

Assignment 2 – Develop a media recording app

Total: 5 marks

Due date: 5pm 3rd October 2022

Submission:

- 1. Submit all project files as one zipped file.**
- 2. A one-page document explaining the cloud synchronisation strategies.**
- 3. You will demonstrate your app to your tutor during the tutorial time for CC classes or on pre-scheduled time for RE classes.**

Camera and Location are two of the most frequently used sensors on an Android device. In this assignment, you are required to write an app that enables the user to take a video or photo and then upload it to Google's Firebase cloud server for backup. The main feature of the app should include the following;

- 1) Your app should be able to capture photos and videos leveraging built-in camera support. Once a photo or video is captured, the media should be saved locally. [1 mark]
- 2) At the time of taking a photo or a video, the location of the device should be recorded and linked with the photo or video. [0.5 mark]
- 3) Your app should be able to back up the media (photos and videos) to Google's Firebase platform cloud server without any user interaction. [1.5 mark]
 - Device bandwidth and energy consumption of the app should be considered in designing the synchronisation process. **One-page document** explaining, (i) the developed strategies for both automated and user driven synchronisation and, (ii) how bandwidth and energy saving are achieved, should be submitted. [1 mark]
- 4) Photos and videos should be grouped city wise at the cloud server. [0.25 mark]
- 5) Demonstration
 - Demonstrate that the app can be built and run successfully on emulator. This should be the app version submitted to the Canvas. [0.5 marks]
 - Compliant with the official Android Java code style guidelines (<https://source.android.com/setup/contribute/code-style>), use proper

indentation, stick within the 100 characters length for each line of code, no trailing whitespaces and no unused imports. [0.25 mark]

Assignment Project Exam Help

<https://powcoder.com>

Add WeChat powcoder