

Seneca

Academic Year	2024		
Semester	<input checked="" type="checkbox"/> Fall	<input type="checkbox"/> Winter	<input type="checkbox"/> Summer
Course Code - Name	MAP524		
Instructor	Dr. Razi Iqbal		
Assessment	Assignment 3		

Assignment 3

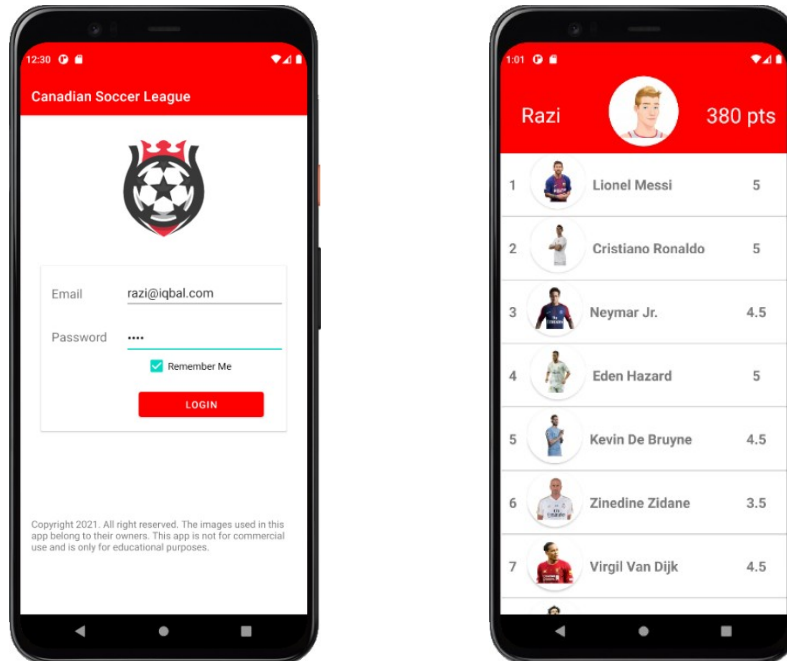
The main purpose of this assignment is to test your knowledge of basic Activities, RecyclerView, Shared Preferences and Internal Storage in Android Development. This assignment assumes that you have already setup your environment. You can use your Assignment 2B to work on this assignment.

Instructions:

- This assignment is 10% of your total marks in this course.
 - You are required to zip your project folder and submit it on Blackboard under the Assignment drop box.
 - Submissions through emails will not be accepted.
 - Students having exactly similar code will get a straight 0.
 - The deadline for submission of this assignment is midnight November 6, 2024.
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Question

You are required to develop an Android app which mimics a Football Fantasy League. You should continue working on your app you developed in Assignment 2B. **Please note that in the first screenshot, you now have a Remember Me checkbox.** Use SharedPreferences to store this preference of user whether user wants to be remembered or not? If user checks the checkbox, next time your app runs, it should **NOT** show the Login page and should proceed straight to the players activity page (second screenshot). However, if user does not check the checkbox, the app should still ask user to enter the login credentials by showing the Login Screen (first screenshot).



The Second Activity is similar to what you created in Assignment 2B. However, please note the followings:

- Try to incorporate a circular progress bar at the launch of the Second Activity (this is mostly optional)