

**COSC 3326: MOBILE PROGRAMMING****Assignment # 3: due on Thurs. 10/16/2025 at 11:59 pm**

Remaining late days may be used in this assignment if needed.

Check "Late Days" policy in syllabus for more details.

**Creating your portfolio application**

Creating portfolios is one of the best tools in winning your career opportunities, and now is the perfect time to create an iPhone app for this purpose. In this homework assignment, you need to create an iPhone app that serves as an e-Portfolio of yourself, such as your own career/academic portfolio, with information that you might include in your resume when applying for jobs. While this homework is oriented towards a career portfolio, I would also accept portfolios that are not job-oriented (such as activities you have done and wish to keep a record of). Information in your app does not have to be accurate or real, as long as your app has the right functionality, user friendly, and meets the homework requirements.

Your app should consist of a main view displaying cover information, main profile picture, and a link to a View or Scene that contains a list of categories (in a Static Table View) you plan to put in the portfolio. Each category in this list should also link to another View that may either contain another list of items (another tableView) or details about the linked item. There should always be a lead back when branching from one View to another, such as going back to the previous View or to the main View.

Below is a wide list of items/categories (not necessary job related) that you may choose to include in your app. Your app should consist of at least 5 items, not limited to what is included in the list below.

Examples of items/categories: Degrees, Jobs/Internships, Programming Skills, Courses taken, Projects/Posters, Transcripts, Degrees, Certifications/Licenses, Scholarships, Awards, Activities, Presentations and Participations, Trips, Hobbies, About Me, Contact Info.(social networks), etc.

**Instructions:**

- Make sure your app runs properly on the iPhone 16 Pro simulator, and the app is implemented using Xcode v. 16.4, with Swift 6 and for iOS 18.5.
- You may implement this assignment using either SwiftUI or UIKit (Storyboard).
- Make sure your app name, images, and content are academically appropriate.
- Include your name in the launch screen in the form of credits or copyrights.

**What to submit: (all compressed in one zipped file)**

1. Your Xcode project folder (application source code).
2. Your application bundle file .app file. Check instructions on Canvas.
3. A demo. video recording (with audio) of your app. Video length must be between 30 seconds and 3 minutes, and follows the video recording instructions below.
4. In one PDF file, write a short app description advertising your application along with at least 5 screenshots of your running app (like those you see in the App Store when advertising the app).

**Grading: (Total points: 10 pts.)**

- (6 pts.): Application satisfies requirements, error-free (no crashing), and application components are functioning as expected.
- (2 pts.): Application is user friendly, easy to navigate, nice GUI, good color scheme. Application must include an app icon and launch screen (with student name).
- (1 pt.): Application exceeds expectations. Make it clear in the submitted video recording to which feature(s) in your application you consider as "exceeds expectation".
- (1 pt.): A demo. video recording (with audio) demonstrating the application.
- (- 4 pts.): Missing Xcode source files or Xcode project not running properly.
- (- 1 pt.): GUI is not user friendly.
- (- 1 pt.): Missing app icon or launch screen (with the student name).
- (- 1 pt.): Missing the .app file or the PDF file containing app description and 5 screenshots.
- (- 1 pt.): Missing video recording with audio that follows video recording instructions.
- (- 1 pt.): Missing "exceeds expectations" feature.

**Video Recording Instructions:**

The purpose of video recording your solution is to demonstrate and walk us through the mobile application you developed for this assignment. Make sure the length of your video is between 30 seconds and 3 minutes, and includes the following:

1. Introduction: Student name, course, semester, homework #
2. Explain the purpose of the application
3. Walk through the application, show all app. screens and features.
4. Explicitly mention the "exceeds expectation" feature(s) you implemented (if any)
5. Overall picture and a simple thank you for watching

Final note, please be professional in the recording to a certain extent. Be brief in explaining your application and do not repeatedly demonstrate similar functionalities. All things recorded (picture and audio) in the video must be academically appropriate.

**Submission Checklist:**

Use this checklist to make sure your submission contains the following:

- ☐ Application with all required components
- ☐ Application project files and source code
- ☐ Application bundle .app file included
- ☐ Application demo. video recording with audio
- ☐ App description and screenshots in one PDF file
- ☐ App icon, launch screen, and good GUI
- ☐ Your name in the launch screen
- ☐ "Exceeds expectation" feature(s) mentioned in the video recording
- ☐ Submission files downloaded and checked for missing files

Always let me know if you have any questions or need more clarification on the assignment or submission instructions.

*Good Luck ☺*