

Midterm Evaluation: 30%

| Course Identification | | | |
|--|--|--|--|
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| Name of program(s) – Code(s): | INFORMATION TECHNOLOGY PROGRAMMER ANALYST (LEA.3Q) | | |
| Course title: | IOS MOBILE DEVELOPMENT | | |
| Course number: | 420-DM3-AS | | |
| Teacher's name: | Daniel de Rezende Barbosa Carvalho | | |
| Duration: | 2 hours | | |
| Semester: | Winter 2022 | | |
| | | | |
| Student Identification | | | |
| Name: | Date: | | |
| Turio. | | | |
| Student number: Gro | pup number: Result: | | |
| ☐ I declare that this is an original work, and that I credited all content sources of which I am not the author (online and printed, images, graphics, films, etc.), in the required quotation and citation style for this work. | | | |

Standard of the Evaluated Competencies

Statement of the evaluated competency – Code

Develop native applications without a database -00SR

Evaluated elements of the competencies

- 1. Analyze the application development project.
- 2. Generate or program the graphical interface.
- 3. Program the application logic.

Competency: Develop native applications without a database-00SR

General ministerial and institutional performance criteria:

- Methodical, analytic and synthetic mind;
- Programming efficiency;
- Autonomy;
- Initiative;

| Elements of the competency 420.BP (1-2-4 only) | Performance criteria specific to each element |
|---|---|
| Analyze the application development project. | 1.1 Accurate analysis of design documents 1.2 Proper identification of tasks to be carried out. |
| 3. Generate or program the graphical interface. | 3.1 Appropriate choice and use of graphic elements for display and input 3.2 Proper integration of images 3.3 Adaptation of the interface based on the display format and resolution |
| 4. Program the application logic | 4.1 Proper programming of interactions between the graphical user interface and the user 4.2 Proper programming of communications between the peripheral devices and the software functions of the target platform 4.3 Effective use of execution threads 4.4 Proper integration of sounds and videos 4.5 Proper application of internationalization techniques 4.6 Precise application of secure coding Techniques |

Instructions

- Your exam must be submitted by uploading your project via Omnivox. Deadlines are shared on Omnivox in the assignment box and must be respected.
- Plagiarism, attempts at plagiarism or complicity in plagiarism during a summative evaluation results in a mark of zero (0). In the case of recidivism, in the same course or in another course, the student will be given a grade of '0' for the course in question. (IPEL Article 5.16).

Mark Breakdown

This evaluation is on 100 points, distributed as follows:

Question 1 100 points

TOTAL: 100 POINTS

Question 1

College ABCD is developing a simple application to manage new students. This application will be used exclusively by the admission team to register basic information about students who intend to enroll for 2023 term.

The first development phase was finished but many issues were found by the validation team.

Your task is to follow the issue report and fix/implement the application.

ISSUE REPORT

| □ #1 | 10 pts | No messages presented to the user |
|------|----------------------|--|
| | | s or dialogs were sent to the user. The application is only printing messages at we to replace those messages using a better way to notify the user. |
| □ #2 | 10 pts | Login page with user and password not implemented |
| | The access sl | nould be validated by username and password combination. |
| | □ The u 8 digits. | sername validation is not well implemented. The user must enter a value with 7 or |
| | □ The c | orrect username to access the application should be your student number . |
| | □ The p "adm12 | assword should be masked (cannot show while typing) and the expected value is $oldsymbol{3}$ ". |
| □ #3 | 5 pts | Logged username not presented on StudentListViewController |
| | | e informed at ViewController is not being presented on StudentListViewController. d with the text " Hello " followed by the user login (e.g.: " Hello 1234567 ") |
| □ #4 | 20 pts | StudentListViewController: TableView is not working |
| | | |

□ The table view should list all students, showing the student's name on each row.

| □ #5 | 5 pts | StudentListViewController: Title incorrect |
|--------------|----------------|--|
| | | compatible with the operation type being performed. It should be "Adding new e == False and "Showing Student" when editMode == True. |
| □ #6 | 10 pts | StudentInfoViewController: Delete button missing |
| | | utton is always invisible. It should be visible when the user reaches this view previous selection on StudentListViewController TableView. |
| #7 | 10 pts | StudentInfoViewController: Student information is not being presented |
| | | mation (name and email) is not presented when the user is redirected to this a student on StudentListViewController TableView. |
| □ #8 | 10 pts | StudentInfoViewController: User cannot inform an email address for a student |
| | | missing on StudentInfoViewController UI. You have to implement it. tion should be saved into a student object. You have to implement it. |
| □ #9 | 10 pts | StudentInfoViewController: StudentProvider.updateStudent method not working |
| Class. | There is an is | ssue when updating student information. Review this method at StudentProvider |
| □ #10 | 10 pts | StudentInfoViewController: There is no delete confirmation |
| | | resent a confirmation message before deleting a student: " Do you really want to !E] ? " (e.g.: "Do you really want to delete Daniel?"). |
| | | IMPORTANT |

- \circ Build a clean and readable code. Use good variables, UI objects and function/method names.
- o All UI elements should have their constraints defined, making your application responsive.
- o Present good messages to the user.

