



Design Based Experiment No-3

Advanced Java Programming – Even Semester 2013-14

Handout Date: 25/2/2014

Duration: 3-4 weeks

Submission Date: 17/3/2014

Presentation dates: 20/3/2014

Total Marks: 10

Instructions to students:

- You can make use of the library resources to find information.
- Present the relevant references /citation at the end of the report.
- Marks will be awarded for the content written in your own words.
- If two or more documents (different group) contain duplicate information marks will be deducted as per plagiarism policy.

Note: This is a group activity based design experiment; any request of working alone will not be acceptable. (You will learn the working in a team, team management and leadership skills)

Objective:

The aim of this design experiment is to give the students an overview of Advanced Object Oriented Programming techniques during the application development process.

Learning Outcomes: At the ends you will be able to

1. Understand the meaning of analyze the problem.
2. Identify and define the requirements for the applications keep “Software Engineering Models” concepts in mind.
3. Analyze and design a computer-based solution to a clearly defined problem using object oriented techniques
4. Apply design and development principles in the construction of software systems of varying complexity.

Tasks: Read the following scenario, understands and present your response for the tasks assigned in a documented for not more than 10 pages.

Note: Use appropriate tools Java Platform and databases as appropriate (*Any other tool like designing in word will not be acceptable and student will be given zero marks*)

Description of the Scenario

“A Message Alert System”

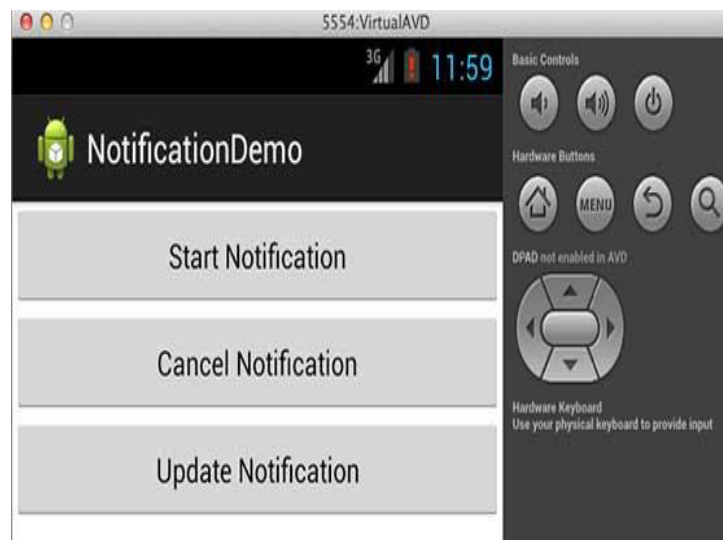
This scenario describes the study to construct the design elements for a message alert system using android SDK and emulator.

The proposed system should be able to perform the following tasks:

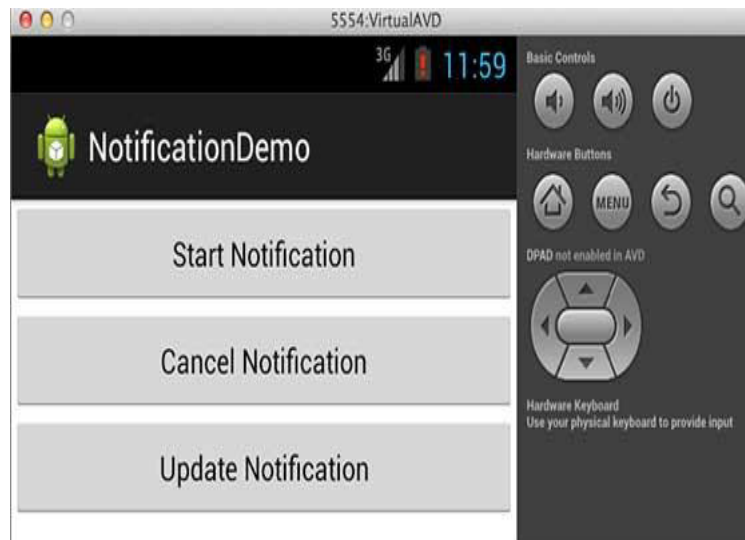
1. Start notification alert.
2. Cancel any notification based on user choice.
3. Update notification as appropriate.

