Sample Content Structure and Assignment Guideline / Answer Map.

** This Document is Provided only for support and reference purposes

Advanced Mobile Development – Assignment 02

1… Please Insert the Cover Page as the First Page

**** Plagiarism Check is not required for Advanced Mobile Development – Assignment 02. This Condition is applicable ONLY for this assignment.**

**** Don't forget to Upload the Compressed Zip Folder of your Mobile Application**

Total 02 Files must be uploaded to the Classroom

1. **Source Code Zip File**
2. **Report for Assignment 02 (doc or docx format only).**

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Introduction

Include some information and a rough idea on your mobile application. The University marker should be able to read and understand what your mobile app is about and the scope of the mobile application.

JSP Diagram of the Mobile Application

Include the JSP Diagram. You can easily draw JSP Diagrams using MS Visio. In Simple, a JSP Diagram shows the functions of your mobile application in a sequence. Horizontally the process sequence is displayed. The Loops (Iterations) and Ifs (Conditions) are displayed below. Data sequence and process sequence.

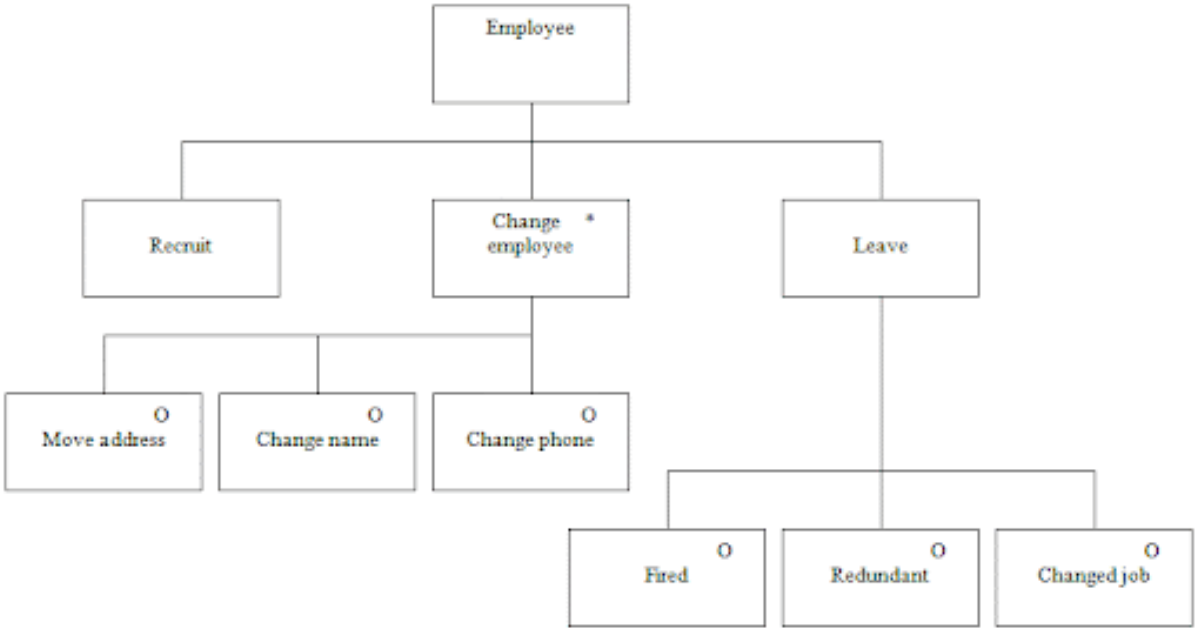

Figure 1 JSP Diagram

Looks Like this.

Can score a good amount of marks for this diagram

Remember, Don't Include Flow Charts.

If it's not JSP, Make sure you make the marker understand the mobile App Properly by looking at the diagram.

**Some how using a diagram, make the marker aware of the flow and the structure of the Mobile app designed and developed by yourself.

Testing of the Mobile Application

Include test Cases and document them. Test almost **all** the features. Unit testing and functional testing would be sufficient. However, testing is very important. A sample test case would look like the below. Create test cases for all the functions in your mobile application

Test Case Number	Description	Inputs	Expected Output	Actual Output	Status
01	Testing the Login Form	1. Correct Username and Password 2. Incorrect Username and Password	1. Login and show Dashboard 2. Show Error	1. Login and show Dashboard 2. Show Error	Pass
02	Testing the rain Alert Option	1. Enter the actual location 2. Automatically Identify the Current Location	1. Show the Weather updates and rain alerts for the selected location 2. Show the Weather updates and rain alerts for the current location	1. Showed the rain updates for the current location 2. Showed the rain updates fir the current location	Fail
03	Testing the rain Alert Option	1. Enter the actual location 2. Automatically Identify the Current Location	1. Show the Weather updates and rain alerts for the selected location 2. Show the Weather updates and rain alerts	1. Show the Weather updates and rain alerts for the selected location 2. Showed the rain updates fir the current location	Pass

			for the current location		

(Failed because we expected to show the weather of a different location but it showed the weather of the current location)

** If you have sufficient time, please try to add some test reports by testing using different tools for testing categories Like , Stress testing, field / Environmental Testing etc…

- Try to Include test cases of testing in different screen sizes also.
- You can prove your actual result through a screenshot if required.

