Naan Mudhalvan – Polytechnic – Even Semester 2024-25 4th Semester – Course Curriculum

ABOUT THE COURSE

COURSE NAME:	MOBILE APPLICATION DEVELOPMENT
TOTAL DURATION:	60 Hrs
MODE OF DELIVERY	PHYSICAL MODE
TRAINER TO	1:60
STUDENT RATIO:	
TOTAL MARKS:	70 (External) + 30 (Internal)
	(Final Assessment shall be done by TNSDC)

	TABLE 1
OVERALL COURSE OBJECTIVE:	 Equip learners with the skills to build cross-platform, visually appealing, and high-performance mobile applications. Apply Dart programming language fundamentals, Flutter framework concepts, UI design and development, state management techniques, API integration, performance optimization, and deployment strategies. Create feature-rich mobile apps for both iOS and Android platforms, using Flutter's efficient development approach and rich ecosystem of tools and libraries.
LEARNING OUTCOME:	 Master Dart programming language: Implement its syntax, object-oriented principles, and asynchronous programming concepts. Utilize Flutter framework effectively: Build responsive and visually appealing user interfaces, manage app state, and implement navigation. Develop cross-platform mobile apps: Create functional and user-friendly apps for both iOS and Android platforms. Optimize app performance: Identify and resolve performance bottlenecks, improve load times, and ensure smooth user experiences. Integrate APIs and third-party services: Fetch and display data from external sources, implement authentication, and leverage popular libraries. Deploy and publish apps: Prepare and deploy apps to app stores, ensuring smooth user experience and updates.

т	ABLE 2: MOD	ULE WISE COURSE (CONTENT AND OUT	COME
SL.NO	MODULE NAME	MODULE CONTENT	MODULE LEARNING OUTCOME	DURATIO N (HRS)
1	Introductio n to Mobile App developme nt and the platforms - Flutter and Dart	 Overview of mobile app development and cross-platform frameworks Introduction to Dart programming language: syntax, variables, data types, operators, control flow Functions, classes, and objects in Dart Asynchronou s programming and futures in Dart 	 Implement the basics of mobile app development and Flutter's role Apply the fundamental s of Dart programmin g language Write efficient and clean Dart code 	12 hrs
2	Flutter Fundament als – Layouts and UI /UX Concepts	 Introduction to Flutter framework Flutter widgets: stateless and stateful widgets Layout techniques: Row, Column, Stack, and Container Basic UI components: Text, Image, Icon, and Button State management techniques: 	 Build basic Flutter apps with a strong foundation in widgets Implement the concept of state managemen t in Flutter Create responsive and visually appealing UI layouts 	10 Hrs

		setState and	
		Provider	
3	Advanced Flutter Concepts		2 Hrs
4	API Integration and Data Handling		2 Hrs

5	App Deployment and Testing	 Setting up development environment s: Android Studio, Xcode, and Visual Studio Code Debugging and testing Flutter apps Building and running apps Building and running apps on emulators and physical devices Deploying apps to app stores: Google Play Store and Apple App Store 	 Set up development environment s for Flutter app development Effectively debug and test Flutter apps Build and run apps on different platforms Deploy apps to app stores Optimize app performance and user experience 	14 Hrs
			experience	

	COURSE LEARNING OUTCO	ME ASSESSMENT
LEARNING OUTCOME	ASSESSMENT CRITERIA	USECASES
Implementing Core e-commerce concepts: product catalog management, shopping cart functionality, checkout process, order processing, and payment gateways. Applying the Graphic Design for Mobile app development: UI/UX design principles, responsive design, and cross-platform development (if applicable). Work on Backend development: API design, database	 ASSESSMENT CRITERIA Implementing Core E- commerce Features: Product browsing and search Product details and descriptions Shopping cart functionality Checkout process (including guest checkout) Order tracking and history Secure payment gateways Wishlists and saved items Reviews and ratings 	Build a full-fledged e- commerce app with features like product catalog, shopping cart, checkout, and order tracking
uesign, ualabase	rianagement.	

