Course: Mobile Application Development   **Assignment #: 3**

Course #: IFT 390

Instructor: Karam Keyrouz   **Due Date:** _**Thursday, December 6th, 2018**_

Create Your App: using what you have learned throughout the semester, create an mobile application of your choice, that performs a certain task or achieves a certain goal.

Your Android application should fulfill the following requirements:

1. **Consistency:** Your application must be consistent both in appearance and function; it cannot be made of activities that are not related.

2. **Usefulness:** Your application must be useful in the sense that it must have a specific function; it cannot be made of activities that just use the different elements and concepts taught in class without doing anything.

3. **Adherence to best practices:** Your application must follow best practices seen in class. This applies to code optimization as well as design. (e.g. properly using activities or layers)

4. **Interactivity:** Your application must enable user interaction; it cannot just be a display of information. Users should be able to interact with it in terms of navigation and input. (note that input does not necessarily mean typing something)

5. **Data Persistence:** Your activity must be able to retain information as needed. You must use shared preferences and databases in a _**useful**_ way.

6. **User Experience:** Your application must provide a good UX. This means an intuitive layout design as well as proper color/style selection.

7. **Presentation:** You will need to prepare a 5-10 minutes presentation of your application which should include:
       - A description of your application.
       - A brief explanation of how you implemented your idea.
       - Various screenshots of your application.
       - An explanation of your design.
You should also be prepared to answer any questions related to your application and have your source code available, in hard copy or on your laptop.

Notes:

    - Because this is a free exercise, try to focus on the core of your idea and build from there. Do not plan for too many features or functionalities at once and end up with an incomplete application.

- Keep in mind that the design and look of your application are highly dependent on your target audience and on the type of application you are creating.

- Try to focus on UX and design; experiment with styling your application as that is a crucial part of development, even though it is highly underrated.

Submission:

You must send me a copy of your presentation as well as your code **_BEFORE_** coming to class on December 6th.

A **soft copy** of your *java and XML files,* zipped in a folder, must be submitted via email. Let the file names be "IFT390 Assignment III – *yourname* – Activity - filetype" for example:

"IFT 390 Assignment III – Karam Keyrouz – MainActivity – Final Project JAVA"

        Or

"IFT 390 Assignment III – Karam Keyrouz – MainActivity – Final Project XML"

To submit the files and make them of reasonable size, copy each file in a text editor such as Notepad++ or sublime and name them as instructed.

NOTES

- No late submissions.
- **You may only use the Android programming concepts covered in in the course so far. Do not use any more advanced concepts we will cover later on or any other programming concepts that you have had experience with. If you do I'll remove points.**