Project
Soccer Player & Quote Reader

Mobile Applications Development
Higher Diploma in Science – Computing (Software Development)

Contents

Introduction

Write an Ionic mobile application that reads soccer player data, flag data, and quotes from internet resources.

Project Start

The project must be written using the Ionic framework V3 and created initially using the following command:

```
ionic start GXXXXXXX blank --type=ionic-angular
```

where GXXXXXXXX is your student number.

Submission of the Project

The zipped Ionic project (named GXXXXXXXX.zip where GXXXXXXXX is your student number) should be uploaded to the *Project* section of Moodle in the Mobile Applications Development module no later than **Tuesday, January 3rd 2023 at 8:00am.**

Plagiarism

Plagiarism will be dealt with in accordance with the university's Student Code.

Marks

This project is worth 60% of the marks for the module.

Marking Scheme

85% of the marks will be awarded for implementing the functionality described in this document.

15% of the marks will be awarded for innovation, extra functionality, exceeding the requirements listed in this document.

Please describe your innovation (if any) in a document entitled innovation.doc which should be stored in the root folder of your submission.

Overview of Web App

The web app should consist of the following pages:

Home Page

The *Home Page* is the first page of the application. It has a navigation bar which should have your student number and a link to the Settings Page.

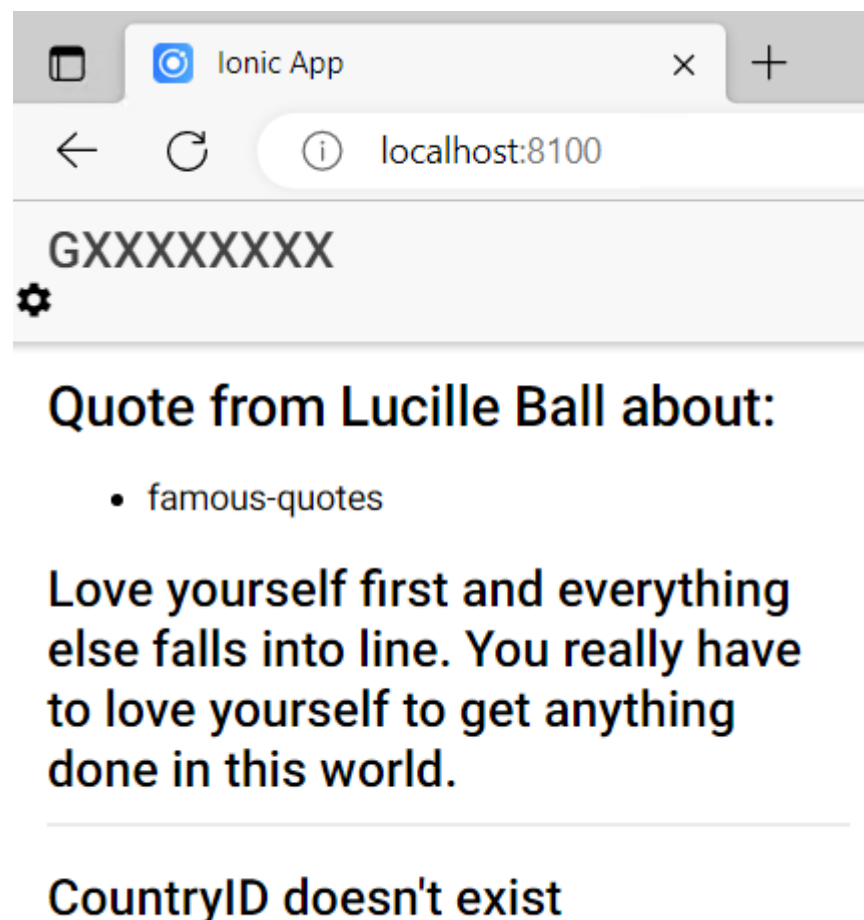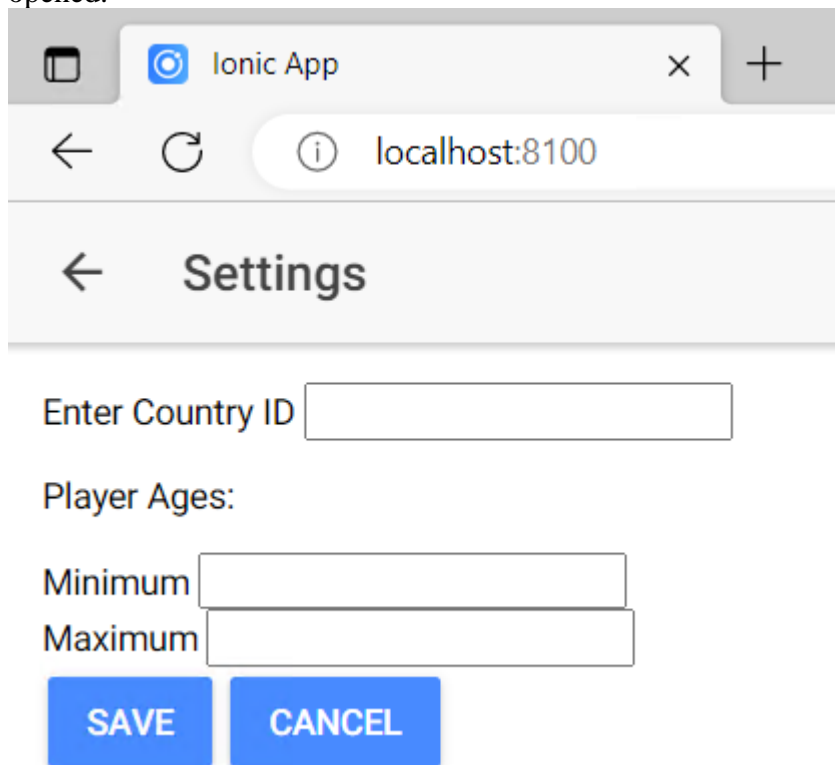The first time the application is run no CountryID has yet been entered the so no Players are shown.

