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Simple Notes app

Description

This app is for taking notes in a simple but fast and efficient way

Intended User

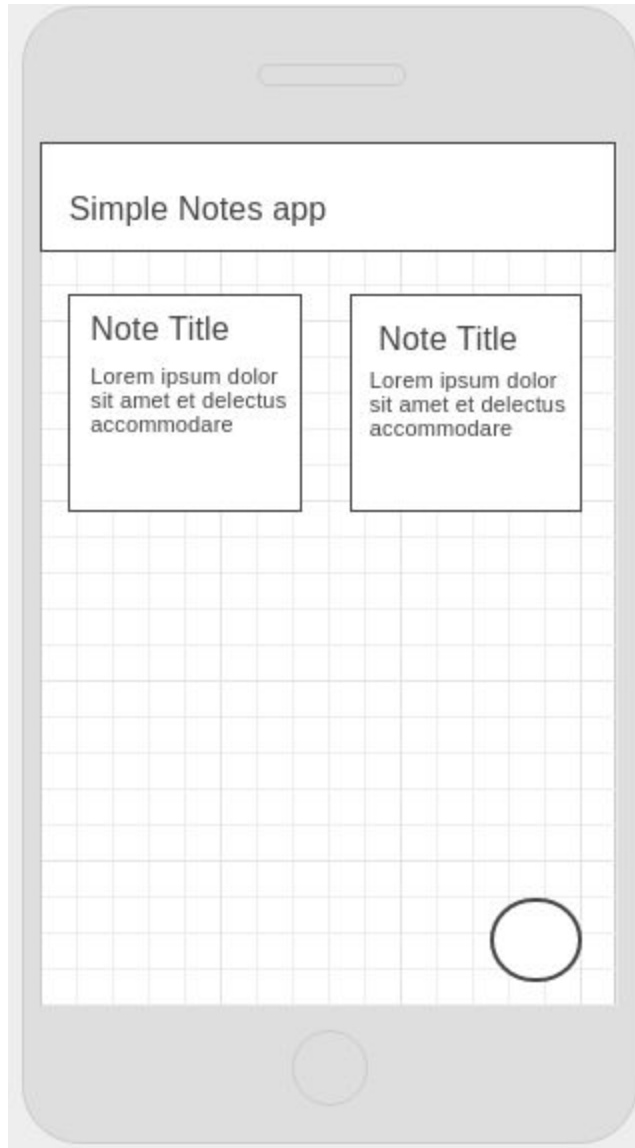
This app is for anyone who wants to take notes using a simple and clean way

