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| --- | --- |
| **Assignment Case** |  |
| MOBI6006 | MOBI6006001 | MOBI6006003 | MOBI6021 | MOBI6021016 | MOBI6021049  Mobile Community Solution | Mobile Programming |
| **Mobile Application & Technology** | **E233-MOBI6021-JS01-01** |
| ***Valid on*** *Even Semester Year 2022/2023* | **Revision 00** |

1. Mahasiswa tidak diperkenankan untuk:

*Students are prohibited from:*

* + - Berdiskusi dan/atau bekerja sama dengan mahasiswa lainnya,

*Discussing and/or cooperating with other students,*

* + - Melihat sebagian atau seluruh jawaban mahasiswa lainnya,

*Seeing a part or the whole answer from other students,*

* + - Membuka dan/atau menyalin jawaban dari buku, catatan, video, dan jenis referensilainnya,

*Open and/or copy answer from books, notes, videos, and other references,*

* + - Membuka dan/atau menyalin jawaban dari internet,

*Open and/or copy answer from the internet,*

* + - Mengumpulkan jawaban yang tidak sesuai dengan tema soal,

*Submitting an answer with a different theme from the given case,*

* + - Melakukan tindakan yang menyebabkan jawaban dicontek oleh orang lain atau kelompok lain, baik disengaja maupun tidak disengaja,

*Doing action that could result the answer being copied by someone or other groups, intentionally or unintentionally,*

* + - Melakukan tindakan kecurangan lainnya.

*Committing other dishonest actions.*

1. Jika mahasiswa dan/atau terbukti melakukan tindakan seperti yang dicantumkan pada butir ke-1, maka nilai mahasiswa dan/atau kelompok yang melakukan kecurangan, baik menyontek atau dicontek, akan dinolkan sesuai dengan peraturan yang berlaku.

*If it has been proven that a student and/or group has committed dishonest actions outlined in point 1 above, the students and/or groups related to the incident, regardless of which one copies or has their answer copied, will be issued a score of zero according to the regulation.*

1. Jawaban yang dapat diterima dan dinilai adalah jawaban yang dikumpulkan sebelum batas waktu yang telah ditentukan.

*The answer must be submitted before the designated deadline to be accepted and graded,*

1. Jawaban akan dinilai berdasarkan teknik yang diajarkan dalam praktikum dengan menggunakan software yang telah ditentukan.

*The scoring will be based on the materials taught during the practicum classes using the designated software. Using different software than requested may result in your answer not being graded.*

1. Jika Anda tidak membaca peraturan ini, maka Anda dianggap sudah membaca dan menyetujuinya.

*By taking this exam, you agree to these regulations, regardless of whether you have read it or not.*

1. Persentase penilaian untuk matakuliah ini adalah sebagai berikut:

*The score will be distributed as follows:*

|  |  |  |
| --- | --- | --- |
| **Tugas Mandiri**  *Assignment* | **Proyek**  *Project* | **UAP**  *Final Exam* |
| 40% | 60% | - |

1. Perangkat lunak yang digunakan pada matakuliah ini adalah sebagai berikut:

*This course uses the following software:*

|  |
| --- |
| **Software**  *Software* |
| Android SDK API 33  Android Studio Electric Eel 2022.1.1 |

1. Ekstensi file yang harus dikumpulkan untuk matakuliah ini adalah sebagai berikut:

*Your answers must be in the following file extensions:*

|  |  |  |
| --- | --- | --- |
| **Tugas Mandiri**  *Assignment* | **Proyek**  *Project* | **UAP**  *Final Exam* |
| Folder Project (JAVA, CLASS, XML, Image Files (JPG / PNG)) | Folder Project (JAVA, CLASS, XML, Image Files (JPG / PNG)) | - |

## Soal

*Case*

**JSteam**

**JSteam** is one of the most famous companies that providesthe ultimate destination for playing, discussing, and creating games. Currently, **JSteam** is trying to reach even more customers by creating a mobile application based on Android operating system that may be downloaded by customers, thus increasing **JSteam’s** popularity.

As stated above, this application will then need several pages to fulfill its purpose. The breakdown of those pages is described below:

1. **Login Page**

This page contains a login form that will **authenticate users** to the application. The **authentication process** requires the user to input the **registered username and password**. The page has several components and validation, which are:

* Use **EditText** for the **username** and **password** input field. Adjust the component’s type to suit the **proper purpose**.
* Use the **Button** for the user to **log in**.

