

The University of the West Indies
Department of Computing and IT
COMP3275 – Wireless and Mobile Computing
2016-2017 S2
Assignment #2

Due Date: Thursday 23rd March, 10 PM.

Upload via My Elearning.

Overview: This assignment gives further practice in the development of Android applications. The student is given the opportunity to demonstrate creativity using Java in the Android Development Environment.

Details

You are required to develop an Android application called **ElearnDroid** which would actually teach some of the fundamental components and ideas of Android development.

You are required to provide:

- An introduction to Android and the types of devices on which it runs (this could be displayed in an appropriate GUI component). This should be **brief**.
- Information about some of the main GUI components of the high-level API.
List of components to give information about:
 - Toast
 - DatePicker
 - ImageView
 - ListView
 - Spinner
 - EditText
 - Button
 - NumberPicker
 - AnalogClock
 - Chronometer
- A quiz with five questions based on what the Application taught the user
 - Save the user's score in a file called **high_scores**
 - Whenever the user plays again, fetch his score from the file and update it using the score from the last quiz.

Hint: The use of appropriate **.png** files to demonstrate your components is recommended.

Mark Scheme:

Appropriate use of GUI Components in application: 10

Quiz segment: 15

Overall Design: 5

Creativity: 10

Presentation of information and pedagogic value: 20

Working: 20

Total: 80