COMP1424 (2019/20)	Mobile Application Development	Faculty Header ID: 300836	Contribution: 20% of course
Course Leader: Dr Markus Wolf	Logbook		Deadline Date: Monday 18/11/2019
This coursework should take an average student who is up-to-date with tutorial work approximately 20 hours Feedback and grades are normally made available within 15 working days of the coursework deadline			
Learning Outcomes: A, B			

Plagiarism is presenting somebody else's work as your own. It includes: copying information directly from the Web or books without referencing the material; submitting joint coursework as an individual effort; copying another student's coursework; stealing coursework from another student and submitting it as your own work. Suspected plagiarism will be investigated and if found to have occurred will be dealt with according to the procedures set down by the University. Please see your student handbook for further details of what is / isn't plagiarism.

All material copied or amended from any source (e.g. internet, books) must be referenced correctly according to the reference style you are using.

Your work will be submitted for plagiarism checking. Any attempt to bypass our plagiarism detection systems will be treated as a severe Assessment Offence.

Coursework Submission Requirements

- **An electronic copy of your work for this coursework must be fully uploaded on the Deadline Date of** Monday 18/11/2019 **using the link on the coursework Moodle page for COMP1424.**
- **For this coursework you must submit a single PDF document. In general, any text in the document must not be an image (i.e. must not be scanned) and would normally be generated from other documents (e.g. MS Office using "Save As .. PDF"). An exception to this is hand written mathematical notation, but when scanning do ensure the file size is not excessive.**
- **There are limits on the file size (see the relevant course Moodle page).**
- Make sure that any files you upload are virus-free and not protected by a password or corrupted otherwise they will be treated as null submissions.
- Your work will not be printed in colour. Please ensure that any pages with colour are acceptable when printed in Black and White.
- **You must NOT submit a paper copy of this coursework.**
- **All courseworks must be submitted as above. Under no circumstances can they be accepted by academic staff**

The University website has details of the current Coursework Regulations, including details of penalties for late submission, procedures for Extenuating Circumstances, and penalties for Assessment Offences. See http://www2.gre.ac.uk/current-students/regs

Detailed Specification

Complete the following exercises and upload the answer to each to the **Logbook Upload area** under the **Coursework Details and Submission** block for COMP1424 in Moodle.

You MUST upload **your work** on or before the **specified dates** in order to be awarded the marks without a cap.

The first upload is an initial questionnaire which is attached to this document and which will also be available from the Moodle site for the course. The other four uploads should each be in the form of a completed **logbook template document**. An example template is given in appendix A at the end of this document and is also available from the Moodle site for this course. **Please do not upload zip files, just pdf documents.**

1. Initial questionnaire

Complete the initial questionnaire available on the course website. There is no need to upload a template document for this, just the completed questionnaire.

Deadline Friday 4th October

2. Add a button to the NameEntry App from the lecture "Introduction to Android"

Complete the exercise to add a button labelled "Don't press me" to the NameEntry android app and make it work as specified in the exercise at the end of the lecture notes for the lecture "Introduction to Android".

Upload the completed logbook template by **Monday 14th October.**

3. Build the GUI for part a) of the MOBSER App

Build the screen layout for the screen as described in in Coursework 2 (section 1.a). Write code in an Activity to display the screen. There is no need to add any behaviour to the screen, such as validation at this stage, though you may do so if you wish.

Upload the completed logbook template by **Monday 21st October.**

4. Create an SQLite database to store the event details entered into the MOBSER App

Design and create an SQLite database suitable for storing the information that users of the **MOBSER** app enter about an event they are attending. Write an Activity that stores the data in the database. It is up to you whether you store data that the user actually enters or if you use data that you hard-coded in a test app.

Upload the completed logbook template by **Monday 04th November.**

5. Create a PhoneGap App data entry screen

Create a PhoneGap App that displays a form that allows a user to enter the fields specified in Coursework 2 (section 1.a). The app should perform some validation of the data input and display an error message to the user if the data is invalid.

Upload the completed logbook template by **Monday 18th November .**

Deliverables

The deliverables are specified above. Each should be uploaded via the "**Logbook Uploads**" area. Please upload a completed logbook template document for each upload except the questionnaire. **Please do not upload zip files.**

Grading Criteria

This coursework will not be marked anonymously.

Each of the five uploads will be marked on a scale 0 to 4 giving an overall mark for the assignment in the range 0 to 20. This will be scaled to a percentage.