integration, and server- side logic. Frontend development: Building interactive user interfaces, handling user input, and implementing state management. Security best practices: protecting user data, preventing security breaches, and complying with data privacy regulations. Performance optimization: optimizing app performance, reducing load times, and improving user experience. Analyse Testing and debugging: identifying and fixing bugs, ensuring app stability, and conducting thorough testing. Deployment and maintenance: deploying the app to app stores, monitoring performance, and providing updates and bug fixes.	 User registration and login Profile management (address, payment information, etc.) Password recovery Notifications and alerts Customer Support: Live chat or in-app messaging Email support FAQ section Inventory Management: Real-time inventory updates Out-of-stock notifications Low-stock alerts 	
 Implement Backend Development: API design and development Database design and implementation Server-side logic for user authentication, content sharing, and notifications Work on Frontend Development: Building user interfaces using frameworks like 	 Development of Social Media Application: User Profiles: Create, edit, and delete user profiles Upload profile pictures and cover photos Set privacy settings News Feed: Display posts from friends and followed users Like, comment, and share posts Filter and sort news feed 	Create a social media app with features like user profiles, news feeds, messaging, and content sharing.

React Native or Flutter Handling user input and interactions Implementing real-time features and notifications Practical design for Mobile App Development: UI/UX design principles Responsive design for different screen sizes Cross-platform development (if applicable) Implement Security Systems: Data privacy and security best practices Protecting user data from unauthorized access Implement Performance Optimization: Optimizing app performance, reducing load times, and improving user experience Testing and Debugging: Identifying and fixing bugs Ensuring app stability and reliability Apply Design on	 Messaging: Send direct messages to other users Group chats Real-time messaging Content Sharing: Post text, images, and videos Add hashtags and location tags Use emojis and stickers Notifications: Receive notifications for likes, comments, messages, and friend requests Search Functionality: Search for users, posts, and hashtags 	Develop a fitness app
Mobile App	Tracking:	that tracks workouts,
Development:	Manual entry of workoute	calories burned, and
UI/UX design	workouts	sleep patterns.
principles	 Automatic tracking 	

 Responsive design for different screen sizes Cross-platform development (if applicable) Interface Sensor Integration: Working with device sensors (accelerometer, gyroscope, heart rate monitor) Processing sensor data to extract meaningful information 	 (e.g., accelerometer, GPS) Support for various workout types (e.g., running, cycling, swimming, weightlifting) Analyse Calorie Tracking: Calorie intake tracking Calorie expenditure tracking based on workouts Personalized calorie goals Analyse Sleep Tracking: Automatic sleep tracking using device sensors Sleep quality analysis 	
Data Storage and	 Sleep duration tracking 	
Retrieval:	Goal Setting:	
 Storing user data locally and in the cloud Retrieving and processing data for analysis and visualization Data Visualization: Creating charts and graphs to visualize user data (e.g., progress charts, sleep patterns) Machine Learning and AI: Implementing machine learning algorithms for activity recognition and sleep stage detection User Experience Design: Creating a user- friendly and engaging app experience 	 Customizable fitness goals Analyse tracking and visualization Social Features: Connect with friends and family Share fitness achievements Join challenges and competitions 	

 Designing intuitive interactions and navigation 		
 Design an User Acceptance Mobile App Development: UI/UX design principles Responsive design for different screen sizes Cross-platform development (if applicable) Work on Backend Development: API design and development Database integration Server-side logic for order processing, payment processing, and notifications Apply Frontend Development: Building interactive user interfaces Handling user input and interactions Implementing real-time features and notifications Integrate Location- Based Services: Integrating maps and GPS to display nearby restaurants Using location data for delivery tracking and personalized recommendations 	 Analyse Restaurant Listing: Display local restaurants with their menus and ratings Search and filter restaurants by cuisine, location, or other criteria Effective Order Placement: Add items to the cart Customize orders (e.g., add-ons, modifications) Checkout process with payment options Implement Order Tracking: Real-time tracking of order status Estimated delivery time Push notifications for order updates Payment Integration: Secure payment gateways (e.g., credit/debit cards, digital wallets) Customer Support: In-app messaging or live chat with customer support Email support 	Build a food delivery app that connects users with local restaurants.