Figure 1 Home Page

The random quote is read from the following API (https://api.quotable.io/random).
For more information on the API see https://github.com/lukePeavey/quotable#get-random-quote.
The quote's *author*, *content* and *tags* should be displayed as shown in Figure 1 Home Page.

Settings Page

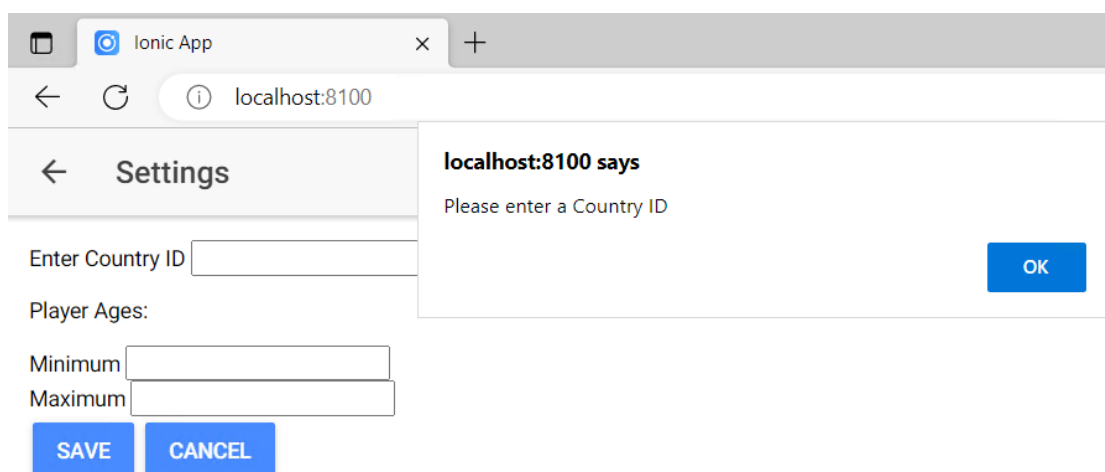When the *Settings* icon is pressed on the Home Page, the *SettingsPage* should be opened.

Figure 2 Settings Page

Values for Country ID, Player Minimum, and Player Maximum ages should be read from Storage.
When the application is first run, Storage will be empty so no values will be shown.

Figure 3 Country ID not entered

If the *Save* button is pressed without any value for Country ID entered, an error message should be displayed as shown in Figure 3 Country ID not entered.

Figure 4 Country ID entered

When a Country ID has been entered, it should be saved to Storage, and when the *Save* button is pressed, the *Settings Page* should be closed, and the user returned to the Home Page.

