



Faculty of Engineering and Applied Science

Course:	SOFE4640U: Mobile Application Development
Assignment:	#3
Topic:	App Development using Flutter
Due date	Nov 27, 2024 11:59 pm

Note: This assignment is meant to be completed individually

Objectives:

Practice Mobile application development using Flutter and Dart.

Instructions:

Create a Food Ordering app for the following instructions:

1. Create a database and store at least 20 preferred food items and cost pairs
2. User can select a “target cost per day”, “date”, and select the food item from the list to not exceed the target amount.
3. User then save the selected food items (order plan) into the database with a date
4. A query feature in the app to display order plan for a date (if found in the database)
5. An add, delete, and update feature in the app to add, delete, or update entries

Instructions:

In the courses’ 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

You can use a GitHub account to upload your project. Submit a zip file in canvas containing the following:

- 1) Folder containing the app source code
- 2) A maximum three-page report explaining how each steps of the application are implemented and please provide the GitHub reference in the report.

Rubric

When marking, the TA will use the following rubric:

Report	3
The app reflects the assignment's main idea	3.5
Functionality	3.5
<i>Total</i>	<i>10</i>