Peer-graded Assignment: Capstone Assignment 2.1– Implement the Command Pattern

Submit by December 30, 11:59 PM PST

Important Information
It is especially important to submit this assignment before the deadline, December 30, 11:59 PM PST, because it must be graded by others. If you submit late, there may not be enough classmates around to review your work. This makes it difficult - and in some cases, impossible - to produce a grade. Submit on time to avoid these risks.

Instructions

My submission

Discussions

This assignment will challenge you to use your knowledge of design patterns to apply the Command Pattern to a code base.

Review criteria

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You will be graded on the completeness and correctness of your code, as well as adherence to the requirements.

Step-By-Step Assignment Instructions

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Setup instructions

Here are instructions on how to setup Android Studio for this course:

Android Studio Setup Guide MAC.pdf

Android Studio Setup Guide WINDOWS.pdf

For your reference here is an Android Studio Tips guide:

Android Studio Tips.pdf

Use this tutorial as your guide: C1 Peer Review 1 Tutorial

The tutorial will begin by giving you the option to pick a code base:

- **Option 1: command pattern starter code base (recommended especially for those without Android programming experience** -- you will only have to follow steps 1, 9, 10, 11, 12, 13, 14 and 15 of the tutorial)

SharingApp_command_pattern_starter.zip

- **Option 2**: contacts code base (you will have to follow all steps 1-15 of the tutorial)

SharingApp_contacts_c2.zip

To help clarify what is expected in this version of the app, please view the user stories:

User Stories with Contacts.pdf

Guidelines for the assignment

Review this lecture to aid you on your assignment:

2.2.4 – Command Pattern

Recap

For those of you who are new to this specialization, the code base you will be working with is an Android application. Capstone assignments in this course build off the Capstone assignments in the earlier Object-Oriented Design course.

In the application's current state:

- A user of the app—the owner—is able to record the items they own and wish to share.
- The owner may view: all of their items; their "Available" items; or, their "Borrowed" items.
- The owner can add a contact to their list of contacts.
- The owner may view a list of their contacts.
- The owner may change the status of an item they own from "Available" to "Borrowed" or vice versa.
- When an item's status is changed to "Borrowed", the owner must select the borrower from the owner's list of contacts.
- The owner can edit or delete a contact, but only if the contact is not currently borrowing an item.

Submission instructions

After you have completed the tutorial and are ready to submit your code, include the following files in a folder:

- AddContactCommand.java
- DeleteContactCommand.java
- EditContactCommand.java
- AddContactActivity.java
- EditContactActivity.java

Compress the folder into a ZIP folder. Windows users can use 7zip or WinRAR. Upload it where prompted.