

Assignment 1 – Introduction and Basic GUI

The purpose of this assignment is to help you get started with Android development tools, and evaluate app designs. This assignment comprises two parts, in the first part you will critically analyze an existing app and write a summary of it; in the second part you will develop a simple application.

Turn in Instructions: Submit one zip file containing: 1) PDF file with answers for part 1, and 2) your entire Android Studio project file.

Part 1: Critical Analysis – 40 Points

Select one high-quality app from the iPhone or Android Market from any one of the following topics:

1. Language learning
2. Fitness
3. Entertainment
4. Vacation/trip planning apps

Put some careful thought and research into the selection of the app. Do a search for quality applications in health in various media, and review the apps that are top ranked in this category in the app stores. Search some reputable online sources for data on innovative health applications. I want you to pick applications that are innovative in some way ... either because they use new phone functionality, or they are particularly good, easy-to-use, or popular, or because they take an approach that is very different from competitor apps.

Critically evaluate the app, ideally by running them on actual phones or through demos on websites.

Once you complete your evaluation of the app, then create a one-page write-up that includes the following:

1. A summary paragraph that identifies key features of the app.
2. A paragraph or bullet list describing what makes this app better than competitors. Why did you select it?
3. A list of positive characteristics (e.g. high-quality graphics, fun, indispensable tool). Try to be as precise as possible about what makes it good. For example, don't just say it is addictive; try to explain why it is addictive. Don't just say that it looks professional. Explain what makes it look that way.
4. A list of negative characteristics (e.g. force close, slow, confusing menu titles). What could be done better? Be detailed
5. A paragraph identifying the target audience for the app. Who might use this?

Part 2: App Development – 60 Points

In this part you will develop a simple course enrollment app. In this app the user should be able to key in the details and tap on a button to enroll for a class.

Your app should have the following:

- **Title:** A Title of the course (make the text Bold with green color) – you can have any title (Mobile App Development, algorithms & data structures)
- **Course Image:** Include any image corresponding to the course title
- **Student details:**
 - Student name: (use PlainText widget) – set InputType as “text”
 - ID number: (use PlainText widget) – set InputType as “number”
 - Current level: (Grad or Undergrad) – Use [RadioButtonGroup](#) widget
- Your degree program: (use plaintext widget) – setInputType as “Text”
- **Enroll Button:** Include a button at bottom of the page. When user clicks on this Enroll button a **TOAST** message should appear stating “**Your enrollment is complete.**” Check [this documentation](#) on how to use TOAST messages in your application.

