SOFE 4640U
Mobile Application Development

Fall 2025

Instructor: Dr. Nasim Beigi-Mohammadi

Assignment 3

Note: This assignment is to be completed individually.

Objective

Practice Mobile application development using Flutter and Dart.

Description

Create a Food Ordering app for the following instructions:

1. Create a database and store at least 20 preferred food items and cost pairs

2. User can select a "target cost per day", "date", and select the food item from the list to not exceed the target amount.

3. User then save the selected food items (order plan) into the database with a date

4. A query feature in the app to display order plan for a date (if found in the database)

5. An add, delete, and update feature in the app to add, delete, or update entries

General Guidelines

Throughout the lectures, we have explored best practices for mobile app development, particularly those specific to the Android platform. A portion of your grade will reflect how effectively you apply these practices. Additionally, you are expected to follow general coding standards, such as using clear and appropriate names for variables and methods

and writing sufficiently documented code. This does not mean every line needs a comment, but key functionalities should be explained at a high level.

Submission

Submit a zip file on Canvas containing the following:

1) Folder containing your app source code.
2) A maximum three-page report explaining each part of the application and provide the GitHub reference in the report, if any.
3) A 5-minute video where you explain your app's functionalities and source code

Rubric

When marking, the TA will use the following rubric:

Report	3
The App reflects the assignment's objectives	3.5
The source code correctness	3.5
Total	10