

CS 4039 Software for Mobile Devices

Assignment # 1

Due Date: Sunday, Feb 16, 2025, 11:59 PM

No late submissions will be accepted, so plan ahead!

Instructions:

Hey there, future app developers! Make sure your submission follows the guidelines below to secure full marks. You'll need to submit a single zip file with two folders: one for your project's source code and another for layout and Java files. Name your zip file as *yourname_Assignment1*.

Your project name should be your roll number, and the package name should look like this: *com.yourname.rollnumber*. For example, if your name is John Doe and your roll number is 21I-0001, your project name should be *i210001*, and the package name should be *com.johndoe.i210001*.

Introduction:

Welcome to the exciting world of Android development! For this assignment, you'll be creating "*ConnectMe*," a fun social networking app designed to help people connect effortlessly. You'll get to implement cool features like creating user profiles, sending and receiving friend requests, real-time chats, sharing posts, and engaging with friends through likes and comments. Plus, you'll focus on user privacy and making sure everything runs smoothly. This project will give you hands-on experience that every mobile app developer needs!

Evaluation Criteria:

1. UI Accuracy (30 Marks)

Make sure your app screens match the provided *ConnectMe.pdf* as closely as possible.

2. Component Integration (15 Marks)

Use essential components like RecyclerView, ScrollView, Bottom Navigation Bar, and more to bring your app to life.

3. Smooth Navigation (15 Marks)

Ensure a seamless flow between screens, with all buttons working perfectly.

4. **Accessibility & Responsiveness (5 Marks)**

Design your app to be user-friendly, with readable text, good color contrast, and compatibility across different devices.

5. **GitHub Version Control (10 Marks)**

Commit your work regularly—each screen should have its own commit. Make sure the total number of commits matches the number of screens. Remember, late commits won't count and could cost you marks.

6. **Test Cases (5 Marks)**

Write two simple Espresso test cases to make sure key features, like screen navigation or button clicks, work as expected.

7. **Live Demo (20 Marks)**

Get ready to show off your app in a live demo! No recorded videos allowed. Be prepared to make real-time changes and explain your code. And remember, originality matters—plagiarism will be easily detected.

GOOD LUCK, AND HAVE FUN CODING! 🚀