

**Mr. Giansante**



**Project:**  
**Friends**  
**Manager**

**March 2019**

# Friends Manager

Design an Android App that allows a user to view three items of information about eight different people (possibly your friends).

Use three **Labels** to display the information about each person.

The user should be able to choose a person by using one of eight **Button** Controls.

## Getting Started

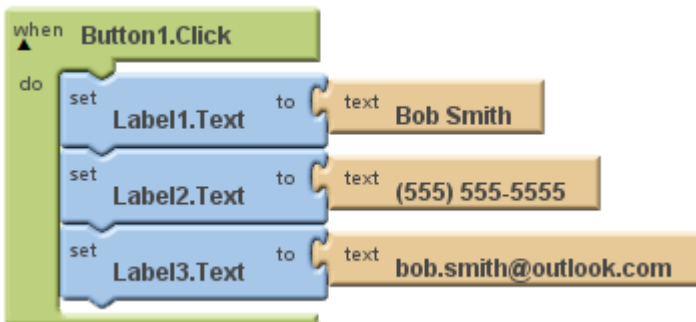
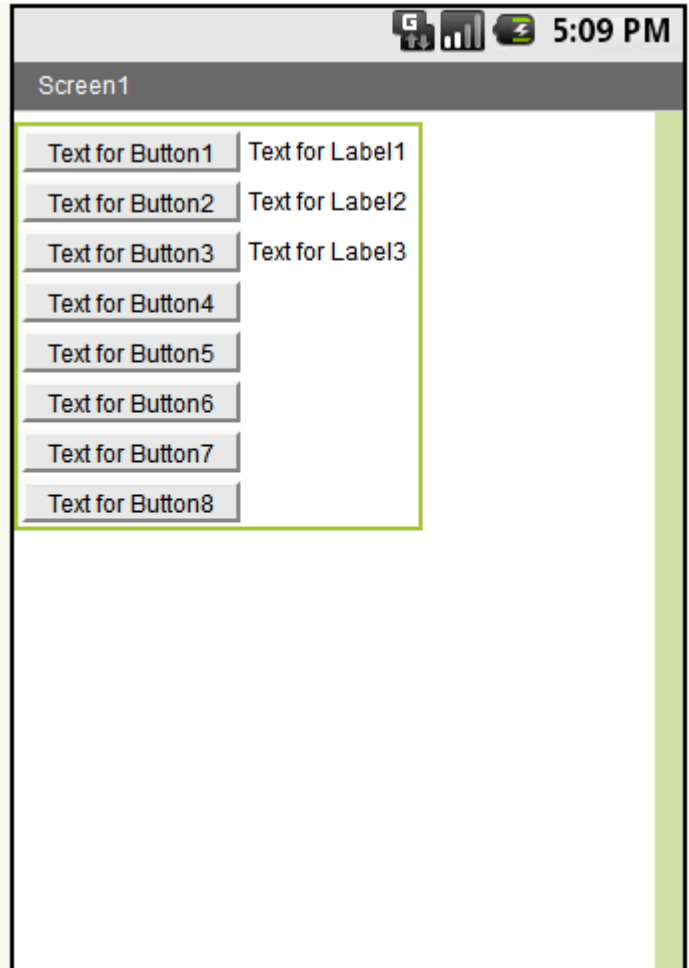
From the "Layout" Category, select a "TableArrangement"

Set the TableArrangement to have 2 columns and 8 rows.

Remember to change the **Title** for Screen1.

## Sample Code

In the **Block Editor**, enter code as follows:



# Friends Manager



## Learning Outcomes

### Programming Concepts and Skills

- A1. demonstrate the ability to use different data types, including one-dimensional arrays, in computer programs
- A2. demonstrate the ability to use control structures and simple algorithms in computer programs
- A3. demonstrate the ability to use subprograms within computer programs
- A4. use proper code maintenance techniques and conventions when creating computer programs

### Software Development

- B1. use a variety of problem-solving strategies to solve different types of problems independently and as part of a team
- B2. design software solutions to meet a variety of challenges
- B3. design algorithms according to specifications
- B4. apply a software development life-cycle model to a software development project

Please fill out all the information in this column using a pen before getting this assignment marked.

\_\_\_\_\_  
Name

\_\_\_\_\_                      \_\_\_\_\_  
Date                                      Class

## Academic Honesty

The work I am submitting is completely my own creation and has not been copied from anyone else's work. If I have received help on this project, the names of those who have assisted are listed below.

\_\_\_\_\_  
Signature

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Pre-Marking

The following people have pre-marked this assignment:  
(minimum of two)

\_\_\_\_\_  
\_\_\_\_\_

## User Interface

- Appropriate Title, Author Information, etc.
- Efficient and Esthetically-Pleasing User Interface
- Spelling and Grammar are correct

## Code / Programming Style

- Variables are declared and logically named
- Code is commented where appropriate
- Code is indented and spaced to show structure
- Code is efficient

## Work Ethic / Problem Solving Skills

- Problem Solving Skills are demonstrated
- Makes Productive Use of Time
- Only Seeks Help when Necessary

## Program-Specific Criteria

- Can view information by using Button Controls

## Teacher Comments

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
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- Level 1 - Limited ability to meet standard and limited effectiveness
- Level 2 - Some ability demonstrated and moderately effective
- Level 3 - Considerable ability demonstrated, considerable clarity or accuracy
- Level 4 - Thorough, high degree of skill demonstrated, insightful, highly accurate

## Level