

FIJI NATIONAL UNIVERSITY
COLLEGE OF ENGINEERING SCIENCE AND TECHNOLOGY
SCHOOL OF MATHEMATICAL AND COMPUTER SCIENCES
DEPARTMENT OF COMPUTER SCIENCE AND INFORMATION SYSTEMS

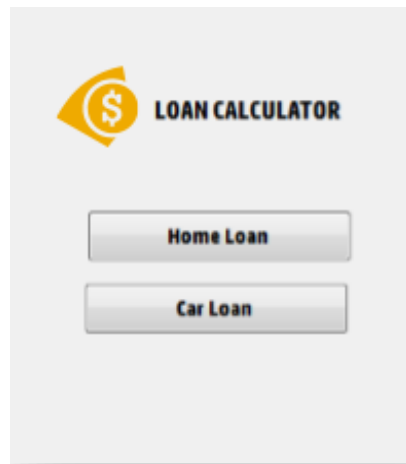
CIN635: Mobile Computing
ASSIGNMENT 1: LOAN REPAYMENT CALCULATOR
Weighting: 15%

Due Date: 20th March, 2020

Time: 2pm

HOME BANK is one of the leading banks – and you have been hired to create a mobile app to assist its customers in being able to calculate loan repayment information directly from the comfort of their homes.

You are given a prototype and the description of each type of loan – use this information to create the application.



The two buttons represent two options which the user can perform: the description of each option is given below. You are required to design the UI for each option – you can also redesign the main interface to blend it into your own UI design theme.

HOME LOAN

This button will take you to the ***home loan repayment calculator screen***. Here the user must enter the total loan amount, amount of deposit, loan term in years.

You must then use this information to calculate the **monthly repayment** of the user. The interest rate on Home Loan is 4.95% per annum for the first 5 years and then 6.95% for the remaining years.

CAR LOAN

This button will take you to the ***car loan repayment calculator screen***. Here the user must enter the total loan amount, amount of deposit, loan term in years.

You must then use this information to calculate the **monthly repayment** of the user. The interest rate on Car Loan is 9.65% per annum.

MARK ALLOCATION

Marks will be allocated as follows:

Layout : 3%

Code : 4%

Functionalities : 8%

Breakdown:

	Home Loan	Car Loan	Total
Layout	1.5 marks	1.5 marks	3 marks
Code	2 marks	2 marks	4 marks
Functionality	6 marks	2 marks	8 marks
Total			<u>15 marks</u>

INSTRUCTION FOR SUBMISSION

Submission: you are required to submit a zip copy of your assignment in e.g. A1- StudentID.zip by the due date and demonstrate your assignment to your lecturer. Demonstration date of the Project 1 will be advised later in a lab class.

PARTIAL MARKS

Even if your program doesn't work perfectly, you'll receive marks for each part you get to work. E.g. if your program works but gives incorrect results, you can still receive a passing mark provided that your code is well-written.

Backups: Make regular backups of your assignment to avoid disappointments. Submitting late: Start EARLY. Also when you finish don't hold on to your assignment till the last moment. Submit as soon as you are satisfied with it.

Plagiarism: Refers to submitting or presenting someone else's work, writing, invention, or other creative work, as his/her own work, writing, invention, or other creative work. Plagiarism may exist in the following forms:

1. The work submitted was done in part or whole by an individual other than the one submitting or presenting the work.

2. The whole work or parts of it are copied from another source without due reference.

3. A student submits, in one Course, work which has already been submitted in another Course, without prior arrangement with both Course lecturers. It's important that you avoid plagiarism. Not only do you expose yourself to possibly serious disciplinary consequences, but you'll also cheat yourself on a proper understanding of the course.

It's important that you avoid copying. Not only do you expose yourself to possibly serious disciplinary consequences, but you'll also cheat yourself of a proper understanding of the course. It's not plagiarism to discuss the assignment with your friends and consider solutions to the problems together. However, it is plagiarism for you to copy all or part of each other's' work.

All the Best!