Features

- Takes note
- Saves them on the device
- Edit old ones any time

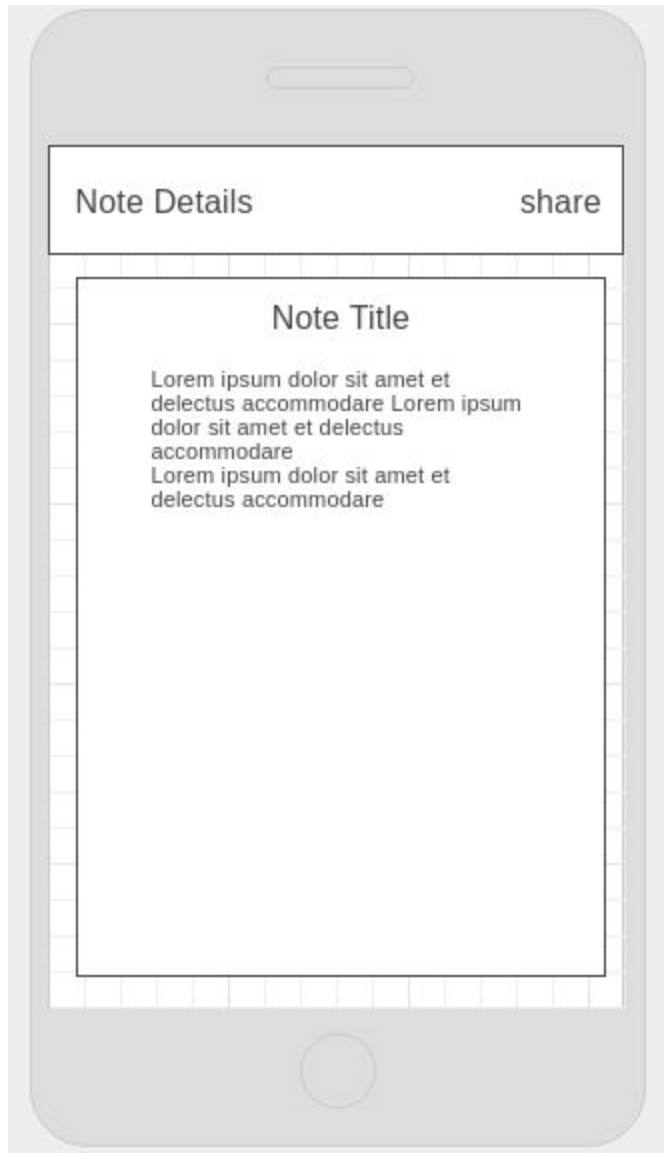
User Interface Mocks

Screen 1 - Notes screen



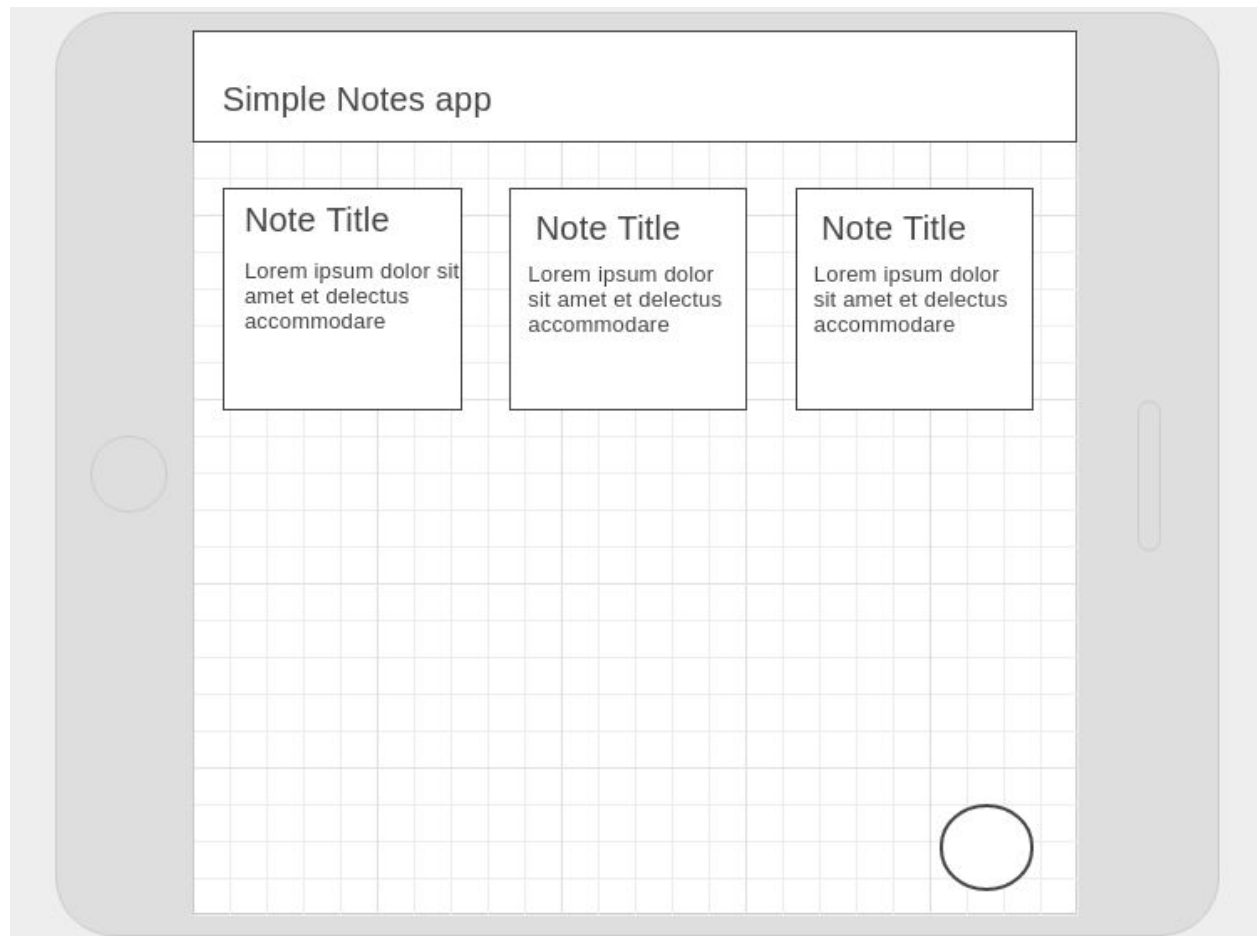
- This is the home screen
- Contains a Grid of Notes
- Contains a fab to create new note

