authenticated before it can access this password manager app or reveal the passwords stored.
* **OPTIONAL**: Apart from password, further information can also be stored for each site, extra PIN number, additional challenge questions and answers etc.
* **OPTIONAL**: Passwords stored should ideally be encrypted.
* **OPTIONAL**: Extra features that can improve user experience when using the app or appear to be secure from a user’s point of view.

You need to produce a simple report (softcopy) that shows screen captures of your mobile application along with its source code. The screen captures should show a flow of how your application is used and highlight any features you have potentially added. In addition, please record a short video of no more than 2 minutes, with your face in the video too, to similarly demonstrate your app. You may be asked to demonstrate the application during your practical class should we want to seek clarification to the app that you have developed. So please make an effort to work on this individual assignment yourself.

What you minimally need to demonstrate in your video?

1. That you can create a list of password entries (at least 5 entries) easily. You can speed up the video for this data entry part.
2. That you can change the entries (name, username, and/or password) after you have entered them.
3. That you will be authenticated before you can access the app or reveal the passwords stored.
4. That after you restart the app the entries entered earlier are still available for viewing.

**Marking criteria:**

* Correctness of output (30%)
* Design of UI (25%)
* User Friendliness (25%)
* Neat Program Documentation (10%)
* Report Format (10%)

## Submission Detail

**Due Date:** 19 March 2022 (Saturday)

Rules:

1. Submitted report must use the cover page as provided
2. The deadline for submission is 3 PM on the submission date
3. After 3 PM it is strictly regarded as LATE SUBMISSION
4. The following penalty will be imposed for Late Submission
   1. 20% will be deducted from the allocated marks for this assignment if NOT EXCEED 72 hours
   2. Marks will not be given to those who submit after 72 hours
5. Submit softcopy via Google Form, of which the link will be provided on WBLE days before the submission deadline [Submit only the report (in PDF format), video, source code (Android manifest, java and res folders), apk file (under app/build/outputs/apk/debug/) and additional resources. All the files should be placed under a parent folder named using your name and student ID, e.g. Lau\_Ding\_Kin-1801234. And you can use the same name as the filename of the zip file].

**UNIVERSITI TUNKU ABDUL RAHMAN**

**Faculty of Information and Communication Technology**



**UCCD3223 Mobile Applications Development**

**(January 2022 Trimester)**

**Individual Practical Assignment**

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| --- | --- |
| **Name** |  |
| **Student ID** |  |
| **Course** |  |
| **Practical Group** |  |
| **Lecturer** |  |

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| **Marking scheme** | **Marks** | **Remarks** |
| Correctness of output | **× 3** |  |
| Design of UI | **× 2.5** |  |
| User Friendliness | **× 2.5** |  |
| Neat Program Documentation |  |  |
| Report Format |  |  |
| **TOTAL** |  |  |