

Lets Talk Money App

Where Apps Monetize in Annoying Ways

For this homework assignment you are to create an app on two of the following platforms: iOS, Android, Web. The objective of this assignment is to get you comfortable with the use of the API Google AdMob as well as using the testing environment on your preferred platform. The details for the assignment are as follows:

1. Create a **Simple Chat App**
 - a. This should reuse code from then previous assignments
 - i. <https://medium.com/flutter-community/a-chat-application-flutter-firebase-1d2e87ace78f>
 - ii. <https://www.freecodecamp.org/news/build-a-chat-app-ui-with-flutter/>
 - b. Users should be **Anonymously** logged in when the application first starts though they should later be able to change there profile information
 - i. Firebase Anonymous Sign In
2. Create an **integration test** to test the app's UI and performance. Test data classes (providers) with the help of unit tests;
 - a. **Flutter:** <https://codelabs.developers.google.com/codelabs/flutter-app-testing?hl=en#0>
 - b. **React Native:** <https://jestjs.io/docs/tutorial-react-native>
 - c.
3. Configure the Google Mobile Ads AdMob plugin and implement a banner, interstitial and rewarded ads in a app
 - a. **Flutter:** <https://codelabs.developers.google.com/codelabs/admob-ads-in-flutter?hl=en#0>
 - b. **React Native:** <https://www.npmjs.com/package/react-native-admob-native-ads>