Implement Payment		
Integration:		
 Integration: Integrating secure payment gateways (e.g., Stripe, PayPal) Handling payment processing and security Database Design and Management: Designing database schemas for storing user, restaurant, and order data Implementing efficient data retrieval and storage techniques 		
techniques		
Implement Design on Mobile App Development: UI/UX design principles Responsive design for different screen sizes Cross-platform development (if applicable) Educational Technology: Instructional design principles Learning theories and strategies Effective use of multimedia Work on Backend Development: API design and development Database integration Server-side logic for content	 Work on Content Delivery: Clear and concise educational content (text, images, videos) Interactive lessons and quizzes Analyse tracking and performance analytics Implement User Interface: Intuitive and easy-to- navigate interface Adaptive layout for different screen sizes Engaging visual design Learning Tools: Flashcards and vocabulary builders Practice exercises and quizzes Personalized learning paths Social Features: Discussion forums and chat rooms 	Create an educational app for a specific subject or age group.

dolivers		
delivery, user	Collaborative learning	
authentication,	features	
and Analyse		
tracking		
Frontend		
Development:		
Building		
interactive user		
interfaces		
 Handling user 		
input and		
interactions		
Implementing		
gamification		
elements and		
Analyse tracking		
User Experience		
Design:		
Creating a user-		
friendly and		
engaging app		
experience		
Designing		
intuitive		
interactions and		
navigation		
Develop an	Implement Task	Develop a productivity
Responsive Mohile	-	
Responsive Mobile	Management:	app with features like
App:	Management:Create, edit, and	app with features like task management,
App: • UI/UX design	 Management: Create, edit, and delete tasks 	app with features like task management, time tracking, and
 App: UI/UX design principles 	 Management: Create, edit, and delete tasks Set deadlines and 	app with features like task management,
 App: UI/UX design principles Responsive 	 Management: Create, edit, and delete tasks Set deadlines and priorities 	app with features like task management, time tracking, and
 App: UI/UX design principles Responsive design for 	 Management: Create, edit, and delete tasks Set deadlines and priorities Organize tasks into 	app with features like task management, time tracking, and
 App: UI/UX design principles Responsive design for different screen 	 Management: Create, edit, and delete tasks Set deadlines and priorities Organize tasks into projects or lists 	app with features like task management, time tracking, and
 App: UI/UX design principles Responsive design for different screen sizes 	 Management: Create, edit, and delete tasks Set deadlines and priorities Organize tasks into projects or lists Track task progress 	app with features like task management, time tracking, and
 App: UI/UX design principles Responsive design for different screen sizes Cross-platform 	 Management: Create, edit, and delete tasks Set deadlines and priorities Organize tasks into projects or lists Track task progress and completion 	app with features like task management, time tracking, and
 App: UI/UX design principles Responsive design for different screen sizes Cross-platform development (if 	 Management: Create, edit, and delete tasks Set deadlines and priorities Organize tasks into projects or lists Track task progress and completion Apply Time Tracking: 	app with features like task management, time tracking, and
 App: UI/UX design principles Responsive design for different screen sizes Cross-platform development (if applicable) 	 Management: Create, edit, and delete tasks Set deadlines and priorities Organize tasks into projects or lists Track task progress and completion Apply Time Tracking: Start and stop timers 	app with features like task management, time tracking, and
 App: UI/UX design principles Responsive design for different screen sizes Cross-platform development (if applicable) Database Design and 	 Management: Create, edit, and delete tasks Set deadlines and priorities Organize tasks into projects or lists Track task progress and completion Apply Time Tracking: Start and stop timers for different tasks 	app with features like task management, time tracking, and
 App: UI/UX design principles Responsive design for different screen sizes Cross-platform development (if applicable) Database Design and Management: 	 Management: Create, edit, and delete tasks Set deadlines and priorities Organize tasks into projects or lists Track task progress and completion Apply Time Tracking: Start and stop timers for different tasks Generate time 	app with features like task management, time tracking, and
 App: UI/UX design principles Responsive design for different screen sizes Cross-platform development (if applicable) Database Design and Management: Designing 	 Management: Create, edit, and delete tasks Set deadlines and priorities Organize tasks into projects or lists Track task progress and completion Apply Time Tracking: Start and stop timers for different tasks Generate time reports and analytics 	app with features like task management, time tracking, and
 App: UI/UX design principles Responsive design for different screen sizes Cross-platform development (if applicable) Database Design and Management: Designing database 	 Management: Create, edit, and delete tasks Set deadlines and priorities Organize tasks into projects or lists Track task progress and completion Apply Time Tracking: Start and stop timers for different tasks Generate time reports and analytics Set time budgets and 	app with features like task management, time tracking, and
