

# Faculty of Engineering and Applied Science

**Course**: SOFE4640U: Mobile Application Development

**Assignment:** #1

**Topic:** Basic Android

Due date Oct. 03, 2022, 11:59 pm

**Note:** This assignment is meant to be completed individually

# **Objectives:**

Practice Android application development, specifically layouts, views and intents.

## **Instructions:**

You will build a pizza order app on the Android platform or a platform of your choice. When the app is opened for the first time, it should display the layouts in Figures 1 and 2. The first activity includes pizza sizes, toppings, extra cheese options, including delivery, a box for special instructions, total price, and the client's info — the price changes based on the user's selections. Once the user taps the submit button, another activity appears with the order's confirmation. The confirmation includes the user's info inserted in the first activity, the pizza price, and a button that calls the first activity.

#### **General Guidelines**

In our lectures, we have discussed many best practices for developing mobile apps, as well as best practices for the Android platform. Part of your mark will be allocated based on how well you adhere to those best practices. Other best practices you should be following include proper variable/method naming and reasonably documented code. This means you don't need to document every line of code but some of the high-level functionality.

### **Assignment Submission**

Use github account to upload your project. Details about the submission will be discussed in the lecture.

# Rubric

When marking, the TA will use the following rubric:

Requirement	Marks
The UI reflects the assignment's main idea, as illustrated in the above figures	5.0
The price is calculated correctly	2.0
	2.0
The second activity is called correctly with the desired info	3.0
Total	10

### Make Your Own Pizza!

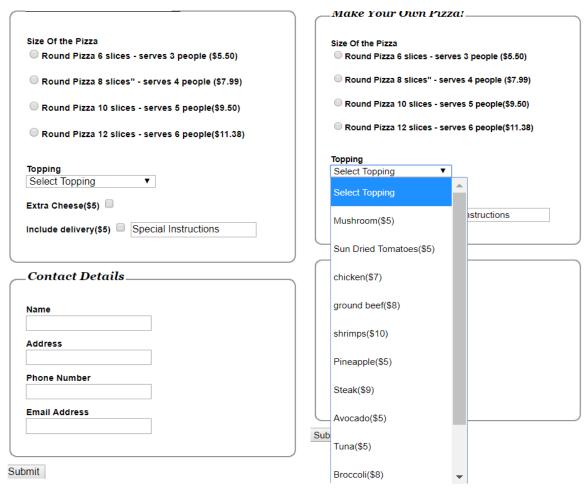


Figure 1 Figure 2