

Programming Assignment #4

CIS 2818 – Android Development
Oakland Community College
John P. Baugh, Ph.D.

Objectives

- To put many of the topics from this course together
- To demonstrate the ability to gather requirements, design, and implement a mobile app

Instructions

This assignment is a little bit open-ended so you can explore your creativity as well as your technical prowess. In other words, you will have some flexibility. However, you must demonstrate knowledge of mobile development.

You must have **at least** the following to receive full points:

- An appropriate layout for the project you have chosen
- Three different types of widgets
- Two activities
 - Fragments are okay also
- A menu system or preferences
 - You only need one or the other, but you can use both
- A demonstration of data processing that makes use of something **such as**:
 - Web service or some other network-intensive action
 - SQLite DB or large file I/O
- A **document** (.doc, .docx, or .pdf) containing a description of your program's use, and screen shots showing the activities and features of your program
 - You must have at least one screen shot of each activity/fragment
- Part of your grade will be based on creativity, technical correctness, good programming style, comments, etc.

Deliverables

1. To turn in the assignment, please **zip** the entire project folder (containing the Gradle files, all sub-folders, etc.) and upload it to the appropriate assignment folder on D2L.

2. You must also turn in a .doc, .docx, or .pdf of a **description of your project and screen shots** of your program in action. There must be at least one screen shot per activity. You may include the document **inside the top level** of your Android Studio project

Notes

- **You may work in a group of up to three people**
- Each person must contribute
- ONE person should upload the final project, and include **all names of all group members** in the description/screen shot document