Assignment 3 - iOS Application

Important Information

This assignment is due on **MONDAY 23rd May @ 23:55 AEST**

This is an **individual** assignment.

This assignment is worth 20% of your final grade.

This assignment addresses **ILOs** 1, 2, and 3.

Marking Rubric

[Assignment 3 2022](#)

(Please ignore that the title on this rubric says "Assignment 2", this is because the *same* rubric will be used as the one from Assignment 2. I just cannot rename it =/)

A Note About Extensions

There will be *no* extensions granted for the reason of technical difficulties related to the use of LabShare.

It is up to you to work out *early* a strategy to find time to work on this assignment. This may include:

- Setting aside time to come to campus to work in the Mac Labs

- Ensuring your internet connection is the best it can be to make sure LabShare works for you (or trying an alternative such as [Mac In Cloud](#) ⬏ -- this has a free trial, but then different pricing options beyond that)

- Borrowing a Macbook from a friend

Background

In assignment 1, your task was to design, prototype, and evaluate a mobile application for stroke rehabilitation. Your task for this assignment 3 is to now implement an **iOS application** *loosely* based upon that prototype which provides the required functionality from the Assignment Theme.

The goal of this assignment is to assess your ability to implement iOS Applications, and to demonstrate your understanding of the fundamentals of mobile device programming when applied to a practical context.

Specification

You must create a *native* iOS application (i.e. you cannot use Flutter or other Cross-Platform tools for this assignment).

Please refer to the Assignment 2 - Android Application specification for further details, as everything mentioned in there is applicable to this assignment.

The remainder of this document contains information *in addition* to the Assignment 2 specification.

Camera CRA Item (Updated from Assignment 2)

Note that given the iOS simulator does not support using the Camera, you are ONLY required to make the **Photo Gallery** picture selection mode work for this assignment. Disregard the parts of the CRA that indicate that you should make both Camera and Photo Gallery work.

Your marker will only test your application on a Simulator, so if you only provide Camera functionality and not Photo Gallery functionality, you will get *no marks* for this section.

Reusing your Firebase Database From Assignment 2

You *may* choose to use the same database for this assignment as you used for Assignment 2, OR you may choose to create a new database (either with a new structure or the same structure).

IF you choose to re-use your database, be mindful of the following points:

- If you begin work on your assignment straight away (you should), then there is a chance your Assignment 2 will be being marked while you are working on your database. That means the data may change because your marker is adding and removing students.

- If you change your structure of your database for this assignment, you may accidentally cause bugs to occur in your Assignment 2, or confuse your marker.

Use of Third-Party Code and the Tutorial Work

As with Assignment 2, you are allowed to build your assignment off the tutorial work. You do not need to reference this in your assignment.

You are *still* expressly **prohibited** from using any other code online as a template for this assignment. Small snippets of code (such as stackoverflow answers) may be used with code comments showing the URL of where the code came from.

Third-party libraries (for example, for things like date-pickers, data persistence, user interface elements, camera/sharing, etc.) **must not be used,** with the exception of "Glide" for the purposes of the HD camera data persistence CRA item, as per this guide: https://firebase.google.com/docs/storage/android/download-files

Assignment Submission

The following files must be submitted via MyLO before 23:55 on Sunday 22nd May (Week 12):

- One zip file, containing the project files.
    - On MacOS, you can right-click your project root folder, and select **Compress**.

- As a back-up in case of a bug where your GoogleService-Info.plist file does not exist, upload your **GoogleService-Info.plist** file.
    - Or just make sure this file is properly included in your project (you may have only linked the file to your downloads folder, rather than copying it to the project folder).

> ☑ **Assignment Submission Box**
>
> [Assignment 3 - iOS Application](Assignment%203%20-%20iOS%20Application)

Plagiarism and Cheating

Practical assignments are used by the Discipline of ICT for students to both reinforce and demonstrate their understanding of material which has been presented in class. They have a role both for assessment and for learning. It is a requirement that work you hand in for assessment is your own.

Working with others

One effective way to grasp principles and concepts is to discuss the issues with your peers and/or friends. You are encouraged to do this especially on the class Discord. We also encourage you to discuss aspects of practical assignments with others. However, once you have clarified the principles of the problem, you must develop a solution entirely by yourself. In other words; you must develop the application *yourself*. You can discuss problems, but not share entire solutions (one or two line code-snippets on Discord are fine). Assistance with solutions should be provided by staff.

Cheating

- Cheating occurs if you claim work as your own when it is substantially the work of someone else.
    - This includes the use of third-party code from online resources.

- Cheating is an offence under the Ordinance of Student Discipline within the University. Furthermore, the ICT profession has ethical standards in which cheating has no place.

- Cheating involves two or more parties.
    - If you allow written work, computer listings, or electronic versions of your code to be viewed, borrowed or copied by another student you are an equal partner in the act of cheating.
    - You should be careful to ensure that your work is not left in a situation where it may be used/stolen by others.

Where there is a reasonable cause to believe that a case of cheating has occurred, this will be brought to the attention of the unit lecturer. If the lecturer considers that there is evidence of cheating, then no marks will be given to any of the students involved and the case will be referred to the Head of Discipline for consideration of further action.