# Mobile Application Development for BlackBerry Devices

## Assignment 2

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### Learning Objectives:

Converting the mortgage calculator done in the previous assignment to be for the BlackBerry device will solidify your understanding of application development on mobile devices, more specifically the Research in Motion APIs. Another important learning objective is the use of graphics within mobile applications. This is one of the most difficult topics for development on Blackberries. You will also understand how to utilize menus.

### Part 1 – Mortgage Calculator:

Your task is to create a Mortgage Calculator using the Blackberry IDE and only Research in Motion components to be used on Blackberry devices.  The calculator must take in the fields below and produce the customer's monthly payments.

Fields you should include are:
Input
- Loan Amount
- Interest Rate
- Loan Term (in years)

\* Assume monthly payments.

Output
- Monthly payment value

\* HINT: You can check your calculations to match: http://www.mortgagecalculator.org/
        (Note: On that site set Property Tax and PMI to 0)

**Example Screen Shots:**



**Part 2 – Tic Tac Toe:**

Using the Blackberry IDE and RIM components construct a Tic Tac Toe game.
The game must:
- Look presentable
- Have an AI Player
- The ability for 2 human players on the same device
- The game must display Win messages as well as Cats game messages when the game ends.
- Options to start a new game, or change from an AI opponent to a human opponent
- The game board must be a 3 by 3 grid
- The current player's turn must be displayed on the screen

Bonus Options:
- Multiple AI Levels (Easy, Medium, Hard)
- Menus

**Example screen shots:**