Based on the above narration, do the following tasks:

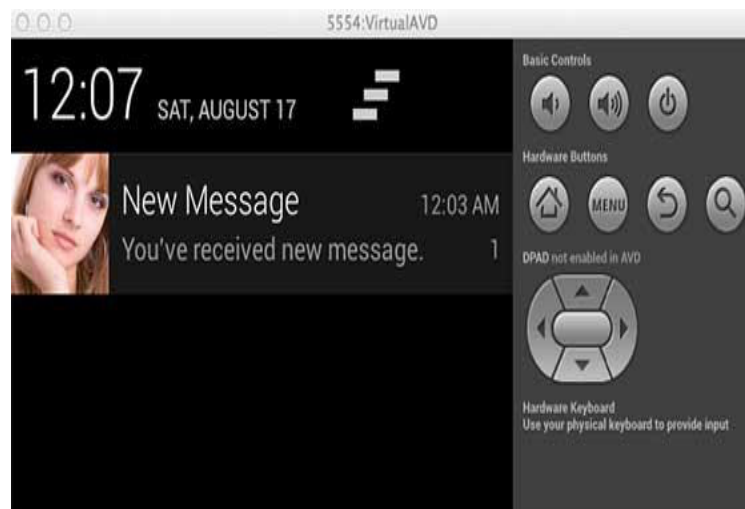
Task-1 Create a package **com.designproject.mesagealert** in this package add a **10 Marks** file **MessageNotification.java**. The output of this file should be like as given below:



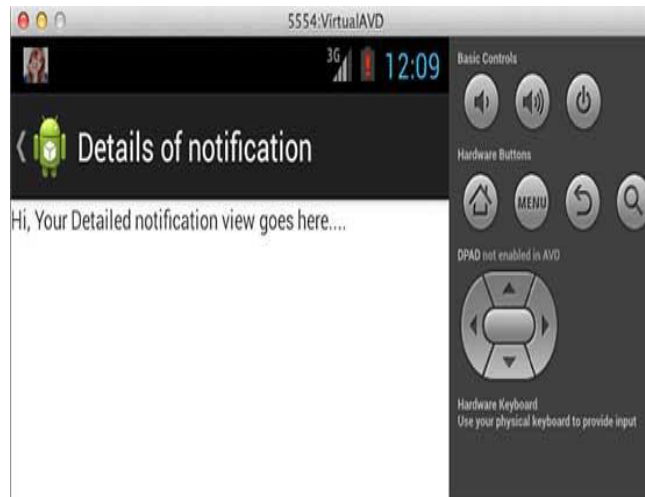
Create a file **NotificationView.java** the purpose of this file is that on click on **StartNotification** new screen should come as shown below:



Now click **Start Notification** button, we should see at the top a message "New Message Alert!" will display momentarily and after that you will have following screen having a small icon at the top left corner.



Now let's try to click on the image icon, this will launch your new activity which you have set using intent and you will have following screen:

**Instruction:**

- Answer all the given questions/tasks.
- One consolidated report should be submitted from each student.
- The report should contain the following:
 - Title Page (includes Title of the design experiment, Names of the student, Student ID, Department Name, Semester Name, Academic Year)
 - Table of Contents (Topics covers and page number)
 - Answer for tasks given.
 - References (book, journals, internet resources used in preparing the presentation report/slides or others)
- Student has to submit the report to the e-mail ID provided also.
- Each individual will have one presentation schedule and should be present, unless due to illness. Otherwise, no marks will be awarded to the absent student. The absent candidate will be scheduled for another presentation and should present the whole case study.

Guidelines

Follow the guidelines mentioned below for your case study.

- Reports/answers should be **typed** by group members and individual should be clear about each part of the report and should be ready to answer for question (s) asked at the time of presentation.
- **Handwritten report will not be accepted**
- The report should have a Title Page. Title Page should contain the following information.
 - ❖ Subject Name and Subject Code

- ❖ Student name
- ❖ Student ID
- ❖ Department Name
- ❖ Semester Name
- ❖ Academic year
- It should have Table of Contents
- Use page numbers when you are preparing a report.
- Limit the number of points in presentation slides to **4** points per page.
- Presentation report should be typed in your own words using **Times New Roman font size 12.**
- Presentation report heading should be with **Font Size 14, Bold, Underline**
- Use caption for each diagram with diagram number.
- Library and internet resources can be used for finding information.
- Marks will be awarded for the content written in your own words.
- Copy paste from the Internet is strictly not acceptable.
- Reference should be included in the last page as follows
 - Author name, Book Title, Publisher, Year in case of books
 - In case of web site references type the full path of the web page with referenced date
 - In case of magazines/ periodicals type article name, magazine name, Issue Number and date

Rules & Regulations

- If any topic or diagram of report is found copied from the other then marks will be deducted from both reports.
- The purpose of design experiment is to do some brain storming so you can consult books in Library or use internet or computer magazines or any other source.



Design Experiment and Presentation
Advanced Java Programming Even Semester 2014

Evaluation Grid

Deliverables	0-1	2-3	4-5	6-9	10	Marks
Task-1	Incomplete/ Weak/Plagiarized work	Partially answer without presentation	Partial answer and presentation is ok	Satisfactory	Complete and accurate in all aspects	
Total Marks Obtained						

**** Marks will totally depend on your performance in the presentation of each task. Just providing the answer will not give any benefits to you.**

**** Any students fail to come for presentation will be awarded zero marks.**

Date of submission and presentation_____

S No	Student Id	Student Name	Total Marks Scored out of 10	Penalty	Final Mark obtained
1					

Signature of Faculty