

Assignment 6

Required Tasks

Part 1: Code

1. Port Assignment 1, the calorie tracker, from iOS to Windows Phone.
2. Mimic the UI using WP7 user interface elements.
 - b. The calorie buttons should add the running sum of calories together from the calorie buttons.
 - c. After the user presses add, the calorie value from the scratch pad will be added to the total calories.
 - d. The clear button only clears the calorie scratch pad.
3. Unit tests are not required.
4. C# code style must be followed. It's different from iOS style.
 - a. i.e. Pascal case for method names and properties.
 - b. Comments are in an XML format, not javadoc
 - c. <http://msdn.microsoft.com/en-us/library/vstudio/ff926074.aspx>
 - d. <http://www.csharpfriends.com/articles/getarticle.aspx?articleid=336>

Part 2: Questions (PDF)

1. What are three (3) differences between designing an interface on WP7 and iOS
2. What are three (3) reasons to develop for WP7 instead of iOS, or vice versa?
3. Which platform do you like more? Why?

Evaluation (100 points)

Assignments will lose points for the following:

- Build errors.
- Build warnings.
- Debug.WriteLine() print statements.
- Lack of comments.
 - Assume the reader is unfamiliar with your code. Explain what methods do in your header files and any complex logic in your implementation files.
- Incomplete or missing required specifications.

Grading

- Style/Documentation 30
- Organization 20
- Functionality 30
- Questions 20

Extra Credit

1. (15 points) Extend the app with XNA/Silverlight to visualize calories or numeric information.
 - a. Visualization component
 - i. Draw a representation of the calories using XNA SpriteBatch or other draw technologies.
 - ii. Ideas
 1. Draw a circle radius based on calories. (grow/shrink)
 2. Draw a graph bar chart using sprites. (increase/decrease)
 - b. Touch Input
 - i. The app needs to respond to touch input.
 - ii. Use touch to change the underlying data and update the graphics accordingly.