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| Assessment Criteria | |
| Make an Android app according to the following requirements | |
|  | **max score** |
| Implements different views:  - TextView  - ImageView - Button | 5 5 5 |
| Input from the user ( EditTextView) | 5 |
| Using ListView(s) to display large amount of data (20+ items) | 10 |
| Correct use of different layout in the xml’s (e.g. relative/linear/nested) | 10 |
| Own app icon | 5 |
| Implementing useful sounds | 10 |
| Persistent data (saved preferences) | 10 |
| Use of a Dialog (e.g. date/progress/alert) | 10 |
| Allow user to filter displayed data | 20 |
| Efficient storage of large amount of data (ArrayList/Maps/Trees/Linked List) | 20 |
| At least 2 activities/windows | 20 |
| Usage of on-board sensors | 20 |
| Connecting to a webserver and send/receive data | 20 |
| Using BlueTooth to connect to another platform | 15 |
| Using BlueTooth to gather or send data to/from another platform | 15 |
| Design/layout working correctly on different resolutions/screen sizes | 30 |
| Coding style / comments / correct variable and function names | 20 |
| **Grade** | (#marks \* 9/Max marks) + 1 |

**Assessment User interface development**

The final assignment for this module is making an Android app that is useful for a project/problem you come up with. Make the app according to your proposed design (slight alterations are aloud).   
  
Upload the project code to Blackboard along with any other code/libraries that are needed to test the program. You have to demonstrate the program according to the schedule on Blackboard. During this demonstration you should be able to explain and possibly alter your program. This is an individual assignment, for the resit you will have to implement a given design and application.