

Description

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Key Considerations

How will your app handle data persistence?

Describe any corner cases in the UX.

Describe any libraries you'll be using and share your reasoning for including them.

Describe how you will implement Google Play Services.

Next Steps: Required Tasks

Task 1: Project Setup

Task 2: Implement UI for Each Activity and Fragment

Task 3: Implement news API

Task 4: Implement Google Play Services integration

Task 5: Implement widget News

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BoxNews

Description

BoxNews is a news tracker app. Sometimes it may be difficult to found all the news you want in one place and read the articles you want. This application aims to make all of that easier to the users, at the same time that makes the hobby of reading and following the new articles from the all world something much more enjoyable and funny.

Intended User

This app is intended to news and articles reading lovers, specially to those people who want to keep track of their favorite articles, to stay always know about new news in all fildes.

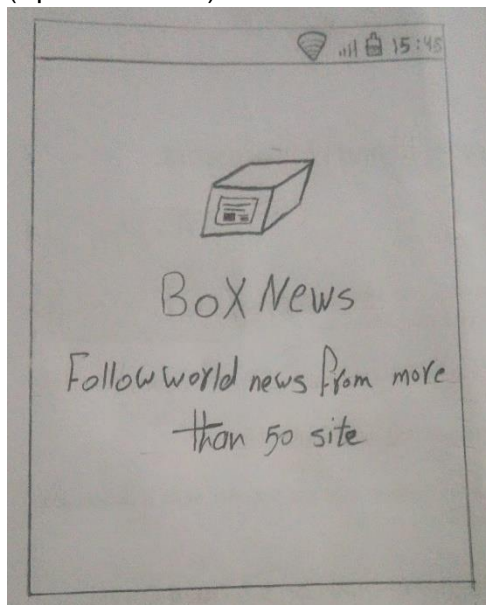
Features

- Get the news from all the world and from different sources
- Get the articles details and news.
- Get the image of the articles
- Have the ability to share the articles you want to your social networks, or email/SMS to a friend.
- Receive all update info about news.
- Make a widget to follow the new articles from it.

User Interface Mocks

Screen 1

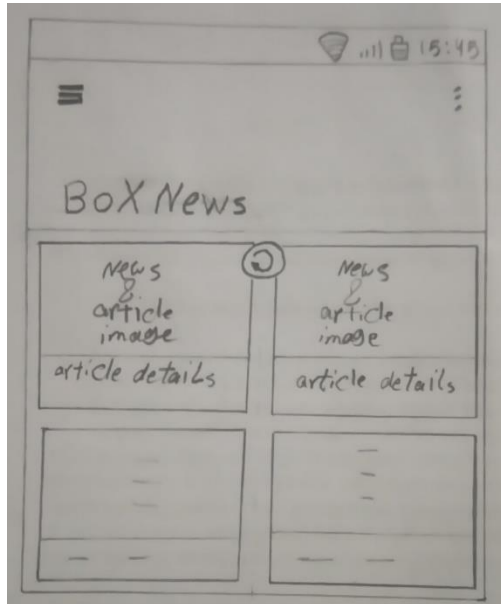
(Splash Screen)



This is Splash screen when the app starts it will the first screen the user see.

Screen 2

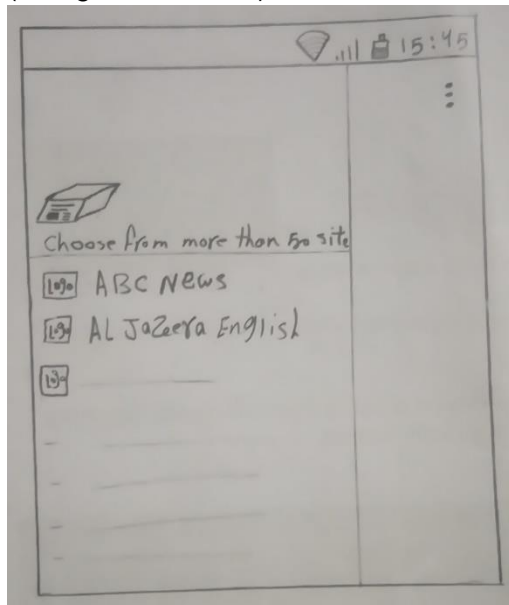
(Main Screen)



This is the main screen which all the news and articles which you can read found in it that after you choose the site or the channel you want to read the news it publishes. This main screen has an image and some details for each article.

