ECE 1778 – Creative Applications for Mobile Devices
January 2011
Assignment #A3, for Appers

Location, Small Database for Persistence

The goal of this assignment is to use a real phone, and make use of three things that come on the real phone – the location acquisition through GPS, motion sensing through the accelerometer, and using the camera.

1   Using a Real Phone

If you haven't so far, run all of the apps you've made so far on the real phone you've acquired for this assignment.

2   Droid Where is My Car Tutorial

Do the tutorial on how to build an app that shows how to remember where you put your car.
http://appinventor.googlelabs.com/learn/tutorials/whereismycar/whereismycar.html

3   Make an App

Design your own app that keeps track of the last 10 places you've been. Each place should be stored in a database, as in the Droid tutorial, and when requested, displayed on a google map.

4   To Hand In

Due: **February 15th, before start of class**. **Submit this assignment on the Blackboard Portal. Be sure to submit it to the 'A3' assignment.**

Submit: The downloaded files of the two apps you've made and downloaded to your computer (with the '.apk' file extension)   Be sure to include your student number along with your email.