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| **Course:** COMP1661  Application Development for Mobile Devices | **Coursework Number:**  2 of 2 | **Contribution:** 20% of course |
| **Greenwich Coordinator:**  Mohammed Hassouna | **TERM 2 2014/15** | **Deadline:**  **TBC** |
| **This coursework should take an average student who is up-to-date with tutorial work approximately 10 hours** | | |
| **Learning Outcomes:** A, B, C, D | | |

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| **Plagiarism** is presenting somebody else’s work as your own. It includes: copying information directly from the Web or books without referencing the material; submitting joint coursework as an individual effort; copying another student’s coursework; stealing or buying coursework from someone else and submitting it as your own work.  Suspected plagiarism will be investigated and if found to have occurred will be dealt with according to the procedures set down by the University.   **All material copied or amended from any source (e.g. internet, books) must be referenced correctly according to the reference style you are using.  Your work will be submitted for electronic plagiarism checking.  Any attempt to bypass our plagiarism detection systems will be treated as a severe Assessment Offence.** |

**Coursework Submission Requirements**

* An electronic copy of your work for this coursework should be fully uploaded by midnight (local time) on the Deadline Date.
* The last version you upload will be the one that is marked.
* For this coursework you must submit a single Acrobat PDF document. In general, any text in the document must not be an image (ie must not be scanned) and would normally be generated from other documents (eg MS Office using "Save As .. PDF").
* Check whether you also need to upload a single ZIP file containing supporting evidence.
* There are limits on the file size.
* Make sure that any files you upload are virus-free and not protected by a password or corrupted otherwise they will be treated as null submissions.
* Comments on your work will be available from the Coursework page on the Intranet. The grade will be made available in the portal.
* You must NOT submit a paper copy of this coursework.

**Coursework Regulations**

1. Coursework submitted late without an Extenuating Circumstances claim will receive a ZERO grade.   
   If you have extenuating circumstances you may submit your coursework up to two weeks after the published deadline without penalty but this is subject to acceptance of your claim by the School Extenuating Circumstances Panel. If your claim is rejected then you will receive a zero grade for your work.
2. Coursework submitted more than two weeks late will be given feedback but a grade of non-submission will be awarded regardless of any extenuating circumstances. However, if your Extenuating Circumstances claim is accepted then the Extenuating Circumstances Panel will recommend to the Progression and Award Board that you be permitted to retake a different item of assessment at a future assessment point.

All coursework must be submitted as above.

**Detailed Specification**

Complete the following exercises and upload the answers as a **single document to the coursework area**. A template document is supplied in Appendix A for you to complete.

1. **App Inventor exercise based on the PaintPot tutorial exercise**

Complete the PaintPot tutorial exercise (parts 1 and 2) from the App Inventor site at <http://appinventor.mit.edu/explore/ai2/paintpot-part1.html>

Make the following enhancements to the PaintPot exercise and upload it for your logbook. Upload a brief report using the Logbook Template document including screen shots of your code and the application working in the emulator.

Enhancements

a. Make the width of the line drawn the same width as the dot size

b. Make it so the user can switch between two images. One is kitty.png and the other is an image of yourself which you have uploaded.

1. **App Inventor exercise based on the MoleMash tutorial exercise**

Complete the App Inventor exercise to create the MoleMash application at <http://appinventor.mit.edu/explore/ai2/molemash.html>

Make the game vary the speed of the mole in response to how well the player is doing.

1. **Investigation of "Android API level"**

Describe the relationship of "Android API level" to "Android Platform Version" in up to 300 words. State the most recent of each.

1. **Exercise to add a button and Activity to the NameEntry App**

Add a button labelled "Don't press me" to the NameDisplay screen of the NameEntry App (from the Android Fundamentals lecture)). When the button is pressed another activity should be launched which displays a screen saying "Why did you do that".

1. **Create an Android App to calculate overtime pay.**

Write program that Create a simple Android payroll app that calculates time and a half for overtime staff. It should allow the user to enter two numbers: the hourly rate, and total hours worked. Every hour exceeding the standard weekly hours (e.g. 35 hours) should be paid as time and a half.

