Mobile App Development
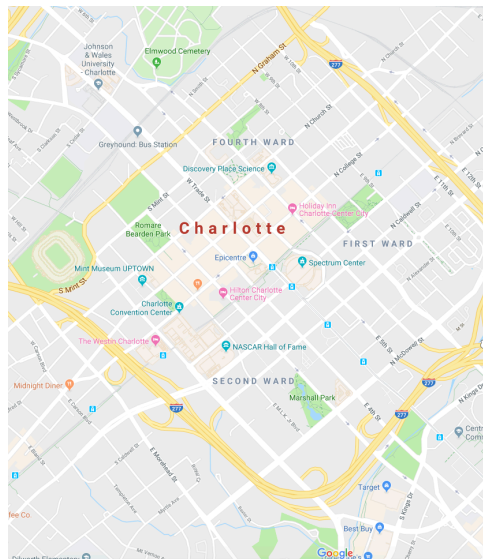In-Class Assessment 10 (2 Hours)

Basic Instructions:

1. This is an In Class Assessment, which counts for 10% of the total course grade.
2. This assessment is an individual effort. Each student is responsible for her/his own assessment and its submission.
3. Once you have picked up the assessment, you may not discuss it in any way with anyone until the assessment period is over.
4. During the assessment, you are allowed to use the course videos, slides, and your code from previous home works and in class assignments. You can use the internet to search for answers. You are NOT allowed to use code provided by other students or solicit help from other online persons.
5. Answer all the assessment parts, all the parts are required.
6. During the assessment the teaching assistants and Instructors will pass by each student and ask them to demonstrate their application. Your interaction with the teaching assistants and instructors will be taken into consideration when grading your assessment submission.
7. Please download the support files provided with the assessment and use them when implementing your project.
8. Your assignment will be graded for functional requirements and efficiency of your submitted solution. You will loose points if your code is not efficient, does unnecessary processing or blocks the UI thread.
9. Create a zip file which includes all the project folder, any required libraries, and your presentation material. Submit the exported file using the provided canvas submission link.
10. **Do not try to use any Social Messenger apps, Emails, Or Cloud File Storage services in this exam.**
11. **Failure to follow the above instructions will result in point deductions.**
12. **Any violation of the rules regarding consultation with others will not be tolerated and will result disciplinary action and failing the course.**

In-Class Assessment 10 (100 Points)

In this assignment you will be developing a Trip planar application. No wireframe designs will be provided. You have design your own workable GUI. You are free to improvise anything in your design.

You need to implement all the following functionalities:

1. The user can search for the trip destination city you should use the Google Place Autocomplete to search for cities in the USA and to select the destination city. https://developers.google.com/maps/documentation/places/android-sdk/autocomplete

2. After selecting the destination city find all the airports, amusement parks, aquarium, car rental, museum, police station, city hall, and parking) within 15 miles radius of the city. https://developers.google.com/maps/documentation/places/web-service/search-nearby
   a) For the supported types check https://developers.google.com/maps/documentation/places/web-service/supported_types
   b) Display the returned places results on a Google Map.

Figure: places near Charlotte City Center