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MovieApp

Description

To know more about New Moviews ,You can select the Movie name and know about it's description ,rate and reviews ,you can filter by your most populare or top rated ,you can see list of movies locally , App is written solely in the Java Programming Language, App keeps all strings in a strings.xml file, **The application will use only stable versions of libraries, I will support accessibility**
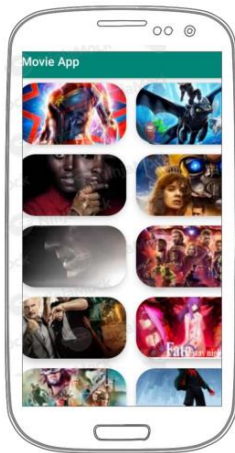
Intended User

Men,Women,Travelers

Features

● Show more information about the Movie
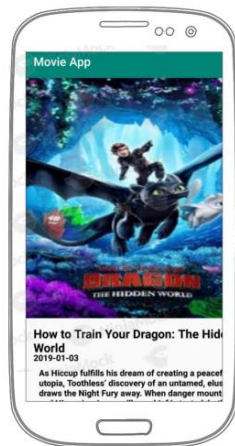● Filter your list

User Interface Mocks

Screen 1

Menu to show the Movies

Screen 2

Details screen to show details of Movie

Key Considerations

How will your app handle data persistence?

Room,And API data

Describe any edge or corner cases in the UX.

When user click the item it will navigate to second screen, there is a back button to return to home screen

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

Picasso to get photos

Room to save movies to local storage
Retrofit to get data from API

Versions :
```
def room_version = "2.1.0-alpha03"
def lifecycle_version = "2.0.0"

implementation fileTree(dir: 'libs', include: ['*.jar'])
implementation 'androidx.appcompat:appcompat:1.1.0-alpha01'
implementation 'com.android.support.constraint:constraint-layout:1.1.2'
testImplementation 'junit:junit:4.12'
androidTestImplementation 'androidx.test:runner:1.1.1'
androidTestImplementation 'androidx.test.espresso:espresso-core:3.1.1'
compile 'com.squareup.retrofit2:retrofit:2.3.0'
compile 'com.squareup.retrofit2:converter-gson:2.3.0'
implementation 'com.squareup.picasso:picasso:2.71828'
compile 'com.squareup.retrofit2:converter-scalars:2.3.0'
compile 'androidx.recyclerview:recyclerview:1.1.0-alpha01'
implementation "androidx.room:room-runtime:$room_version"
annotationProcessor "androidx.room:room-compiler:$room_version"
implementation "androidx.lifecycle:lifecycle-extensions:$lifecycle_version"
annotationProcessor "androidx.lifecycle:lifecycle-compiler:$lifecycle_version"
implementation 'androidx.cardview:cardview:1.0.0'
compile 'com.firebase:firebase-jobdispatcher:0.8.5'
```

Describe how you will implement Google Play Services or other external services.

I will use firebase notifications and analytics

Next Steps: Required Tasks
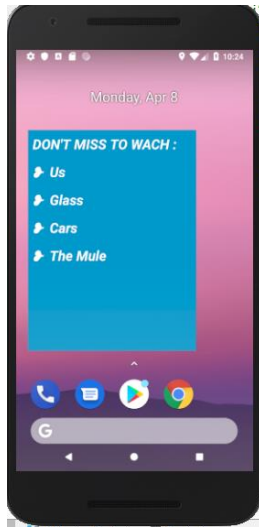
Task 1: Project Setup

● Sync Gradle Add maven { url 'https://maven.google.com' } in allProjects in the gradle file

Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:
  ● Build UI for MainActivity
  ● Build UI for DetailActivity

widget UI mockup

I will use firebase job dispatcher or intent service to handle communication between app widget and app