Java for Mobile Development

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Assignment 3

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Android App - Part a:
Write an Android Application to keep records and
perform statistical analysis for a class of students.
The class may have up to 40 students. There are five
quizzes during the term. Each student is identified
by a four-digit student ID number.

The program is to print the student scores and
calculate and print the statistics for each quiz. The
output is in the same order as the input; no sorting
is needed. The output from the program should be
similar to the following:

Here is some sample data - not to be used as sample
for calculations:
Stud          Q1          Q2          Q3          Q4
    Q5
1234          78          83          87          91
    86
2134          67          77          84          82
    79
1852          77          89          93          87
    71

High Score     78     89     93     91     86
Low Score      67     77     84     82     71
Average        73.4   83.0   88.2   86.6   78.6

This application must by done using SQL Lite DB on
Android Device.

Android App - part b:
Create an (proof of concept) application that can be
used for marketing  a vocal artist. You can hard code
the data for an artist. Your implementation should
use assets placed locally on a device (This means
that the apk file will include all assets and should
not exceed 10 to 20 mb in size).

Activities:
1. Main Page showing vocal artist's image(s) and
contact information (including name, link to official
website, contact #, Email address), Likes, Dislikes,
Date of Birth, Links to Social Networks
2. Songs - Two to Three Audio files.
3. Videos - Two to Three mp4 (or other popular video
media)
4. Wallpaper - Set of vocal artists images
5. Get on my mailing list:  A simple form that sends
an email to vocal artists for adding a potential
audience member on mailing list.


Grading Rubric
Part 1
#  Criteria Total Points Points Awarded
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        10 XX
1. Program Specifications / Correctness        5 XX
 1. No errors, program always works correctly and
    meets the specification(s).
 2. The code could be reused as a whole or each
    routine could be reused.
 3. UI is user-friendly
 4. Separate layers have been setup for Model,
    UI and Util as described in requirements.
Maintain
    an Arraylist in Model for storing data with UI
and with DB
 5. Concept of Fragments is implemented.
2. Readability
                          1 XX
 1. No errors, code is clean, understandable,
    and well-organized.
 2. Code has been packaged and authored based
    on Java Coding Standards.
3. Documentation 1 XX
 1. The documentation is well written and clearly
          explains what the code is accomplishing
and how.
4. Code Efficiency 3 XX
 1. No errors, code uses the best approach in every
case.
    The code is extremely efficient without
sacrificing
    readability and understanding.
 2. Ability to correct exceptions is added in
          exception handling class. Ability to log
exceptions is added.

Part 2
#  Criteria Total Points Points Awarded
        10 XX
1. Program Specifications / Correctness        5 XX
 1. No errors, program always works correctly and
    meets the specification(s).
 2. The code could be reused as a whole or each
    routine could be reused.
 3. UI is user-friendly
 4. Concept of Fragments is implemented.
2. Readability
                          1 XX
 1. No errors, code is clean, understandable,
    and well-organized.
 2. Code has been packaged and authored based
    on Java Coding Standards.
3. Documentation 1 XX
 1. The documentation is well written and clearly
          explains what the code is accomplishing
and how.
4. Code Efficiency 3 XX
 1. No errors, code uses the best approach in every
case.
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          exception handling class. Ability to log
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Comments