#### UNIVERSITI TUNKU ABDUL RAHMAN

#### **UECS3253 WIRELESS APPLICATION DEVELOPMENT**

#### **ASSIGNMENT**

Assignment Mode: GROUP OF TWO (2) OR THREE (3) STUDENTS ONLY

**Total Marks: 50** 

**Overall Assessment:** 15%

### **Question:**

Develop a prototype Android mobile app based on ONE (1) of the topics listed below. The prototype must implement all required features as stated below.

# **Choice of Topics:**

# 1. To-Do List Manager

An app to manage daily to-do list. User enters details of tasks including the deadline to complete each task. Upon completion of each task, the user will update the status of the task, marking it as completed. The app notifies the user twice, an hour and 30 minutes before the deadline of any uncompleted task. Once the deadline is reached, the app notifies the user on the overdue every 15 minutes.

# 2. Shopping Mall Directory

A shopping mall directory application of an actual shopping mall that provides a listing of tenants sortable by category, floor level and alphabetical order. Selecting a tenant from the list will display detailed information for each tenant. The app also provides a listing of events and road shows that are held within the shopping mall. Selecting an event will display the detailed information for each event, including the location/zone it is held within the mall. The app notifies the user once, on the day an event started. It then notifies the user again on the final day of the event, if the event as a multiday event.

### **Additional Requirements:**

1. Data used by the above apps must be stored using an appropriate persistent data storage technique used in Android.

### **Assignment Grouping:**

This assignment is to be done in groups of TWO (2) or THREE (3) students. Please register your group at <a href="http://goo.gl/forms/tjkS6JTtkpQXC9723">http://goo.gl/forms/tjkS6JTtkpQXC9723</a> by <a href="friday">Friday</a>, June 17, 2016</a>. Any students who failed to register their groups will be assigned to groups by the course coordinator.

### **Deliverables:**

- 1. Hardcopy printout of all Java source files.
- 2. Hardcopy printout of all layout files, dimension files and string resource files.
- 3. Softcopy of all contents of the project folder (archived in ZIP, RAR or 7Z format) and the APK file must be archived for softcopy submission via WBLE upload.

# **Submission:**

- 1. All hardcopies must be bound together and submitted by <u>Friday</u>, <u>August 26, 2016 (Week 13)</u>.
- 2. Do NOT use comb-binding. You are only require to staple the pages together on the top left corner of the papers.
- 3. Please use the cover page template provided as the cover of your assignment.
- 4. Softcopies must be uploaded to WBLE.

# **Marking Scheme:**

No.	Criteria	Marks
1	User Interface Design	10
2	Implementation of Activities and Intents	15
3	Implementation of Persistent Data Storage	15
4	Implementation of Notifications	10
	TOTAL	50