Working features and prototype features

List all the features in your screenshots and the mobile app. And mention the working functions and the functions which are not working / created the interface only.

Following is a sample way you could use to represent it.

1. Menu System – Functioning
2. About Page – Functioning
3. Help Page – Functioning
4. Login Page – Functioning
5. Dashboard – Functioning
6. Adding Products – Functioning
7. View Products – Functioning
8. Checkout – Interface Only
9. Logout – Functioning
10. Print Invoice – Interface Only
11. Add Users – Interface Only
12. Block users – Interface only

Storyboard of the Application

Include a story board of your developed Application as discussed in class.

Problems Encountered when developing the mobile Application

List Down any Problems Which you had to face when you were creating the mobile Application. Listing them would be fine. An example would look like the following **It is also better to include how the problem was resolved**.

1. The Stimulator was not working at the first and re installed it to fix the issue. It still didn't work so had to use an actual android mobile as the stimulator
2. The Login function didn't work only for all user accounts except the admin. To see the code was first hard coded to admin credentials. And then had missed to code it by linking with the database. Once linked with the database and the code was updated, it worked fine.

Screenshots of the Mobile Application

Insert Screenshots of the Mobile Application

At least design 6-7 (minimum) Interfaces for your mobile Application **excluding** the Help and about screen. All the interfaces don't need to be functioning. But Please design a minimum. Remember, we need to score. (50% of the module marks are being given from the 2nd Assignment).