Correction Grid

Elements of the competency:

- 00SR: 1. Analyze the application development project.

Performance criterion:

- 1.1 Accurate analysis of design documents
- 1.2 Proper identification of tasks to be carried out.
- 00SR: 3. Generate or program the graphical interface.

Performance criterion:

- 3.1 Appropriate choice and use of graphic elements for display and input
- 3.2 Proper integration of images
- 3.3 Adaptation of the interface based on the display format and resolution.
- 00SR: 4. Program the application logic.

Performance criterion:

- 4.1 Proper programming of interactions between the graphical user interface and the user
- 4.2 Proper programming of communications between the peripheral devices and the software functions of the target platform
- 4.3 Effective use of execution threads
- 4.4 Proper integration of sounds and videos
- 4.5 Proper application of internationalization techniques
- 4.6 Precise application of secure coding Techniques

Criterion-elements:

Proper UI design following instructions and applying practices taught in class.

Correct application of constraints in all view controllers.

UI objects outlet connections following good practices and standards (well defined names).

Proper use of Segue and its enum file to safely handle identifiers.

Fields validation following the defined criteria. Well-defined messages and instructions when validating user input.

The correct use of Segue (shouldPerform, Perform) for validation and for sending data to another controller.

Use of variables, classes, interfaces and function names following standards.

The correct connection between controller and user interface.

The correct implementation of Provider class for methods all, add, update, delete.

No syntax or compilation errors (application running). No logic errors.

| Question # / Issue # | Highly satisfactory | Satisfactory | Unsatisfactory | Highly unsatisfactory | Total |
|-----------------------|--------------------------|--------------------------|---------------------|--------------------------|-------|
| Question 1 / Issue 1 | 10 Completely correct | 6< 10 Almost correct | 2< 6 Incomplete | < 2 Completely wrong | / 10 |
| Question 1 / Issue 2 | 10 Completely correct | 6< 10 Almost correct | 2< 6 Incomplete | < 2 Completely wrong | / 10 |
| Question 1 / Issue 3 | 5 Completely correct | 3< 5 Almost correct | 2 Incomplete | < 2 Completely wrong | / 5 |
| Question 1 / Issue 4 | 20 Completely correct | 12< 20 Almost correct | 4< 12 Incomplete | < 4 Completely wrong | / 20 |
| Question 1 / Issue 5 | 5 Completely correct | 3< 5 Almost correct | 2 Incomplete | < 2 Completely wrong | /5 |
| Question 1 / Issue 6 | 10 Completely correct | 6< 10 Almost correct | 2< 6 Incomplete | < 2 Completely wrong | / 10 |
| Question 1 / Issue 7 | 10 Completely correct | 6< 10 Almost correct | 2< 6 Incomplete | < 2 Completely wrong | / 10 |
| Question 1 / Issue 8 | 10 Completely correct | 6< 10 Almost correct | 2< 6 Incomplete | < 2 Completely wrong | / 10 |
| Question 1 / Issue 9 | 10 Completely correct | 6< 10 Almost correct | 2< 6 Incomplete | < 2 Completely wrong | / 10 |
| Question 1 / Issue 10 | 10 Completely correct | 6< 10 Almost correct | 2< 6 Incomplete | < 2 Completely wrong | / 10 |
| | | | | | / 100 |
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Correction Grid for Language

| Clear communication | Clear communication most of the time | Vague communication | Unclear communication |
|--|--|---|---|
| - 0 | - 0.5 | - 1.5 | - 2 |
| (Word Choice) Use of precise and rich vocabulary | (Word Choice) Use of precise Vocabulary | (Word Choice) Use of imprecise Vocabulary | (Word Choice) Use of inappropriate vocabulary |
| - 0 | - 0.5 | - 1.5 | - 2 |
| (Format/Type of work) Respect of norms | (Format/Type of work) Respect of most of the norms | (Format/Type of work) Non-respect of the norms | (Format/Type of work) Inappropriate in relation to the required norms |
| - 0 | - 0.5 | - 1.5 | - 2 |
| (Linguistic Code) (≤2 mistakes/page) | , , , , | | (Linguistic Code) (>10 mistakes/page) |
| - 0 | - 0.5 2.5 | - 2.5 3.5 | - 4 |