

Assignment 4

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Due Mar 1 by 11:59pm **Points** 100 **Submitting** a website url

Assignment Objectives

1. Understand how to apply different types of persistence to Android apps.

Background

Apps need to persist data for performance, functionality, and general usability.

Instructions and Requirements

1. Create an multi-activity or fragment app that allows a user to "Like" a piece of content (e.g. image, text, song).
2. The user should be able to create an account on the app and log in.
3. The app should contain at least 1 activity where they can see/scroll through content (Tinder-like swiping will be demonstrated in class, but standard CardView/RecyclerViews is acceptable as well) and have the ability to "Like" a piece of content.
4. Another activity should allow the user to see all the content that they've liked, with the ability to "Unlike" it.
5. The app should have navigation to navigate between the minimum of the two activity/fragments.
6. You may use your previous assignment for the content, choose another domain for content, or hard-code content data.

Grading

1. App account creation and log in functionality. (20%)
2. Activity or fragment for content scrolling/swiping with ability to "Like". (20%)
3. Data persistence of content "Liked" tied to user account. Any persistence mechanism. (40%)
4. Activity or fragment for displaying content that is "Liked" with ability to "Unlike". (20%)