

BINUS University

Academic Career: <i>Undergraduate / Master / Doctoral *)</i>	Class Program: <i>International / Regular / Smart Program / Global-Class / BINUS-Online-Learning *)</i>
<input checked="" type="checkbox"/> Mid Exam <input type="checkbox"/> Compact Term Exam <input type="checkbox"/> Final Exam <input type="checkbox"/> Others Exam : _____	Term : Odd / Even / Compact *) Period (Only for BOL) : 1 / 2 *)
<input checked="" type="checkbox"/> Kemanggisian <input type="checkbox"/> Senayan <input type="checkbox"/> Semarang <input type="checkbox"/> Alam Sutera <input type="checkbox"/> Bandung <input type="checkbox"/> Bekasi <input type="checkbox"/> Malang	Academic Year : 2022 / 2023
Exam Type* : Online	Faculty / Dept. : School of Computer Science
Day / Date** : Tuesday / May 2 nd 2023	Code - Course : MOB16006001 - Mobile Community Solution
Time** : 17:00	Code - Lecturer : Team Teaching
Exam Specification*** : <div style="display: inline-block; width: 45%;"> <input type="checkbox"/> Open Book <input type="checkbox"/> Open Notes <input type="checkbox"/> Close Book <input type="checkbox"/> Submit Project <input type="checkbox"/> Open E-Book <input type="checkbox"/> Oral Test </div>	BULC (Only for BOL) : Class : All Classes
Equipment*** : <input type="checkbox"/> Exam Booklet <input type="checkbox"/> Laptop <input type="checkbox"/> Drawing Paper – A3 <input type="checkbox"/> Calculator <input type="checkbox"/> Tablet <input type="checkbox"/> Drawing Paper – A2 <input type="checkbox"/> Dictionary <input type="checkbox"/> Smartphone <input type="checkbox"/> Notes	Student ID *** : Name *** : Signature *** :
*) Strikethrough the unnecessary items **) For Online Exam, this is the due date ***) Only for Onsite Exam	
<p><i>Please insert the test paper into the exam booklet and submit both papers after the test.</i></p> <p><i>The penalty for CHEATING is DROP OUT!</i></p>	

Learning Outcomes:

LO 1: Explain the Java Programming Language concept on Android

LO 2: Describe the main features of Android Programming and Android Software Development

LO 3: Produce simple Mobile Application using the main features of Android

I. Study Case (100%)

Your client is a sports team that wants to develop an Android application for their fans. The app should display news articles about the team, as well as a schedule of upcoming games. Fans should also be able to purchase tickets for the upcoming play. As an application developer, your task is to create the mobile apps consisting multiple activities, a RecyclerView for displaying news articles, and data persistence for storing user data and purchase history. You have been tasked with designing and implementing the apps.

- [LO 1, LO 2 & LO 3, 15 poin]** Explain the function of each activity you created and what data being passed between each activity.

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2. **[LO 1, LO 2 & LO 3, 20 poin]** Explain different type layout you used in the app, also explain the purpose of each one.
3. **[LO 1, LO 2 & LO 3, 30 poin]** Explain how you would use a RecyclerView to display news articles in the app. Also explain why you need to use RecyclerView over other options, such as ListView or ScrollView.
4. **[LO 1, LO 2 & LO 3, 35 poin]** Explain the what data that would need to be persisted in the app, and explain how you store this data. Also explain why you choose this option.

Notes for submission:

1. Submit the whole project file in zip format.
2. The answer document is in pdf format.
3. If the project size exceeds maximum file size allowed, please upload the project to drive (onedrive or gdrive) and add the link to the answer document. Please make sure the link can be access by lecturer.
4. Please add the environment you used (e.g., emulator device, API level, android studio version) to ensure the lecturer can build and run your project file.

----- Good Luck -----

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