

## **Assignment #3 - Mock App.**

In the following assignment you should design and implement a m-commerce mock app. based on the following high-level requirements:

1. Implement “all products” screen that will display to the user all available products (or services / offerings) that can be consumed.
  - a. Present a collection of 100 mocked items.
  - b. Include at least 2 different sorting options and at least 2 different filtering options
2. Implement “product details” screen:
  - a. Include detailed information about the selected product (at least 5 attributes)
  - b. Support a purchase of the selected product
  - c. Demonstrate a basic Implementation of the consumption purchased product (for example: playback of the purchased song)
  - d. Provide the option to end user to leave a review / provide a feedback or recommendation to a specific product that the following user purchased.
3. Integrate to the mock app the user’s authentication functionality that was implemented in assignment#2
4. User management guidelines:
  - a. The app should allow **anonymous** user to access the app. And navigate through some of the app screens, however make sure to block certain feature and enforce sign-up when the user is about to make a purchase.

### **Deliverable format:**

1. A Video clip that demonstrates the main use case of the app.
2. A zip file that contains the project’s source code (Note: Make sure to execute ‘gradlew clean’ command before zipping the project folder).
3. **Due date:25/12 by 23:59 PM**

### **General Guidelines:**

- Set the project to use API Level 24 or 25
- Preferred Virtual device: Google Pixel
- **Add Liad Pasker as a member to your firebase project: liadpasker@gmail.com**  
**SHA-1: 88:6B:A0:3B:3A:AC:93:13:3E:37:5D:8B:D3:36:EB:09:65:C4:AD:54**

### **Reference Links:**

- Random data generation: <https://www.mockaroo.com/>

**Goodluck!**