Screen 2 - Note details



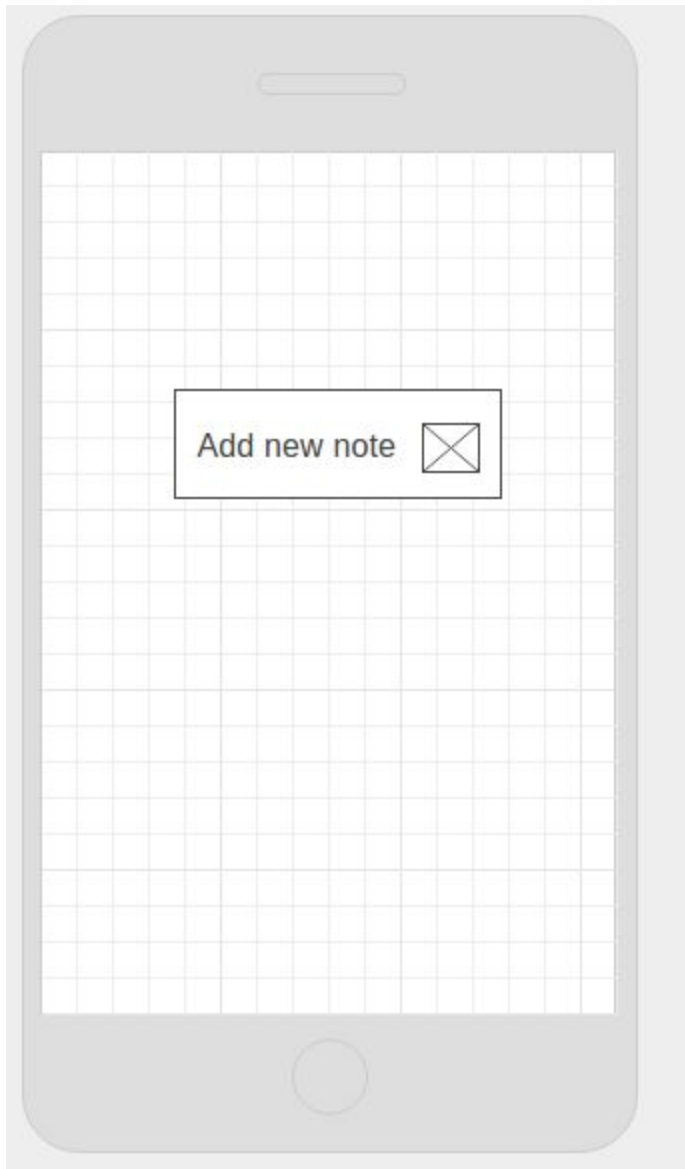
- Note Details screen
- Contains share button to share the note
- The note is saved when the user press back or home

Screen 3 - Notes screen (Tablet)



- On tablets the grid will make use of the extra space to show more items

Screen 4 - Widget



- The Widget enables the user to add new note fro

Key Considerations

How will your app handle data persistence?

Using Content provider and SQL

Describe any corner cases in the UX.

In the Note details screen if the user hit back or home, the note should be saved before leaving the screen

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

- RxJava and RxBinding for making the app reactive

Describe how you will implement Google Play Services.

- Google Play Ads
- Google Play Analytics

Next Steps: Required Tasks

Task 1: Project Setup

- Add Required libraries (RxJava, RxBinding...)
- Add the support app compat library
- Add the support design library

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Notes screen on phones
- Build UI for Notes screen on tablets
- Build UI for Note Details screen
- Add Transitions and animations between screens

Task 3: Implement the DB & Content Provider

- Create the db and provide interface to handle its operations
- Querying the data using loaders to the views

Task 4: Create the Widget

- Create a widget to create notes from the launcher