

BORANG SEMAKAN DRAF ITEM DAN PERATURAN PEMARKAHAN PENILAIAN KERJA KURSUS

JTMK /JKE /JP /JMSK /JPA

SESI PENGAJIAN: 1 2023/2024

KOD & NAMA KURSUS  
NAMA PENGUBAL


: DFP50293 – MOBILE APPLICATION DEVELOPMENT  
: NORSHADILA BINTI AHMAD BADELA

JENIS PENILAIAN : LAB TASK 1

Semakan	Komen & Catatan Pembetulan / Penambahbaikan <i>*rujuk senarai semak penilaian item</i>	Deraf telah dibaiki (tanda ✓)		
		1	2	3
Panel penilai	Soalan mengikut spesifikasi yang telah ditetapkan			
Ketua Program / Ketua Jabatan	Item soalan dan rubrik yang dibincangkan bersesuaian.	Soalan boleh diedarkan kepada pelajar		
		Ya	Tidak	TB
		✓		

- Nota: Pembetulan yang dibuat ke atas item & peraturan pemarkahan hendaklah menggunakan DAKWAT  
MERAH dan jika ada pembetulan sila kembalikan kepada penggubal untuk diperbetulkan.

Senarai Semak Panel Penilai Penilaian Item	Semakan (✓)
Akur kurikulum	✓
Akur agihan topik (CAIST/CIST)	✓
Sesuai aras domain taksonomi	✓
Akur CLO	✓
Sesuai pembahagian masa menjawab	✓
Sesuai pembahagian markah	✓

Penggubal	
Tandatangan	
Nama	NORSHADILA BINTI AHMAD BADELA
Tarikh	17/9/2023

Panel Penilai

Tandatangan  
Nama : MUKIRAH BINTI AB RAHMAN  
Tarikh : 17/9/2023.

PENGESAHAN  
(KJ/KPI/KK/PANEL LUAR)

Tandatangan  
Nama :  
Tarikh :  
Ketua Program (PPPT DH44)  
Jabatan Teknologi Maklumat (Teknologi Digital)  
Trek Pembangunan Perisian dan Aplikasi  
Jabatan Teknologi Maklumat & Komunikasi

18/9/2023

	NAME	SITI RABI'AH BINTI ABD JABBAR	MARKS
	REGISTRATION NUMBER	25DDT21F1025	
	CLASS	DDT5 SAD1	
	SESSION	SESI I 2023/2024	
	COURSE CODE	DFP50293 – MOBILE APPLICATIONS	
	EOC / CLO	2 (CLO2)	
	LECTURER	PN. MUNIRAH BINTI AB RAHMAN	

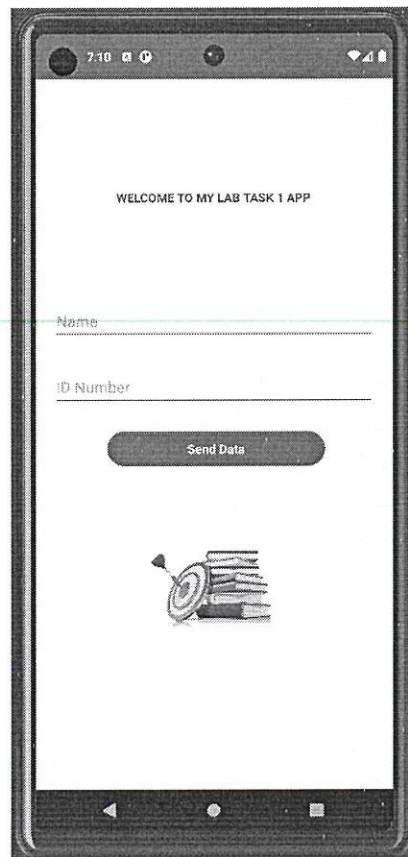
**CLO 2** : Display the ability to visualize the data and graphics using Android Technologies. (P4, PLO6)

**TOPIC** : 2.1 Construct Application User Interface  
2.2 Navigating between Activities

**DURATION** : 3 hours

**INSTRUCTION** : COMPLETE THE FOLLOWING TASK INDIVIDUALLY.

1. Use Android Studio to create an Android application and name it as **LabTask1\_<students' ID Number>**  
Package : com.example.labactivity1  
Template : Empty Views Activity
2. Create First Activity that have the following layout and User Interface (UI), **Figure 1**.  
You may arrange the layout based on your own creativity but, it must have the following contents
  - i. Text
    - a. Insert Name – Plain Text
    - b. ID Number - Number
  - ii. Send Data button
  - iii. Image



**Figure 1**

3. After user fill in text (name & ID number) and clicking the Send Data button, the Name & ID Number will appear in next Activity, as in Figure 2

