Programming Assignment #4

CIS 436 – Mobile Application Development
University of Michigan - Dearborn
Prof. John P. Baugh

Objectives

- To put many of the topics from this course together
- To demonstrate the ability to gather requirements, design, and implement a mobile app

Instructions

This assignment is a little bit open-ended. In other words, you will have some flexibility. However, you must demonstrate significant knowledge of mobile development.

You must have **at least** the following to receive full points:

- You must use **Kotlin** or **Java**
- An appropriate layout for the project you have chosen
- Three different types of widgets
- At least two fragments
- Use of Jetpack features such as the ViewModel, LiveData, etc.
- You must also have *at least one* of the following:
    - SQLite database
    - Navigation features using navigation graphs, hosts, destinations, etc.
    - Interaction with a Web service
- A **document** (.doc, .docx, or .pdf) containing a description of your program's use, and screen shots showing the activities and features of your program
    - You must have at least one screen shot of each activity/fragment

Part of your grade will be based on creativity, technical correctness, good programming style, comments, etc.

Deliverables

1. To turn in the assignment, please **zip** the entire project folder (containing the Gradle files, all sub-folders, etc.) and upload it to the appropriate assignment folder on Canvas.

2. You must also turn in a .doc, .docx, or .pdf of a **description of your project and screen shots** of your program in action. There must be at least one screen shot per activity. You may include the document **inside the top level** of your Android Studio project

Notes

- **You may work in a group of up to three people**
- Each person must contribute
- ONE person should upload the final project, and include **all names of all group members** in the description/screen shot document