**Don't forget the About Screen

** Don't Forget the Help Screen

**** Don't Forget the Menu System**

Screenshots could look like the following

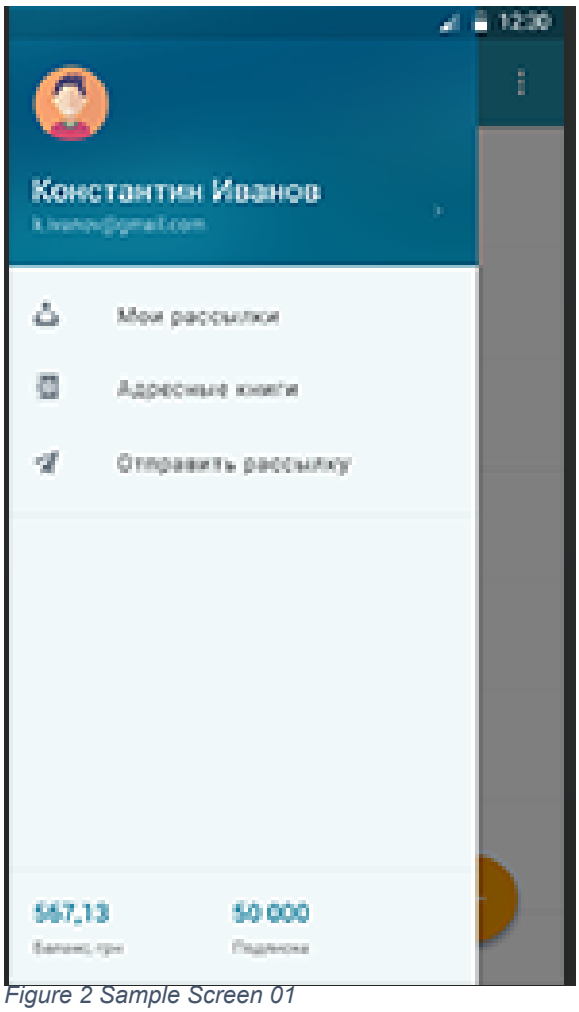

Figure 2 Sample Screen 01

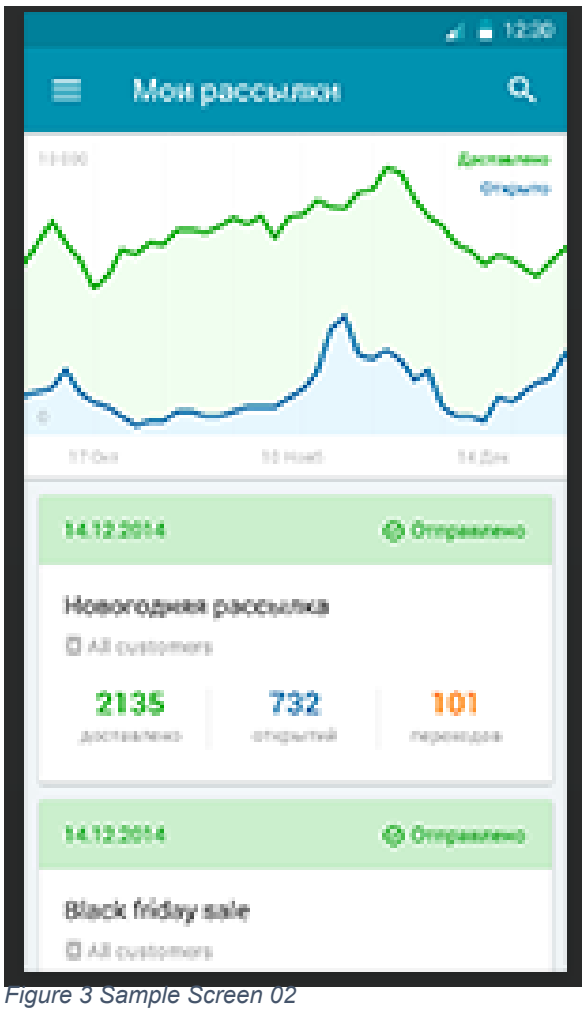

Figure 3 Sample Screen 02

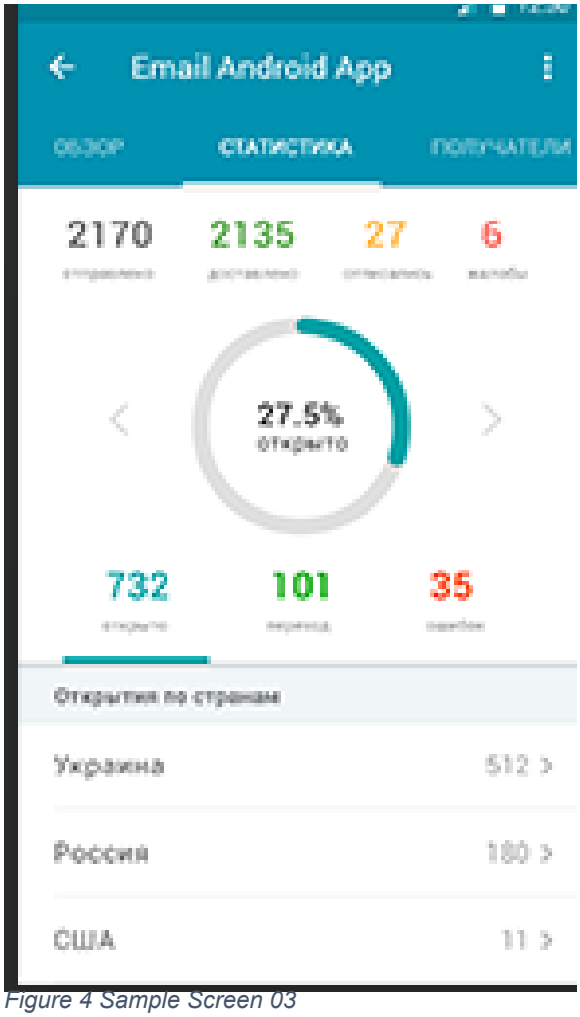

Figure 4 Sample Screen 03

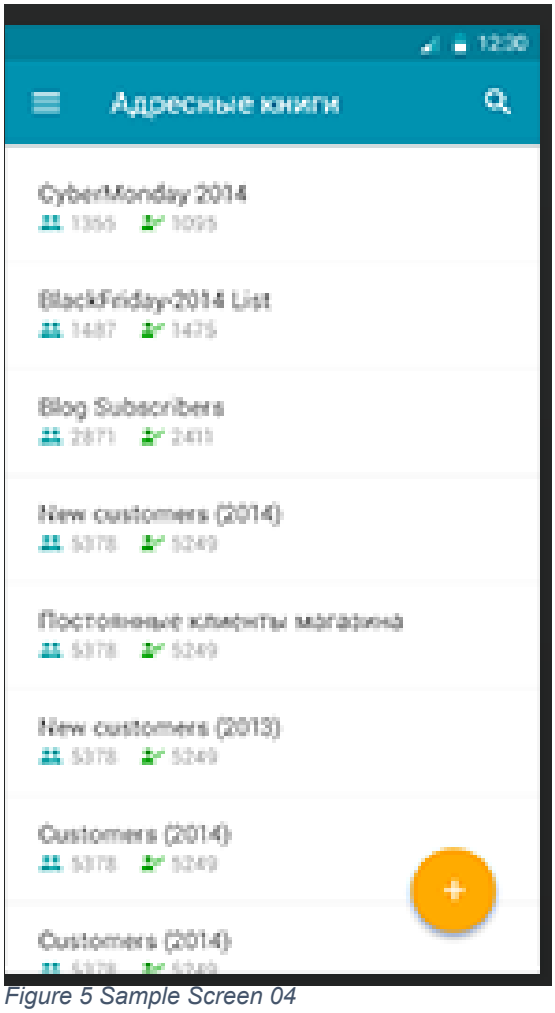

Figure 5 Sample Screen 04