NOTE: Player Minimum and Maximum ages are optional, but if a user enters a value for either, these too must be saved to Storage.

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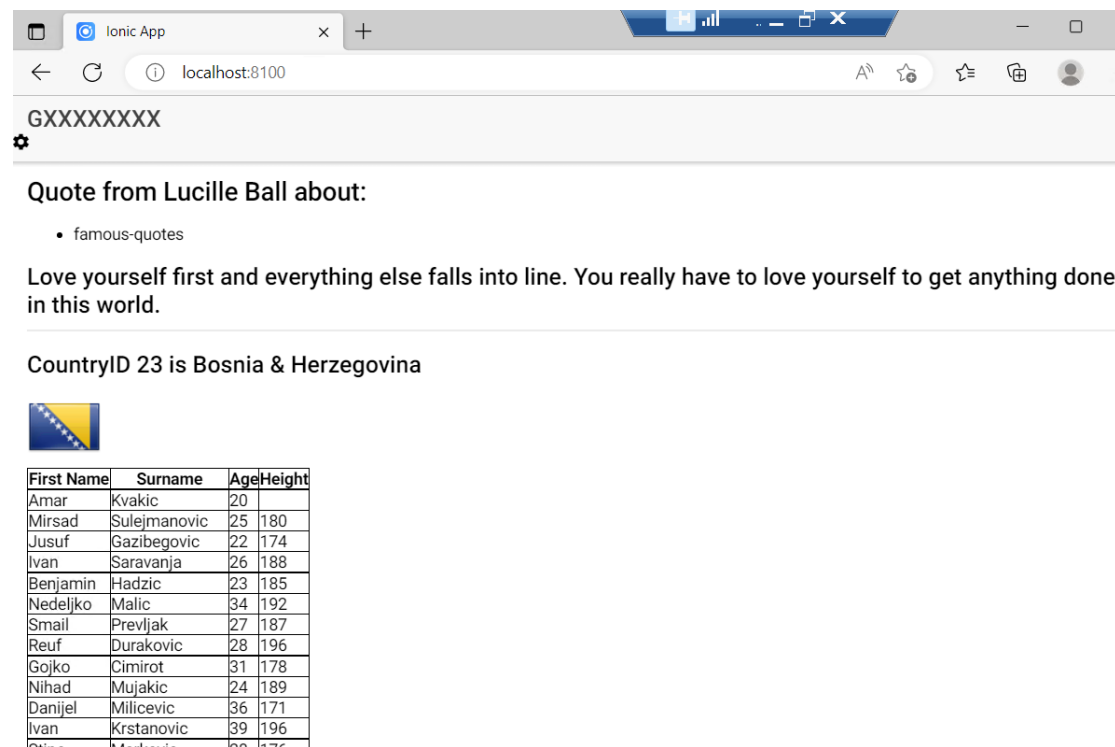Higher Diploma in Science – Computing (Software Development)

Figure 5 Home Page with Player data (No minimum or maximum ages)