 App: UI/UX design principles Responsive design for different screen sizes Cross-platform development (if applicable) Database Design and Management: Designing database schemas for 	 Management: Create, edit, and delete tasks Set deadlines and priorities Organize tasks into projects or lists Track task progress and completion Apply Time Tracking: Start and stop timers for different tasks Generate time reports and analytics Set time budgets and alerts 	app with features like task management, time tracking, and
 App: UI/UX design principles Responsive design for different screen sizes Cross-platform development (if applicable) Database Design and Management: Designing database schemas for storing tasks, 	 Management: Create, edit, and delete tasks Set deadlines and priorities Organize tasks into projects or lists Track task progress and completion Apply Time Tracking: Start and stop timers for different tasks Generate time reports and analytics Set time budgets and alerts 	app with features like task management, time tracking, and
 App: UI/UX design principles Responsive design for different screen sizes Cross-platform development (if applicable) Database Design and Management: Designing database schemas for storing tasks, notes, and user 	 Management: Create, edit, and delete tasks Set deadlines and priorities Organize tasks into projects or lists Track task progress and completion Apply Time Tracking: Start and stop timers for different tasks Generate time reports and analytics Set time budgets and alerts Note-Taking: Create and edit notes 	app with features like task management, time tracking, and
 App: UI/UX design principles Responsive design for different screen sizes Cross-platform development (if applicable) Database Design and Management: Designing database schemas for storing tasks, notes, and user data 	 Management: Create, edit, and delete tasks Set deadlines and priorities Organize tasks into projects or lists Track task progress and completion Apply Time Tracking: Start and stop timers for different tasks Generate time reports and analytics Set time budgets and alerts Note-Taking: Create and edit notes Organize notes into 	app with features like task management, time tracking, and
 App: UI/UX design principles Responsive design for different screen sizes Cross-platform development (if applicable) Database Design and Management: Designing database schemas for storing tasks, notes, and user data Implementing 	 Management: Create, edit, and delete tasks Set deadlines and priorities Organize tasks into projects or lists Track task progress and completion Apply Time Tracking: Start and stop timers for different tasks Generate time reports and analytics Set time budgets and alerts Note-Taking: Create and edit notes Organize notes into notebooks 	app with features like task management, time tracking, and
 App: UI/UX design principles Responsive design for different screen sizes Cross-platform development (if applicable) Database Design and Management: Designing database schemas for storing tasks, notes, and user data Implementing efficient data 	 Management: Create, edit, and delete tasks Set deadlines and priorities Organize tasks into projects or lists Track task progress and completion Apply Time Tracking: Start and stop timers for different tasks Generate time reports and analytics Set time budgets and alerts Note-Taking: Create and edit notes Organize notes into notebooks Search and filter 	app with features like task management, time tracking, and
 App: UI/UX design principles Responsive design for different screen sizes Cross-platform development (if applicable) Database Design and Management: Designing database schemas for storing tasks, notes, and user data Implementing efficient data retrieval and 	 Management: Create, edit, and delete tasks Set deadlines and priorities Organize tasks into projects or lists Track task progress and completion Apply Time Tracking: Start and stop timers for different tasks Generate time reports and analytics Set time budgets and alerts Note-Taking: Create and edit notes Organize notes into notebooks Search and filter notes 	app with features like task management, time tracking, and
 App: UI/UX design principles Responsive design for different screen sizes Cross-platform development (if applicable) Database Design and Management: Designing database schemas for storing tasks, notes, and user data Implementing efficient data retrieval and storage 	 Management: Create, edit, and delete tasks Set deadlines and priorities Organize tasks into projects or lists Track task progress and completion Apply Time Tracking: Start and stop timers for different tasks Generate time reports and analytics Set time budgets and alerts Note-Taking: Create and edit notes Organize notes into notebooks Search and filter notes Add tags and labels 	app with features like task management, time tracking, and
 App: UI/UX design principles Responsive design for different screen sizes Cross-platform development (if applicable) Database Design and Management: Designing database schemas for storing tasks, notes, and user data Implementing efficient data retrieval and 	 Management: Create, edit, and delete tasks Set deadlines and priorities Organize tasks into projects or lists Track task progress and completion Apply Time Tracking: Start and stop timers for different tasks Generate time reports and analytics Set time budgets and alerts Note-Taking: Create and edit notes Organize notes into notebooks Search and filter notes 	app with features like task management, time tracking, and

