Java for Mobile Development

Assignment 2

Prepare an Android App using the interface shown at http://www.mlcalc.com/. Only code the Mortgage App and do not code the loan app.

1. •For calculations show:
    1. –Total Monthly Payment
    2. –Total of payment for Mortgage term
    3. –Payoff date
2. I realize the web calculator provides other options. You do not have include those in this submission (just the three requested in Point 1).
3. If you need help with formulas please visit - http://learn-java-by-example.com/2010/java/simple-mortgage-calculator
4. Help link on page http://www.mlcalc.com/ provides access to basic terms for this app.
5. Submit your assignment to cislabs04@gmail.com

Technical Requirements:

- You are required to show the calculations in one or two activities (No Fragment implementation yet)
- Populate the database with data generated for each calculation.
- Setup a separate tier for User Interface, Model and DB Access. These can be organized as follows:
    - UI package can have code for dynamically generated controls, coded intents for controlling activities and any other user interface related code.
    - Model package will define objects (for e.g,

Mortgage or MortgageCalc) that will act as intermediary between UI and DB Layers.

- Util package will have classes for object persistence and reading data to DB.
- So in other words the three layers will interact like this - For saving data you will create an Object that will get its properties populated from the UI and will be passed to a save function. The save function will read values from the object and map it to the columns in the DB.

Grading Rubric

```
#  Criteria Total Points   Points Awarded
        10                 XX
1. Program Specifications / Correctness
                           5                XX
 1. No errors, program always works correctly and
    meets the specification(s).
 2. The code could be reused as a whole or each
    routine could be reused.
 3. UI is user-friendly
 4. Separate layers have been setup for Model,
    UI and Util as described in requirements
2. Readability
                            1                XX
 1. No errors, code is clean, understandable,
    and well-organized.
 2. Code has been packaged and authored based
    on Java Coding Standards.
3. Documentation
                             1                 XX
 1. The documentation is well written and clearly
    explains what the code is accomplishing and how.
4. Code Efficiency
                           3                 XX
 1. No errors, code uses the best approach in every
case.
    The code is extremely efficient without
sacrificing
    readability and understanding.
 2. Ability to correct exceptions is added in
            exception handling class. Ability to log
exceptions is added.
```

Comments

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