## **Mobile Applications Development Assignment 1 2019**

## **Mark Sheet**

Nam	e:	
Pass level (up to 64%): - Provide the main interface and corresponding actions		
o Ad	d a new pantry record. The pantry information includes <i>Id etc</i>	10
o Ed	it a pantry record: user can select an item also delete the current record	8
o Vie	ew pantry records as a list	6
- Prov	ride the main interface for manipulating the shopping list including	3
o Ad	d a new item. You may wish to include a status field to indicate if bought	10
o Vie	it a shopping list item.  ew the shopping list. use checkboxes or colours to indicate an item has been bought or atively simply remove it from the list.	8
- Be a	ble to return to the home page or the previous page.	2
- Prov	vide an acceptable quality user interface - Are the screens easy to use?	6
Highe	er grades eg. Credit level (up to 74%), Distinction (up to 84%), High Distinction	n:
	nclude all required functions of the pass level, plus tore pantry data using an SQLite database.	5
- U	se of multiple tables in SQLite & update the pantry when shopping	4
- G	Good display of shopping lists plus scrolling and rotating.	5
- A	adding shopping outings to Google Calendar.	3
- - T	abbed app using fragments.	5
	Associate hardcoded images with pantry items	3
	aking of photos (Gallery) & associating them with shopping items	6
- G	Good documentation, comments, naming, etc.	5
- - A	any other creative additional functions	3
Total		100