

CS 522—Mobile Systems and Applications

Assignment Seven—Fragments

- 100: If **any** synchronous querying in activity on the main thread (insertion OK for this assignment).
- 100: If APK files not included (must be in **root folder** of submission).
- 100: Activities access database directly instead of through ViewModel.
- 100: Singleton pattern for Room database (`ChatDatabase.getInstance()`) is violated.
- 100: DAO operation signatures changed in any way

- 100: If using obsolete `onBackPressed()` callback in activity

List of peers does not show **just** peer names: -10%

Output of peer details date not properly formatted: -10%

Output of peer details does not use string resource templates: -10%

Output not properly localized (**all** string literals defined as resources): -20%

Design

- -50: DAO operation signatures changed in any way
- -50 if any querying on the main thread (insertion is okay for now)
- -100 if any UI in activity except floating action button (do UI in fragments)

Multi-pane UI for messages:

- 15: (Video) Navigation (chatroom) pane and messages pane in landscape mode ☐
- 10: (Video) Exit of messages pane (disappears when Back is signaled, only exit to launcher screen if Back with no currently selected chatroom) ☐

Single-pane UI for messages:

- 20: (Video) Chatrooms list followed by message pane in portrait mode ☐
- 5: (Video) Chatrooms pane restored when Back is signalled, exit to launcher screen when Back is signaled in Chatrooms pane ☐

UI for Single Peer:

- 10: (Video) List of messages for that peer (two-line layout includes chatroom for each message); must have `ViewPeersActivity` working to get to this ☐

Dialogs:

- 15: (Video) Sending messages dialog (include CANCEL button) ☐
- 20: (Video) Messages list on server refreshes when message is received (show both client and server apps in the same video) ☐

Completed Rubric (5 pts): ☐

Total: