CMPS 312 Mobile Application Development- Fall 2019

**Homework (1)–** Quiz App

|  |  |
| --- | --- |
| **Student Name** |  |
| **Student Id** |  |
| **Email** |  |

**Grading Rubric - - In the *Functionality* column please specify either: *Working (completed x%)*, *Not Working (completed x%)* or *Not done*.**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Criteria | % | Functionality\* | Quality of the implementation | Score |
| Implemented the welcome screen | 0.5 |  |  |  |
| Activity design contains all the components  🡪score  🡪question  🡪choices  🡺Next/Previous  🡺Next button is not shown in first question | 1 |  |  |  |
| Appropriate feedback is displayed depending on user’s answer (Correct/Wrong) | 1 |  |  |  |
| 🡺 Choices are disabled as soon as the user selects his/her answer | 0.5 |  |  |  |
| 🡺 Screen rotation is handled correctly by saving all values for that question including Score and User answer.  🡺 All values are restored  🡺Landscape layout is implemented | 1 |  |  |  |
| Strings and dimensions are not hard-coded inside the layout instead they are referenced from the dimes.xml and string.xml files | 0.5 |  |  |  |
| Final score with badge is shown once the user completes answering the questions | 0.5 |  |  |  |
|  |  |  |  |  |
| Total | 5 |  |  |  |
| Copying and/or plagiarism or not being able to explain or answer questions about the implementation | -5 |  |  |  |

**\* Possible grading for functionality**: ***Complete and*** ***Working*** (get 70% of the assigned grade), ***Complete and*** ***Not*** ***working*** (lose 40% of assigned grade) and ***Not done*** get 0. The remaining grade is assigned to the quality of the implementation. In case your implementation is not working then 40% of the grade will be lost and the remaining 60% will be determined based on of the code quality and how close your solution to the working implementation.

## Testing evidence