Screen 3

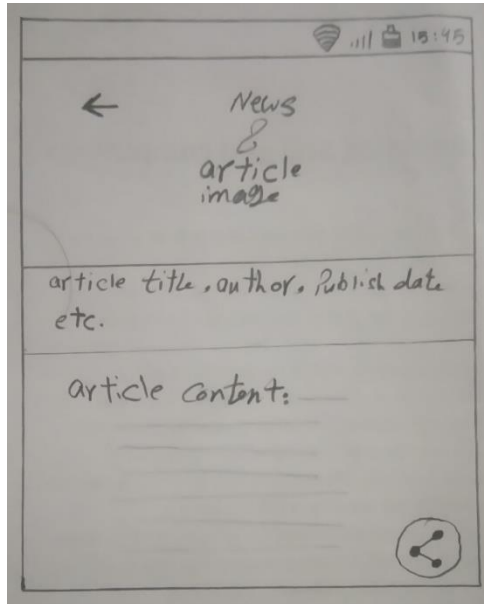
(Navigation Drawer)



This is a navigation drawer where you can choose the site or channel you want to read it's news And it has a logo for each site or channel in addition to the name of each channel or site.

Screen 4

(Detail Screen)

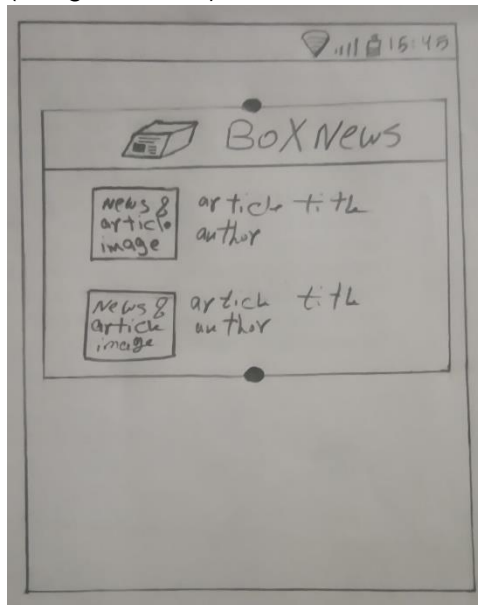


This is a details screen which view all the details about the article like (title, author, publish date, article image, article content, etc...)

And share button which give the user the ability to share the news and articles.

Screen 5

(Widget Screen)



This is a widget to make the user follow the news from his home screen. and it view an image and some details of each article.

Key Considerations

How will your app handle data persistence?

Data persistence in my app will be handled by the use of a local database (SQLite), A content provider will be use to connect the local repository with main application. Later, a Cursor Loader will be used in order to retrieve the data to be shown on the different app layouts.

Describe any corner cases in the UX.

I will do all my best to handle all the unexpected errors, crashes, behavior to make the user enjoy with the using my app. for example, when user use the app without network available in the phone the local data will still be accessible.

Describe any libraries you'll be using and share your reasoning for including them.

Butterknife: will be used for field and method binding. By this way, the resultant code will be much more clean and readable.

Firebase: to add google adds to my project.

Picasso or Glide will be used to handle the loading and caching of images.

Describe how you will implement Google Play Services.

By using Google Ads in the project this will be made by using the Firebase with AdMob.

Next Steps: Required Tasks

Task 1: Project Setup

- Create a new empty Android Studio project.
- Configure used libraries, dependencies and other aspects in the Gradle files.
- Design contract of SQLite database
- Write Content Provider Cursor Adapters, Database classes.
- Implement SyncAdapter to make an update to the data

Task 2: Implement UI for Each Activity and Fragment

- Build UI for SplashScreen
- Build UI for MainActivity
- Build UI for DetailActivaty (news details)
- Build UI for setting an about

Task 3: Implement news API

- Sign up in the news API to have the key which I will use in mu project
- Analyze news API documentation, in order to determine the links which, I will use and see the structure of JSON to determine which details I will use.

Task 4: Implement Google Play Services integration

- Build Google AdMob integration. By make a new app in AdMob.
- Make an integration between firebase and AdMob

Task 5: Implement widget News

- Make widget to make the users show their news in the phone home screen and update their information about the news