When the user is returned to the Home Page, the Country ID must be verified on https://app.sportdataapi.com/documentation#countryById and it's name displayed as shown in Figure 5 Home Page with Player data (No minimum or maximum ages).
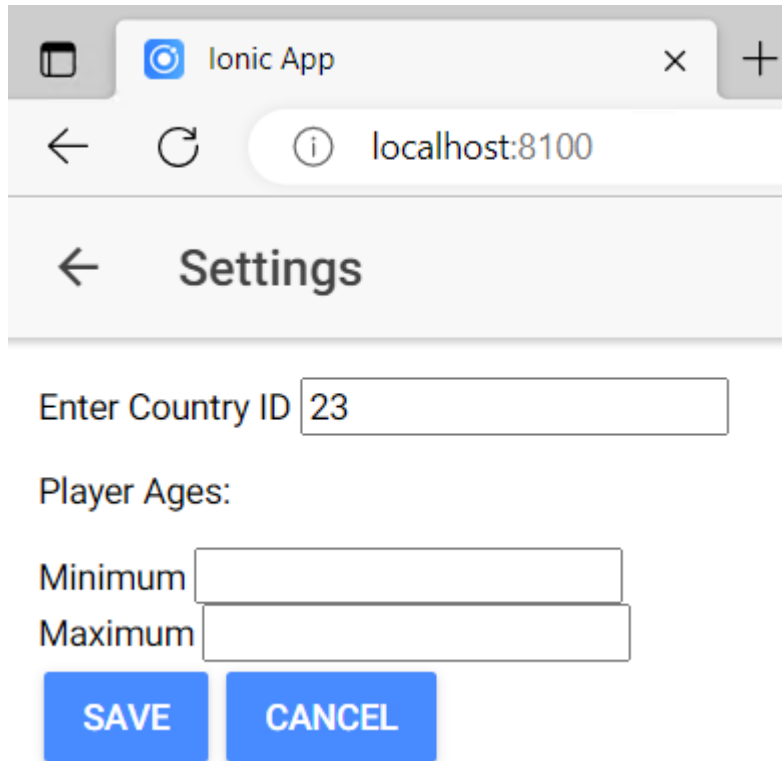
If the Country ID is valid, the country's flag should be shown. The flag image's source will be https://flagsapi.com/***/shiny/64.png where *** will be the 2 letter country code of the country, which will be returned from sportdataapi.com.
For example, the flag of country ID 23 (Bosnia & Herzegovina) can be found at https://flagsapi.com/BA/shiny/64.png.

The *firstname*, *lastname*, *age* and *height* of Players from the particular country should be shown on the Home Page.
This information can be read from
https://app.sportdataapi.com/documentation#players.

When the *Settings Page* is opened subsequently, the Country ID (and Player Minimum and Maximum ages, if they were previously entered) should be read from Storage and displayed.

Figure 6 Settings Page with previously entered data

Figure 7 Settings Page with Min & Max Age values

If the user enters Player Minimum & Maximum age values, these should be saved to Storage if the *Save* button is pressed.

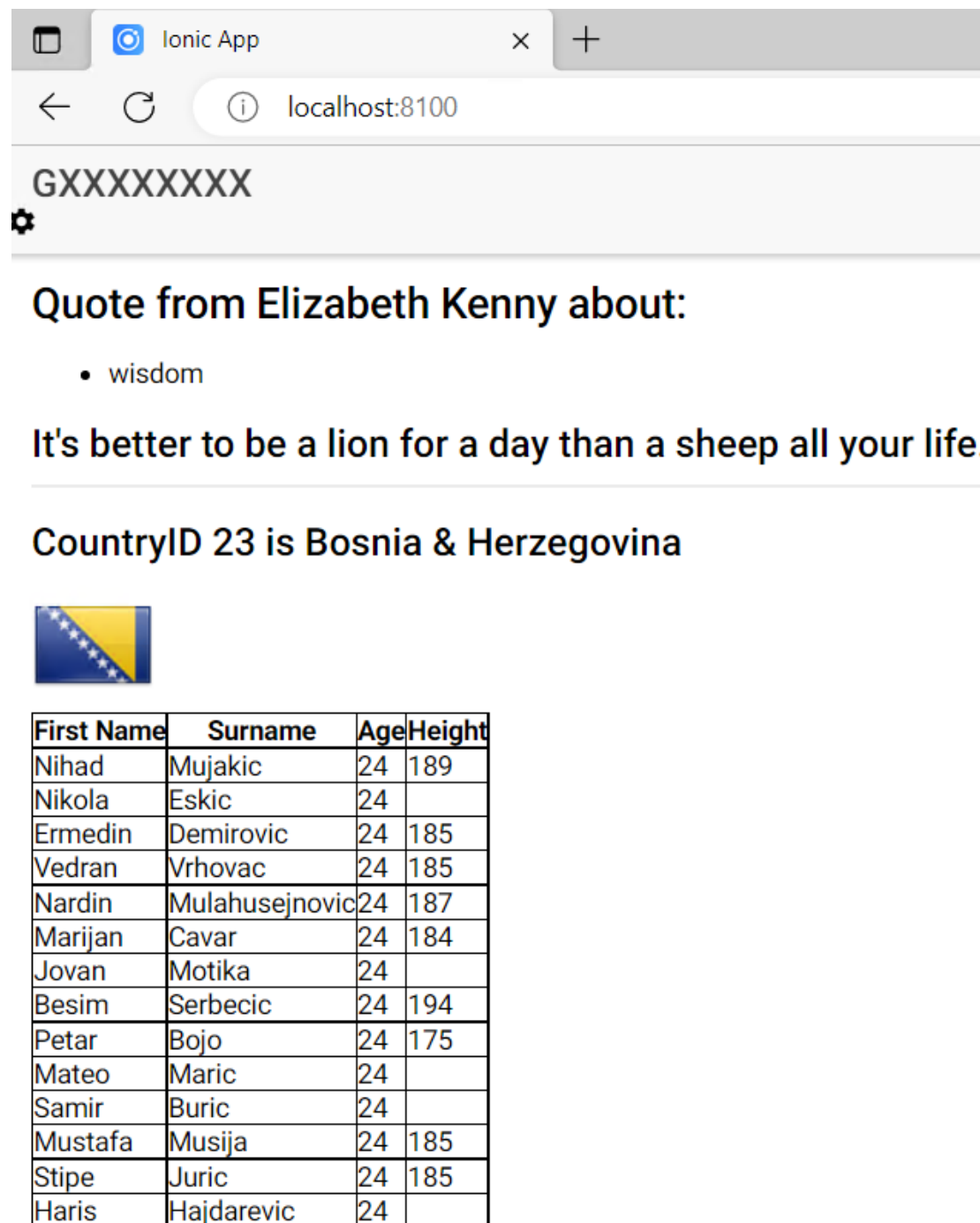*Home Page with Player data (And minimum and maximum ages)*

