



College of Engineering, Construction and Living Sciences
Bachelor of Information Technology
IN721: Design and Development of Applications for Mobile Devices
Level 7, Credits 15
Practical 02: Activities & Intents

Assessment Table

Assessment Activity	Weighting	Learning Outcomes	Assessment Grading Scheme	Completion Requirements
Practicals	25%	1, 3, 4	CRA	Cumulative
Language Translator	20%	1, 3, 4	CRA	Cumulative
Wishlist	25%	1, 3, 4	CRA	Cumulative
Exam	30%	2, 3, 4	CRA	Cumulative

Conditions of Assessment

This assessment will need to be completed by Friday, 12 June 2020.

Pass Criteria

This assessment is criterion-referenced with a cumulative pass mark of 50%.

Submission Details

You must submit your program files via **GitHub Classroom**. Here is the link to the repository you will be using for your submission – <https://classroom.github.com/a/ifyWTPlw>. For ease of marking, please submit the marking sheet with your name & student id number via **Microsoft Teams** under the **Assignments** tab.

Authenticity

All parts of your submitted assessment must be completely your work and any references must be cited appropriately.

Policy on Submissions, Extensions, Resubmissions & Resits

The school's process concerning **Submissions, Extensions, Resubmissions and Resits** complies with Otago Polytechnic policies. Students can view policies on the Otago Polytechnic website located at <https://www.op.ac.nz/about-us/governance-and-management/policies>.

Extensions

Please familiarise yourself with the assessment due dates. If you need an extension, please contact your lecturer before the due date. If you require more than a week's extension, a medical certificate or support letter from your manager may be needed.

Resubmissions

Students may be requested to resubmit an assessment following a rework of part/s of the original assessment. Resubmissions are completed within a short time frame (usually no more than 5 working days) and usually must be completed within the timing of the course to which the assessment relates. Resubmissions will be available to students who have made a genuine attempt at the first assessment opportunity. The maximum grade awarded for resubmission will be C-.

Learning Outcomes

At the successful completion of this course, students will be able to:

1. Implement complete, non-trivial, industry-standard mobile applications following sound architectural and code-quality standards.
2. Explain relevant principles of human perception and cognition and their importance to software design.
3. Identify relevant use cases for a mobile computing scenario and incorporate them into an effective user experience design.
4. Follow industry standard software engineering practice in the design of mobile applications.

Assessment Overview

In this practical, you will complete a series of tasks covering today's lecture. This practical is worth 1% of the final mark for the Design and Development of Applications for Mobile Devices.

Task 1

- In this task, you are going to extend the user-interface created in the last practical by adding two more widgets to **activity_main.xml**:
 - A divider that is constrained 16dp from the bottom of the **Enrol** button & 16dp from the start & end of the screen's edge
 - A button with the text **Google Search** that is constrained 16dp from the bottom of the divider & 16dp from the start & end of the screen's edge

Task 2

- Create two new activities called **LoginActivity.kt** & **InstrumentActivity.kt**. Two layout XML files called **activity_login.xml** & **activity_instrument.xml** will automatically be generated & ready to be used
- In each of the layout XML files, add a text view widget - play around with the constraints & various attributes...the more you do, the more comfortable you will become. The text view widget will be used to display the data passed from **MainActivity.kt**

Task 3

- In **MainActivity.kt**, you will be reusing the two inner classes (**ClickMeButtonOnClickListener** & **EnrolButtonOnClickListener**) created in the last practical. In this task, add one new inner class & name it **SearchButtonOnClickListener**
- Implement the following explicit intents:
 - In the **ClickMeButtonOnClickListener**, pass the value from the **email** & **password** edit text to the **LoginActivity.kt**
 - In the **EnrolButtonOnClickListener**, pass the value from the radio button group & spinner to the **InstrumentActivity.kt**
- Implement the following implicit intent:
 - In the **SearchButtonOnClickListener**, start an activity which sends the user to <https://www.facebook.com>

Task 4

- In **LoginActivity.kt** & **InstrumentActivity.kt**, add an **override fun onBackPressed()** which sends the user back to **MainActivity.kt**

Expected Output

- In this **practicals** directory, I have included a **expected-output** directory containing videos for each practical. I prefer to use videos instead of images
- This course is about being a creative. Don't feel like you have to always replicate my expected output...I just want make sure you complete the core functionality of each task

Submission

- Create a new branch named 02-checkpoint within your practicals GitHub repository
- Create a new pull request and assign Grayson-Orr to review your submission
- Deadline: Friday, 10 April at 5pm

Note: Please don't merge your own pull request.