CENTER OF TECHNOLOGY - RMIT VN
COSC2543 Mobile Application Development
Assignment 2

25% of course assessment

1. Requirements – what needs to be done?

   - An Android application to demonstrate at least 4 of the areas below:
     - Content Providers
     - SQLite DB
     - Network Services
     - Google Map API
     - Music Player service
     - Location API
     - Widgets
     - Telephone handling
     - Search Manager
   - A "How-To" page

2. Development environment

   - IDE: Eclipse
   - Emulator: Android SDK 2.2.

3. Doing the assignment in phases

   - Phase 1: Plan, screen design and partial implementation (fulfill the application concept proposal form and discuss with your lecturer in week 8 to get approval. Partially develop during those weeks).
   - Phase 2: Finish & test application.

4. Copying, giving advice to others and using source material

   - One is allowed to discuss with others about the assignment, but only at an abstract level. Giving away a single line of source code is absolutely forbidden. Studying (examples in) literature and in the web is allowed, but also in such cases copying is not allowed.
   - Concepts & algorithm using must be referenced in a NOTICE file.

5. Assessment

Application concept	10
Screen Design	10
Four main areas	40
Selective features	25
Create How To Document	15

What is in a "how-to" page?

A "How-to" page explains with examples how to accomplish something with Android application or requisite tools. For example, explain and give an example (code or screenshots) on how to add zoom buttons on an image, or how to create an icon for your app with a particular tool. **Do not plagiarize!**

Structure of a "How-to" page:

1. Introduction
2. When should you apply this? (Optional)
3. Advantages & disadvantages
4. Requirements
5. Steps & Screen shots
6. Reference

Note: "How-To" page is valid for marking only if you submit.doc together with your code and post your "How-To" article on http://blog.georgenguyen.info