



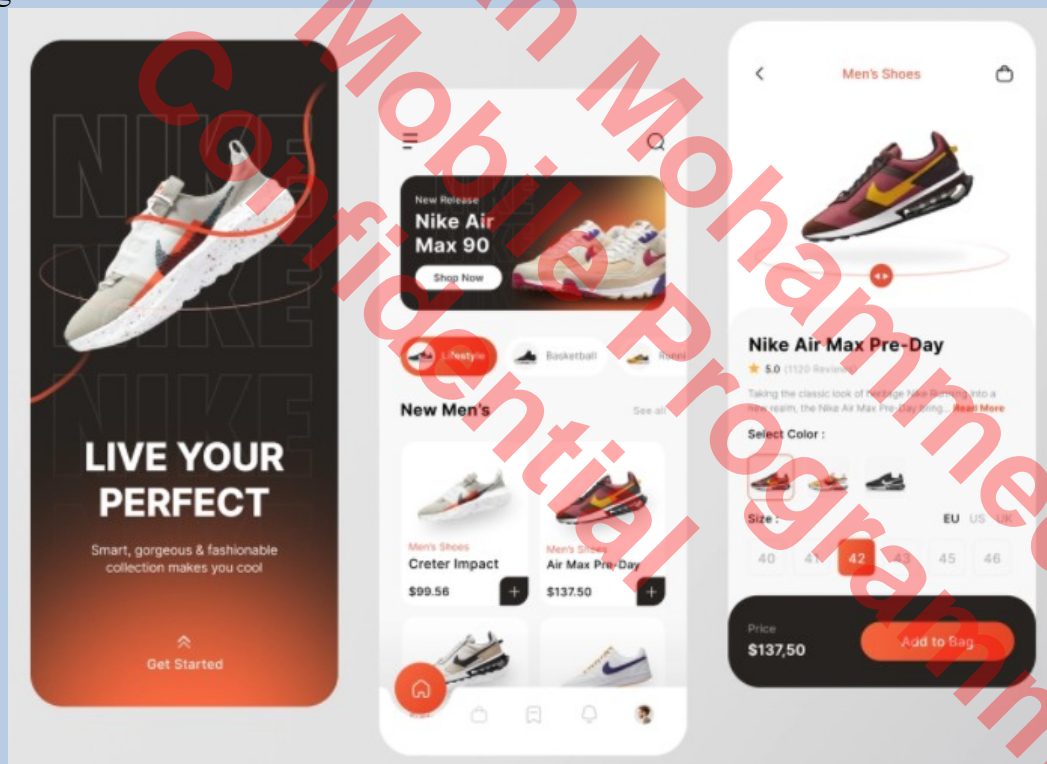
CS5450 MOBILE PROGRAMMING

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EXERCISE 1: YOUR FLUTTER MOBILE SHOP (30 POINTS)

You are going to design and implement a shop app using flutter. You do not need to store the shopping items in a database. You can use a simple list. You need to allow users to pick their items and to display their shopping bag total.



General Notes:

- (1) Every exercise will be marked by the instructor
- (2) 30 Points will be converted to the percentage mark as provided by the course outline.

Requirements

1. Use the Flutter/Dart

2. Provide a README.pdf file explaining how to configure and run your solution to this challenge including some screen shots. The README.PDF should describe the exact project structure.
3. Create a Github Public Account and upload your Full-Android Studio
4. Upload the challenge solution package as ZIP file to the class course management (e.g. D2L). It must contains all your Dart files + Images + README.PDF

Grading Criteria

Base Grade					
Categories	A	B	C	D	F
Programming (Flutter/Dart)	9-10	8	7	6	<=5
Functionalities demonstrated by Android/iOS Emulator/ Chrome(web)	9-10	8	7	6	<=5
App Design, Arts, Responsive Design	9-10	8	7	6	<=5
Total	0-30				
Adjustments					
App has minor technical flaw(s)	-3				
App does not work or not presented in Class	-15				
Failed to turn-in resources (partially)	-3				
Missed deadline	-3/day				
Work only on Chrome (Web)	-2				
Work on the Actual Phone Device	+2				
Copied work from other students or from over the web	-30				

Key	
A	Professional quality work.
B	Above average student work. Goes above and beyond what's required.
C	Average student work. Meets the minimum requirements of the project.
D	Below average work. Fails to meet minimum standard.
F	Incomplete or very poor.

Note: Respecting the student behaviour code is highly appreciated:

<https://www.lakeheadu.ca/faculty-and-staff/policies/student-related/code-of-student-behaviour-and-disciplinary-procedures>