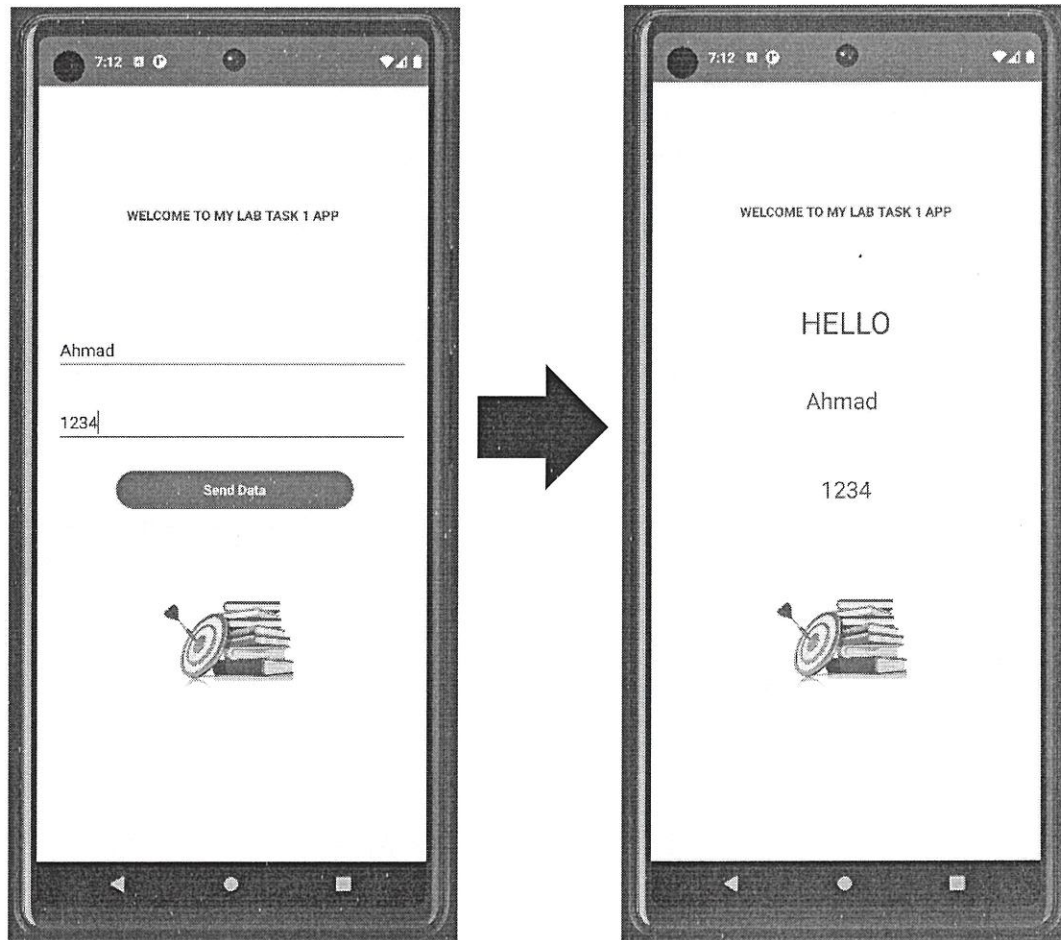


Figure 2

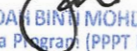
\* You may refer the **RUBRIC LABORATORY TASK 1** given, as it is the guidelines in assessing your Laboratory Task 1.

  
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Kuala Lumpur, Malaysia



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	EOC / CLO	2 (CLO2)	
	LECTURER	PN. MUNIRAH BINTI AB RAHMAN	

RUBRIC LABORATORY TASK 1							
CRITERIA	EXCELLENT (4)	VERY GOOD (3)	GOOD (2)	POOR (1)	WEIGHTAGE (%)	STANDARD	MARKS
Question 1 (Creating File)	Student are able to use Android Studio to create an Android application and follow all the requirement for file name, package and template.	Student are able to use Android Studio to create an Android application and follow some the requirement for file name, package and template.	Student are able to use Android Studio to create an Android application but missing parts of the requirement for file name, package and template.	Student not able to use Android Studio to create an Android application and majority of the requirement for file name, package and template doesn't fulfill.	5	( /4)*5	
Question 2 (Construct UI)	Student are able to create activities that have the following layout and User Interface (UI) and fulfill all the contents requirement for texts, button and image.	Student are able to create activities that have the following layout and User Interface (UI); insert some of the content's requirement for texts, button and image.	Student are able to create activities that have the following layout and User Interface (UI); insert parts of the content's requirement for texts, button and image.	Student not able to create activities that have layout and User Interface (UI); not able to insert content's requirement for texts, button and image.	15	( /4)*15	
Question 3 (Navigation)	Success inserting button elements, linking to next page and properly use coding style and guidelines	Almost Success inserting button linking to next page and almost properly use coding style and guidelines	Able inserting button, some issues with linking button, and not properly use coding and guidelines	Able inserting button but cannot link to next page and not properly use coding and guidelines	15	( /4)*15	
Runtime and Logic Errors	The application contains no error	The application contains no major error.	The application has minor error.	The application cannot execute.	15	( /4)*15	
						TOTAL	

  
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