Marks for each item will be awarded as follows:

0   Little or no attempt – less than 20% completed properly

1   An attempt made but of an unacceptable quality for a pass. This will normally mean that significant parts of the specified work were missed out.

2   A sound piece of work but with a number of flaws

3   An excellent piece of work. Everything specified was achieved to a high standard with only very minor flaws.

4   Exemplary. Difficult to identify any room for improvement.

Assessment Criteria

For the questionnaire, marks will be awarded for:

- completion of all questions
- thoughtful and realistic answers

For the exercises, marks will be awarded for:

- clear and accurate completion of section 1 of the template
- clear and accurate completion of section 2 of the template so that it can be seen what was achieved and how it was done
- how much of what was asked for in the exercise was completed
- code quality including good use of OO coding principles and adherence to layout and naming standards.

Appendix A
COMP1424 Logbook Upload Template

1. Basic Information

1.1 **Student name**	
1.2 **Who did you work with? Note that for logbook exercises, you are allowed to work with one other person as long as you give their name and login id and both contribute to the work.**	Name: Login id:
1.3 **Which Exercise is this? Tick as appropriate.**	2 – NameEntry ☐ 3 – Initial GUI for MOBSER ☐ 4 – Initial database for MOBSER ☐ 5 – Initial MOBSER PhoneGap App ☐
1.4 **Based on the grading criteria in the logbook specification what mark do you feel you deserve for this piece of work?**	0 – little or no attempt ☐ 1 – an attempt but could do less than half properly ☐ 2 – everything done but with significant flaws ☐ 3 – excellent – everything done and only minor flaws ☐ 4 – exemplary – everything done perfectly ☐
1.5 **Briefly explain your answer to question 1.4 e.g. what you could have done better?**	

2. Exercise answer

2.1 Screen shots demonstrating what you achieved

Paste screen shots in here. Add explanation of what each screen shot demonstrates

2.2 Code that you wrote

Copy and paste relevant code here.   Actual code please, not screen shots. Make it easy for the tutor to read.

Add explanation if necessary.

Appendix B
Mobile Application Development (COMP1424) – Initial Questionnaire – 2019

Please complete this electronically and answer **all the 13 questions**. There aren't any right or wrong answer so please just complete it as honestly as you can.   A number of questions have room for additional comments, these are optional, but please add anything else that seems relevant to the question.

In answering each question you may refer to your academic study, previous courses and work experience whether paid or voluntary. The more we know about you the more we can help you get the best from the course.

Once completed please upload to the **weekly uploads** system by **Friday 4th October.**

Name	
Programme	
When did you start at Greenwich?	

Q1 How would you rate your programming knowledge?			
I don't feel confident writing a program of even a few lines on my own.	I can write a program of up to 20 lines on my own but no more.	I can write a program of about 50 lines on my own.	I feel confident to write programs of over 50 lines on my own.

Additional comments:

Q2 Which programming languages do you know? Put the best first.			
1	2	3	4

Additional comments:

Q3 Have you done any mobile development before? If so what technologies have you used and what sort of things have you developed?

Answer:

Q4 What do you most enjoy about programming?

Answer

Q5 What do you least enjoy about programming?

Answer

Q6 What programming books or websites do you like best?

Answer

Q7 (a) In a lecture do you feel able to ask a question about something you don't understand?

No, never	Very occasionally	Yes, often	Yes, always

(b) What holds you back from asking more questions in lectures?

What the lecturer might think	What other students might think	I probably won't understand the answer	Other – please say what

Additional comments

(more questions on the next page – keep going)

Q8 (a) In a lab session do you feel able to ask a question about something you don't understand?

No, never	Very occasionally	Yes, often	Yes, always

(b) What holds you back from asking more questions in lab sessions?

What the lecturer might think	What other students might think	I probably won't understand the answer	Other – please say what

Additional comments

Q9 If you can't complete all the tutorial exercises for a lecture in the lab session do you work on them in your own time during the week

No, never	Very occasionally	Yes, often	Yes, always

Additional comments

Q10 Apart from the timetabled lecture and lab sessions how many additional hours per week do you spend programming?

< 1 hour	1 hour to 3 hours	3 hours to 6 hours	> 6 hours

Additional comments

Q11 What do you most hope to get out of studying this course (i.e. Mobile Application Development)?

Answer

Q12 Do you hope to work in mobile development once you have finished your MSc?

Answer

Q13 Anything else you want to say?

Answer