 Backend Development: API design and development Server-side logic for data synchronization, user authentication, and notifications Frontend Development: Building interactive user interfaces Handling user input and interactions Implementing real-time features and notifications User Experience Design: Creating a user-friendly and engaging app experience Designing intuitive Designing intuitive	 Sync tasks and events with a calendar app Set reminders and notifications Cloud Synchronization: Sync data across multiple devices Backup and restore data 	
interactions and navigation Develop an responsive Mobile App: UI/UX design principles Responsive design for different screen sizes Cross-platform development (if applicable) Implement Health and Wellness Technology: Implement a mental health and wellness concepts	 Implement Meditation Methods: Implement meditation sessions with audio and visual cues Customizable meditation timers and settings Analyse tracking and insights Analyse tracking and goal setting 	Build a health and wellness app with features like meditation, yoga, and mental health tools.

Taba anation of	Moule on Montal Hoalth	
Integration of	Work on Mental Health	
mindfulness and	Tools:	
meditation	 Mood tracking and 	
techniques	journaling	
Use of	Mindfulness	
technology to	techniques and	
promote well-	exercises	
being	 Breathing exercises 	
Work on Backend	and relaxation	
Development:	techniques	
API design and	Personalized	
development	Recommendations:	
 Database 	Tailored	
integration	recommendations	
 Server-side logic 	based on user	
for user	preferences and goals	
authentication,	 Personalized workout 	
content delivery,	plans and meditation	
and data	schedules	
analytics		
Frontend		
Development:		
Building		
interactive user		
interfaces		
 Handling user 		
input and		
interactions		
 Implementing 		
multimedia		
content (audio,		
video)		
Develop an	Implement Flight	Create a travel app
responsive Mobile	Booking:	with features like
Арр:	 Search for flights 	flight booking, hotel
 UI/UX design 	based on origin,	reservations, and
principles	destination, dates,	travel guides.
 Responsive 	and passengers	
design for	 Filter results by price, 	
different screen	airline, and travel	
sizes	duration	
 Cross-platform 	 Book flights directly 	
development (if	through the app	
applicable)	Apply Hotel	
Work on Backend	Reservations:	
Development:	 Search for hotels 	
 API design and 	based on location,	
development	price range, and	
Database	amenities	
integration	 View hotel details, 	
Server-side logic	including photos and	
for data retrieval,	reviews	
ioi uala relieval.	Teviews	

processing, and	Book hotel rooms	
storage	directly through the	
Work on Frontend	арр	
Development:	Apply Travel Guides:	
Building	Destination	
interactive user	information (history,	
interfaces	culture, attractions)	
 Handling user 	Personalized travel	
input and	itineraries	
interactions	Offline access to	
 Implementing 	maps and guides	
real-time	Currency Converter:	
features and	Real-time currency	
notifications	conversion	
Third-Party API	Language Translation:	
Integration:	Basic language	
Integrating with	translation for	
APIs for flight,	common phrases	
hotel, and		
transportation		
data		
Handling API		
requests and		
responses		
Develop an	Implement Game	Develop a mobile
responsive Mobile	Mechanics: Clear and	game, such as a
App:	intuitive game mechanics	puzzle game, strategy
 Game mechanics 	that are easy to learn but	game, or arcade
and level design	challenging to master.	game.
principles	Level Design: Well-	-
User experience	designed levels that	
and user	progressively increase in	
interface design	difficulty.	
 Game balancing 	Game Objectives: Clear	
and difficulty	and achievable goals for	
curve	each level or stage.	
Game Development:	User Interface (UI):	
Game engine	Visually appealing and user-	
usage and	friendly interface.	
scripting	Controls: Responsive and	
 Asset creation 	intuitive controls	
and management	(touchscreen or physical	
 2D and 3D 	controls).	
graphics	Feedback: Clear and timely	
 Sound design 	feedback to player actions.	
and	Sound Design: Engaging	
implementation	sound effects and music.	
Programming:		
	•	
 Proficiency in 		
 Proficiency in game 		
•		