You can use a Toast pop-up or create any layout of your choice.

1. **SQLite database exercise**

Update the example Android\_Persist1 (from the Android Persistence lecture) to add an extra field of your choice to be stored in the database

**Deliverables**

Complete the exercises specified above and upload the answers as a **single document to the coursework area**. A template document is supplied as Appendix A for you to complete.

**Grading Criteria**

**For a very high distinction (85% and over)**

All six exercises completed to a very good standard

**For a distinction** **(70% to 84%)**

Five exercises completed to a very good standard

**For a merit mark in the range 60 to 69%**

Four exercises completed to a good standard

**For a pass mark in the range 50 to 59%**

Three exercises completed to a good standard

**Assessment Criteria**

Marks will be awarded for:

* clear and accurate completion of section 1 of the template for each exercise
* clear and accurate completion of section 2 of the template for each exercise so that it can be seen what was achieved and how it was done
* how much of what was asked for in the exercise was completed

**Appendix A**

Complete the exercises specified above and upload the answers as a **single copy of the document below to the coursework area**.

**COMP1661 Logbook Report Template**

**Student Name:**

**Exercise 1 - App Inventor exercise based on the PaintPot tutorial exercise**

**1. Basic Information**

|  |  |
| --- | --- |
| 1.1 How well did you complete the exercise? Tick as appropriate. | * I tried but couldn't complete it * I did it but I feel I should have done better * I did everything that was asked * I did more than was asked for |
| 1.2 Briefly explain your answer to question 1.1 |  |

1. **Exercise answer**

* Screen shots demonstrating your program working
* Screen shot from the Blocks Editor to show the code

**Exercise 2 - App Inventor exercise based on the MoleMash tutorial example**

**1. Basic Information**

|  |  |
| --- | --- |
| 1.1 How well did you complete the exercise? Tick as appropriate. | * I tried but couldn't complete it * I did it but I feel I should have done better * I did everything that was asked * I did more than was asked for |
| 1.2 Briefly explain your answer to question 1.1 |  |

**2. Exercise answer**

* Screen shots demonstrating your program working
* Screen shot from the Blocks Editor to show the code

**Exercise 3 - Investigation of "Android API level"**

**1. Basic Information**

|  |  |
| --- | --- |
| 1.1 How well did you complete the exercise? Tick as appropriate. | * I tried but couldn't complete it * I did it but I feel I should have done better * I did everything that was asked * I did more than was asked for |
| 1.2 Briefly explain your answer to question 1.1 |  |

**2. Exercise answer**

**Exercise 4 - Add a button and Activity to the NameEntry App**

**1. Basic Information**

|  |  |
| --- | --- |
| 1.1 How well did you complete the exercise? Tick as appropriate. | * I tried but couldn't complete it * I did it but I feel I should have done better * I did everything that was asked * I did more than was asked for |
| 1.2 Briefly explain your answer to question 1.1 |  |

**2. Exercise answer**

* Screen shots demonstrating your program working
* Copy and paste the code you had to write to complete the exercise

**Exercise 5 - Create an Android App to calculate overtime pay.**

**1. Basic Information**

|  |  |
| --- | --- |
| 1.1 How well did you complete the exercise? Tick as appropriate. | * I tried but couldn't complete it * I did it but I feel I should have done better * I did everything that was asked * I did more than was asked for |
| 1.2 Briefly explain your answer to question 1.1 |  |

**2. Exercise answer**

* Screen shots demonstrating your program working
* Copy and paste the code you had to write to complete the exercise

**Exercise 6 - SQLite database exercise**

**1. Basic Information**

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| --- | --- |
| 1.1 How well did you complete the exercise? Tick as appropriate. | * I tried but couldn't complete it * I did it but I feel I should have done better * I did everything that was asked * I did more than was asked for |
| 1.2 Briefly explain your answer to question 1.1 |  |

**2. Exercise answer**

* Screen shots demonstrating your program working
* Copy and paste the code you had to write to complete the exercise