**3701ICT/7421ICT Mobile Application Development**

**MAD**

**Lab 3**  **Array functions and Screen Navigation**

1. Exercise 1 (50pts, 10pt each question)

Please retrieve the lab exercise from our GitHub repository at:

https://github.com/LarryAtGU/mad\_ex\_week3 . Ensure you install it and address all 5 questions provided. Each question is valued at 10 points. Achieving a full pass on all test cases for a question will result in full credit. Should you pass only some of the test cases, you will be awarded 50% of the points for that question.

1. Exercise 2 (50pts)

Building upon the application you developed last week, you are tasked with creating an enhanced version featuring additional functionality.

Your application should consist of three distinct screens: 'Home', 'Rules', and 'Credits'. The accompanying diagram details the required navigation flow.

* Upon launch, the 'Home' screen should be displayed.
* Within the 'Home' screen, there are two buttons, each corresponding to the other screens ('Rules' and 'Credits'). Selecting a button will navigate to the chosen screen.
* Both the 'Rules' and 'Credits' screens must include a 'Back' button. When selected, this button will return the user to the 'Home' screen.

Feel free to experiment with different color schemes and player position displays. You are also at liberty to modify the text content on the 'Rules' and 'Credits' screens to better suit your app's theme.

The structure of your app's files should align with the hierarchy shown in the provided figure. Please demonstrate all three screens to your tutor when you finish it (35pts).

Your projection should contain following files and organized in the structure shown below (15pts):

App.js: the entry program

Board.js, Message.js, Title.js, TButton.js: reusable components (JSX component)

Credit.js, Home.js, Rules.js: screens (JSX component)

color.js: a file to define colours that are used for the entire app.

