

# **CSCI Assignment One – Simple Calculator**

**Due: October 17, 2014**

## **Introduction**

The purpose of this assignment is to gain experience with developing mobile applications in either Android or iOS. The application developed in this assignment is a simple 4-function calculator with just the basic arithmetic operations. You can restrict the numbers to integers if you wish. You should start by constructing the user interface using storyboards on iOS or interface builder on Android and then add the fragments of Objective-C or Java code required to get the application running.

## **Requirements**

You have considerable freedom in the design of the user interface. The calculator must support number entry, the four basic arithmetic operations and displaying the results. You can arrange the screen any way you like and can be creative in the use of the different views. You should be able to do everything with the standard widgets provided by Android and iOS. Once you have completed the basic functionality, turn your attention to program structure. Are you properly managing memory? Is the structure of your application easy to understand? Is it easy to add more functions?

## **Report**

You should submit your program source code and other files required to build the application. Do not submit the executable version of the program. You should also submit a brief report describing your program and the techniques that you used in its design and implementation. All of this should be packaged into a zip file and submitted through Blackboard before midnight on October 18. This assignment is worth 10% of your final grade.