
READ CAREFULLY ENTIRE QUESTION DESCRIPTION

Instruction

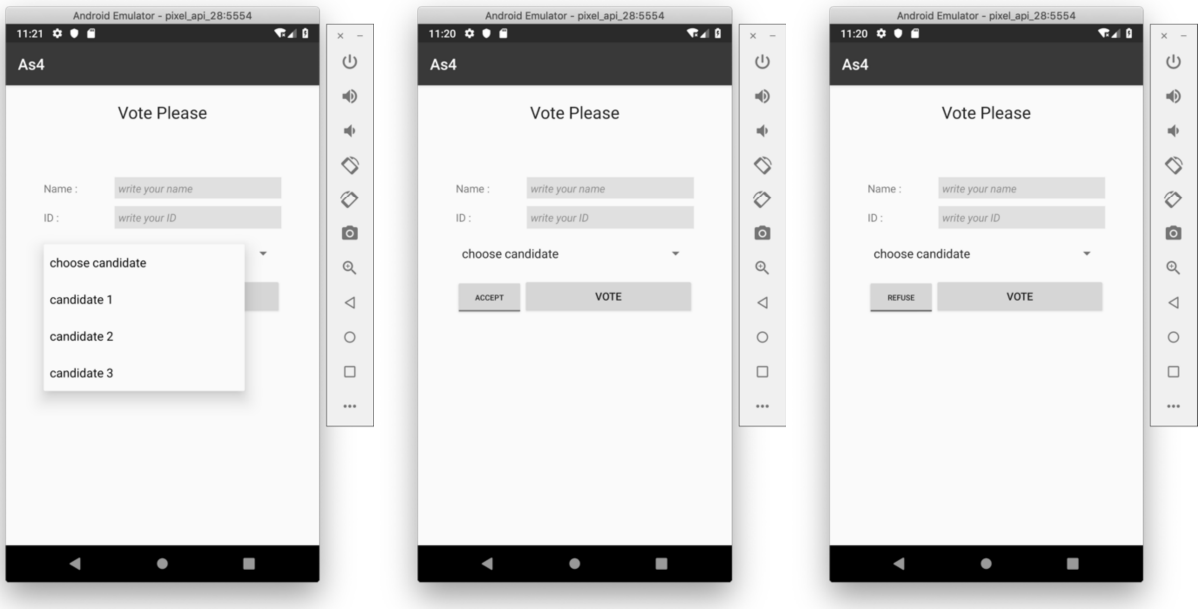
The goal of this assignment is to create an application to vote in favor of a candidate. You are supposed to create an application as illustrated in the figure below. Your first activity is with three labels (text views) each related to a candidate. The labels should display number of votes they have earned.

Your second activity is illustrated below. There are two fields that indicate name and the id of the voter, a spinner to choose a candidate among three candidates, a toggle button to accept or refuse the terms and a button to register a vote.

When all the fields are filled, the voter has chosen a candidate to vote and the toggle button is also on, you can register the vote by clicking on the vote button. When you are navigating back, the text fields should be updated with new numbers.

Note:
If any field is empty or not selected, you should display a proper toast message.
Distinct people can only vote in favor of a candidate i.e. one person cannot vote twice. You should differentiate between voters by their IDs.

The figures below show the first activity of the application.



Submission:

- Create a zip file of the folder containing your project or push it to Git and share the link
- Submit the zip file onto the Moodle / submit a link of your project
  Name of your project must be in the following format: FirstName student_Id A3

Grading Rubric

Marking Scheme for each part:
Marking of the assignment will be done according to the following scheme:

Specification [75%]: This includes all the requirements specified above. Assignment will be considered for complete marks only if all the specifications are properly implemented. Partial implementation does not get awarded any marks.

Navigation & Design [25%]: This rubric includes marks for user interface interaction component. The easier it is for the user to navigate the app the higher the mark is. This is somewhat subjective aspect of awarding a mark. Regarding the design, this focuses on overall design of the app which includes graphical user interface, images, polished look and proper file organization used for the app.

Deductions:

1. Late submissions = -10% after the due time but on the very same day, -20% for each calendar day. No submission accepted after 2 calendar days.
2. Student names and ids are missing = -10%
3. Academic dishonesty = 0 marks
4. Did not follow the provided instruction for submission = -20%