GXXXXXXXX
⚙

Quote from Elizabeth Kenny about:

- wisdom

It's better to be a lion for a day than a sheep all your life.

CountryID 23 is Bosnia & Herzegovina

First Name	Surname	Age	Height
Nihad	Mujakic	24	189
Nikola	Eskic	24	
Ermedin	Demirovic	24	185
Vedran	Vrhovac	24	185
Nardin	Mulahusejnovic	24	187
Marijan	Cavar	24	184
Jovan	Motika	24	
Besim	Serbecic	24	194
Petar	Bojo	24	175
Mateo	Maric	24	
Samir	Buric	24	
Mustafa	Musija	24	185
Stipe	Juric	24	185
Haris	Hajdarevic	24	

Figure 8 Players with Minimum age = 24, Maximum age = 24

If a Minimum and Maximum age has been entered (in this case minimum is 24 and maximum is 24) only players between those ages should be shown. See https://app.sportdataapi.com/documentation#players for more information.

Home Page with Player data (minimum but no maximum)
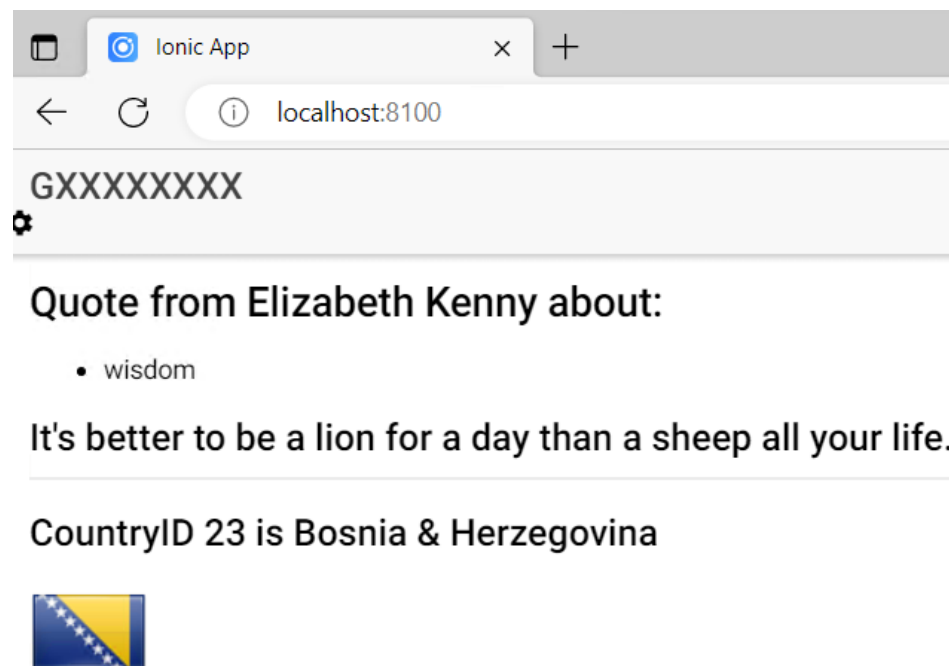
First Name	Surname	Age	Height
Nedeljko	Malic	34	192
Gojko	Cimirot	31	178
Danijel	Milicevic	36	171
Ivan	Krstanovic	39	196
Mario	Vrancic	33	187
Zlatko	Janjic	36	187
Ermin	Bicakcic	32	185
Vedad	Ibisevic	38	188
Ognjen	Vranjes	33	181
Djordje	Kamber	39	183
Edin	Dzeko	36	193
Mato	Jajalo	34	180
Miralem	Pjanic	32	180
Bozo	Musa	34	190
Mateo	Susic	32	180
Momcilo	Mrkaic	32	192
Petar	Jovanovic	40	183
Miroslav	Stevanovic	32	180
Aldin	Cajic	30	182
Emir	Halilovic	33	179
Ibrahim	Sehic	34	190
Edin	Cocalic	34	189
Avdija	Vrsajevic	36	180