Java, JavaScript, etc.) • Object-oriented programming concepts • Algorithm design and problem- solvin		
 Develop an responsive Mobile App: UI/UX design principles Responsive design for different screen sizes Cross-platform development (if applicable) Backend Development: API design and development Database integration Server-side logic for data storage, retrieval, and processing Frontend Development: Building interactive user interfaces Handling user input and interactions Implementing data visualization techniques Financial Concepts: Budgeting and expense tracking Investment principles and strategies Financial planning and goal setting 	 Apply Budgeting: Set monthly or weekly budgets Track income and expenses Generate budget reports and visualizations Apply Expense Tracking: Categorize expenses (e.g., food, transportation, entertainment) Set spending limits for categories Track recurring expenses Investment Tracking: Track investments in stocks, bonds, and mutual funds Calculate returns and portfolio performance Set investment goals and track progress Financial Goals: Set financial goals (e.g., saving for a house, retirement) Track progress towards goals 	Build a personal finance app with features like budgeting, expense tracking, and investment tracking

	TABLE 4: LIST OF FINAL PROJECTS (20 PROJECTS THAT COMPREHENSIVELY COVER ALL THE LEARNING OUTCOME)				
SL.NO	FINAL PROJECT				
1	Build a full-fledged e-commerce app with features like product catalog, shopping cart, checkout, and order tracking				
2	Create a social media app with features like user profiles, news feeds, messaging, and content sharing.				
3	Develop a fitness app that tracks workouts, calories burned, and sleep patterns.				
4	Build a food delivery app that connects users with local restaurants.				
5	Create an educational app for a specific subject or age group.				
6	Develop a productivity app with features like task management, time tracking, and note-taking.				
7	Build a health and wellness app with features like meditation, yoga, and mental health tools.				
8	Create a travel app with features like flight booking, hotel reservations, and travel guides.				
9	Develop a mobile game, such as a puzzle game, strategy game, or arcade game.				
10	Build a personal finance app with features like budgeting, expense tracking, and investment tracking				

TABLE 5: COURSE ASSESSMENT RUBRICS (TOTAL MARKS: 70)				
ASSESSMENT	DESCRIBE THE CRITERIA OF THE BELOW CATEGORY PERFORMANCE		TOTAL	
CRITERIA	FAIR	GOOD	EXCELLENT	MARKS
Apply and Implementing	Recalls key definitions and concepts.	Explains concepts in a clear and concise manner.	Applies concepts to solve problems and answer questions in a comprehensive and insightful manner.	20

Application and Analysis	Attempts to apply knowledge to solve problems, even if the solution is not entirely accurate.	Applies knowledge to solve problems correctly, demonstrati ng a clear implemnting of the concepts involved.	Critically analyzes problems, identifies relevant concepts, and applies knowledge to develop creative and effective solutions.	20
Evaluation and Synthesis	Identifies relevant informatio n from various sources.	Analyzes and critiques information from various sources, identifying strengths and weaknesses	Synthesizes information from various sources to form well- founded arguments and evidence-based conclusions.	15
Communication Skills	Presents informatio n in a clear and organized manner, but may lack detail or clarity.	Presents information in a clear, concise, and well- organized manner, using appropriate language and terminology	Presents information in a clear, concise, and well- organized manner, using sophisticated language and terminology to engage the audience.	15

S.No	ASSESSMENT CRITERIA	Max Marks	Awarded Marks
1	Project Implementation: Build a full-fledged e-commerce app with features like product catalog, shopping cart, checkout, and order tracking	Fair Good Excellent	1 - 3 4 - 7 8 - 10
2	Project Implementation: Create a social media app with features like user profiles, news feeds, messaging, and content sharing.	Fair Good Excellent	1 - 3 4 - 7 8 - 10
3	Project Implementation: Develop a fitness app that tracks workouts, calories burned, and sleep patterns.	Fair Good Excellent	1 - 3 4 - 7 8 - 10

4	Project Implementation: Build a food delivery app that connects users with local restaurants.	Fair Good Excellent	1 - 3 4 - 7 8 - 10
5	Project Implementation: Build a health and wellness app with features like meditation, yoga, and mental health tools.	Fair Good Excellent	1 - 3 4 - 7 8 - 10
6	Project Implementation: Create a travel app with features like flight booking, hotel reservations, and travel guides.	Fair Good Excellent	1 - 3 4 - 7 8 - 10
7	Project Implementation: Build a personal finance app with features like budgeting, expense tracking, and investment tracking	Fair Good Excellent	1 - 3 4 - 7 8 - 10
	Total Marks	70	