

1. Create the following layout and implement the relevant event listener

A vertical stack of five rectangular buttons on a blue background. From top to bottom: a yellow button labeled 'TITLE OF APP', a green button labeled 'LOGIN ID', a green button labeled 'PASSWORD', a green button labeled 'CONFIRM PASSWORD', and an orange button labeled 'REGISTER'.

2. Create 2nd Activity with the following layout. Use Intent and pass the relevant data to from the first activity to second activity. Show the passed data in the 2nd activity

A vertical stack of three rectangular buttons on a blue background. From top to bottom: a yellow button labeled 'TITLE OF APP', a yellow button labeled 'LOGIN ID', and two orange buttons side-by-side at the bottom labeled 'CONFIRM REGISTER' and 'BACK'.

3. Insert the data passed into SQLite database.
4. Retrieve the data inserted and show it the 3rd activity as such

A vertical stack of three rectangular buttons on a blue background. From top to bottom: a yellow button labeled 'TITLE OF APP', a yellow button labeled 'Welcome', and a yellow button labeled 'LOGIN ID'.

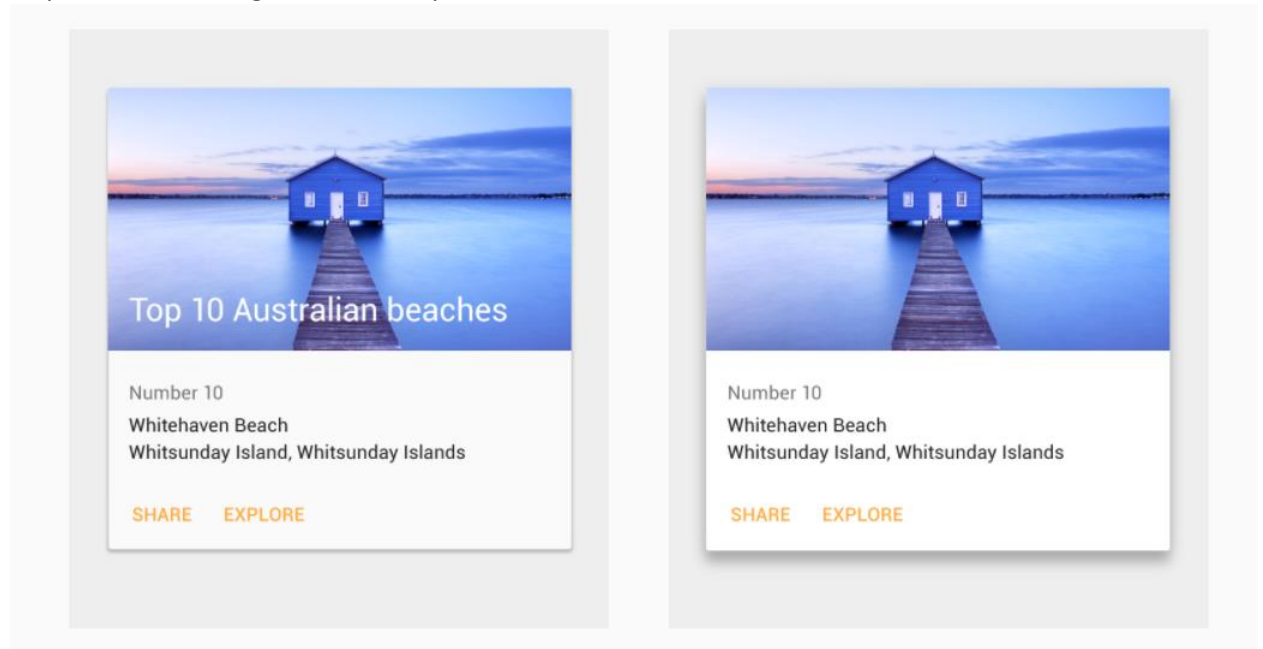
*The size of the Views in the images above has no relation with the View that you are to implement

Example of table for Usage

_id	Login_id	Password
1	test@gmail.com	ardffdafadfe
2	testing@yahoo.com	l0adngpodngmdf

5. Create a layout as below in your 3rd activity, under the Welcome text. This challenge will test the participants implementing a Material Design card with some simple components (Text and Image). Not only they have to find a way to use CardView, they also have to adhere to the material design guideline to earn additional points!

<https://material.io/guidelines/components/cards.html>



Marking Scheme:

1.

Criteria	Mark
TextView to Show App Name	1
EditText for Login Id	1
EditText type Password for Password	1 (0.5 if without type Password)
EditText type Password for Confirm Password	1 (0.5 if without type Password)
Register Button	1
Button Event Listener	1
EditText getText	1
EditText getText	1
Using String resource for App Name	2
Has focus to guide user for EditText	2

2.

Criteria	Mark
TextView to Show App Name	1
TextView for Login Id	1
Register Button	1
Register Button Event Listener	1
Back Button	1
Back Button Event Listener	1
Using String resource for App Name	2
Intent to start activity	1
Intent to pass login id	1
Intent to pass password	1
Checking password = confirm password in 1 st activity	2
Store password as string (hidden from UI) accordingly from 1 st activity	2
Set login id accordingly from 1 st activity	1

3.

Criteria	Mark
Create SQLite Database	1
Create SQLite Table	1
Insert login id into table	1
Insert password into table	1
Method to ensure data is passed and not null	2
Using Model to insert data	2

4.

Criteria	Mark
Create Intent to Start 3 rd Activity	1
SELECT login id from table	1

setText TextView login id based on result from table	1
TextView to Show App Name	1
TextView to Show Login Id	1
TextView to Show Welcome Text	1

5.

Criteria	Mark
CardView component	1
ImageView in the CardView	1
TextView to describe ImageView	1
CardView Resting Elevation	1
Rounded corner	1
Padding for supporting texts	1

Additional Point:

Using salt and MD5 to hash password before storing in database = 5 (This was not covered in class but anyone with this knowledge realizes the importance of encrypting password before storing in database)

Checking password strength before allowing password usage = 5 (Ensuring users use strong password thus preventing leak in account to a certain extent)