Figure 9 Figure 8 Players with Minimum age = 30, No Maximum age

In this example, on theSettings Page, the minimum age entered was 30, and no maximum age was entered.

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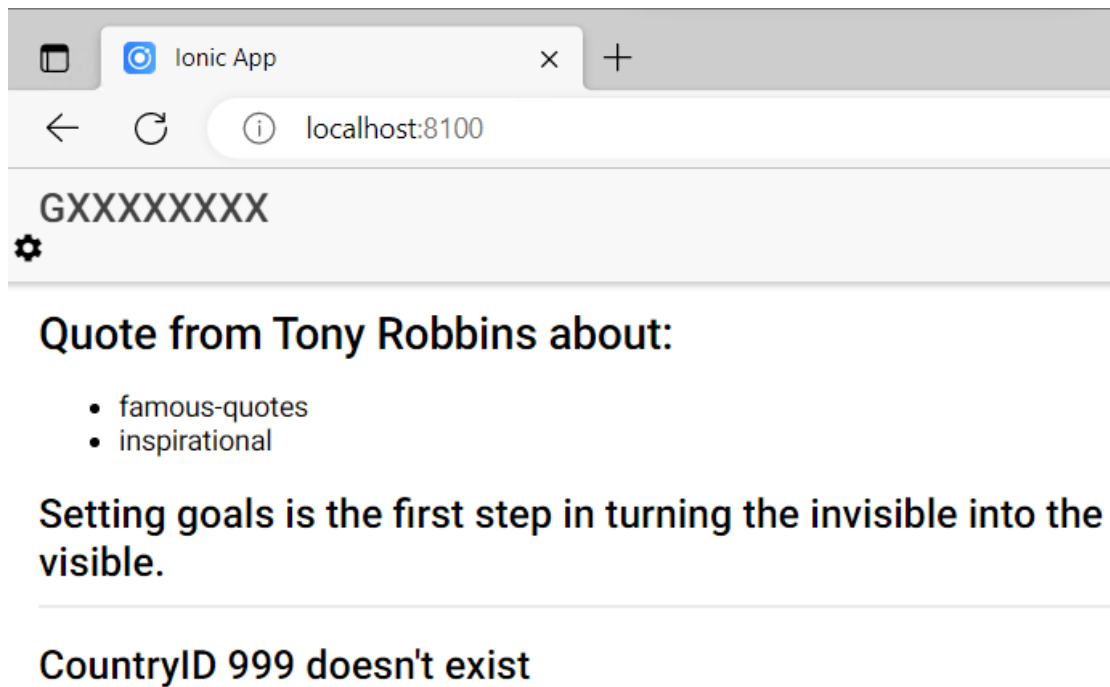Higher Diploma in Science – Computing (Software Development)

Figure 10 Home Page with no Player data

In this example, on theSettings Page, a Country ID of 999 was entered. As this country ID doesn't exist (https://app.sportdataapi.com/documentation#countryById) no player data is displayed.

Appendix 1 Using Sport Data API

To use Sport Data API, you must first register for a free account at
https://app.sportdataapi.com/register.

Figure 11 Register for Sport Data API

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