



## Faculty of Engineering and Applied Science

<b>Course:</b>	SOFE4640U: Mobile Application Development
<b>Assignment:</b>	#3
<b>Topic:</b>	App Development using Flutter
<b>Due date</b>	Dec. 1, 2023 11:59 pm

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

### Objectives:

Practice Mobile application development using Flutter and Dart.

### Instructions:

Create a FlutterCaloriesCalculator app for the following instructions:

1. Create a database and store at least 20 preferred food items and calories pairs (reference: <https://www.calculator.net/calorie-calculator.html>)
2. User can select a “target calories per day”, “date”, and select the food item from the list to not exceed the target calories.
3. User then save the selected food items (meal plan) into the database with a date
4. A query feature in the app to display meal 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:

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