This Button will **validate** and **authenticate** the user. The **login processes** are:

* + Validate that **username must be filled**.
  + Validate that **password must be filled**.
  + Validate that **username and password** are **registered** in the application’s database.
* If the validation **fails**, the application will **show an error message** according to the failure using **Toast**.
* If the validationsare **fulfilled,** redirect the logged-in user to the **Home Page.**
* Use **TextView** that contains “**Didn’t have an account?**”. This component will **direct users** to the **Register Page** whenever clicked by the user.

1. **Register Page**

This page contains a registration form that will be used to **register a** **new user,** which will then be **stored** in theapplication’s database. The **registration process** requires a **username**, **password**, **email**,and **phone number**. The requirements for this form are:

* Use **EditText** for the **username, password, email, region,** and **phone number** input field. The component’s type must be adjusted to suit the proper purpose.
* Use **Button** for the user to **register**.

This Button will **validate** and **register** the user. The **registration processes** are:

* + Validate that **all fields must be filled**.
  + Validate that **username** must be **unique** and **not registered** by other users.
  + Validate that **username** must be **alphanumeric**
  + Validate that **password’s** lengthof **at least five characters.**
  + Validate that **password** must be **alphanumeric**
  + Validate that the **email** must **end with ‘.com’**.
* **User ID** will be an **integer** that always **increments**.
  + If any validation **fails,** the application will **show an error message** according to the failure using **Toast**.
  + Otherwise**, register** the given information and **store** it in the application’s database. The user will then be **directed** to the **Login Form**.
* Use **TextView** for **Login**. This component contains “**Already has an account?**” which will **redirect** the user to the **Login Page** when clicked.

1. **Home Page**

This home page contains **four sections**: the **game section**, **review section**, **profile section, and about us page**. You canuse anything (menu item, navigation drawer, tabs, or bottom navigation) for these sections. The details for the sections will be explained below :

* **Game Section**
* Show **list all available game data** from the application’s database.
* You must use **Recycler View** to show the data. Show **game’s image, game’s name, game’s genre,** and **game’s price** in every game item.
* When thespecific game is **clicked, redirect** the user to the **corresponding game detail page**.
* **Reviews Section**
* Get the **reviews list** witha specific **logged-in user** from the application’s database.
* You must use **Recycler View** to show the data. Show **game’s image, game’s name, review’s comment,** and **user’s username** in every transaction item.
* Provides **update** and **delete** **button** in every review item.
* If the user **clicks** the **update** button, provides **EditText** to update the content, and **validate** the content that it must be filled.
* If any validation **fails,** the application will **show an error message** according to the failure using **Toast.**
* Show a **confirmation dialog** before updating the review to avoid human error.
  + If the user has **confirmed**, **update the comment** of the selected review data in the application’s database.
* If the user **clicks** the **delete** button, show a **confirmation dialog** before deleting the transaction to avoid human error.
* If the user has **confirmed**, **delete** the **selected** **transaction** in the application’s database.
* When thespecific review is **clicked, redirect** the user to the **corresponding game detail page**.
* **Profile Section**
* Show **username**, **email**, **region** and **phone number** from the user logged in.
* Provides **logout Button** to **log out the user** from the application.
* Show **confirmation dialog** before **user** **log out** to avoid human error.
* **Redirect** the user to **Login Page** after the user successfully logged out.
* **About Us Section**
* This page will show the user of **JSteam’s Company Profile** The requirements for this page are specified below:
* Provide a **TextView** that serves as a header that writes “**JSteam’s Headquarter in Jakarta**” and description of the company.

1. **Detail Game Page**

This page will **show** **detailed game information** for a specific game from the application’s database. Show **game’s image**, **game’s name, game’s genre, game’s rating, game’s price,** and **game’s description**. This page also **provides a form** for users to **review** the game. The requirements for this form are:

* Use **EditText** to enter the **comment** that the user wants to input. The components’ type must be adjusted to suit the proper purpose.
* Use **Button** for the user to **review the game.**

This Button will **validate** and **insert** the transaction data into the application’s database. The transaction **process details** will be explained below :

* Validate **comment** must be **filled**.
* If any validation **fails,** the application will **show an error message** according to the failure using **Toast.**
* Otherwise, **insert the comment review** of the selected game in the application’s database.