How to Use this Template

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- Name your document file: “**Capstone_Stage1**”
- Replace the text in green

GitHub Username: FNSayyaj

Radical News

Description

Radical News gives the reader the power to read and look for every article worldwide on demand.

Intended User

This app is designed to satisfy every person who is looking for the latest news about the world we are living in with the desired category.

Features

- So many categories to choose from: Sport, Entertainment, Science, Technology, Economy, etc.
- Group articles by Country, Category.
- Search through millions of articles from over 30,000 large and small news sources and blogs.
- Bookmark articles so you can get back to them any time on the go.
- Share articles with friends and colleagues via popular social media

Specifications

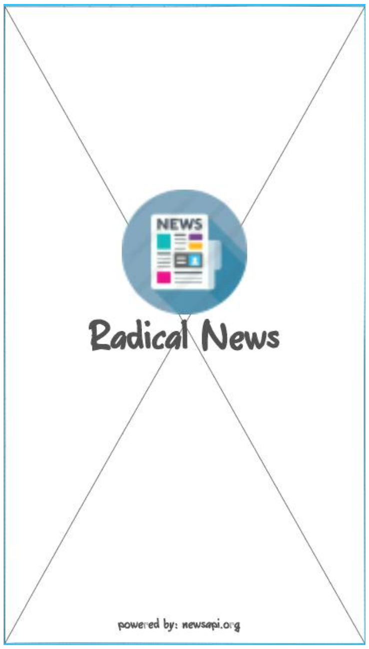
- The app is written solely in the Java Programming Language.
- The app utilizes stable release versions of all libraries, Gradle, and Android Studio.
- The App keeps all strings in a strings.xml file and enables RTL layout switching on all layouts.

- All the app views and widgets have a specified description to increase accessibility of the app.
- The views which user is going to interact with have focus enabled and focus ordered also, to increase accessibility while using a D-pad, keyboard, etc.
- The App uses an AsyncTask to retrieve JSON from the newapi.org's API.
- The App implements the admon

User Interface Mocks

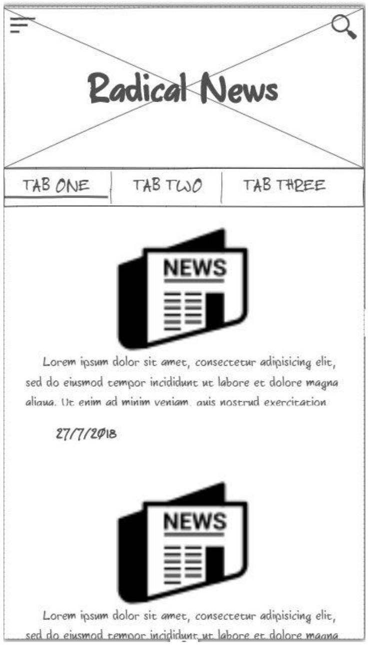
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.

Screen 1



Splash Screen; shows the logo, name of the app and the API that app is using while the app loads all necessary resources in the background.

Screen 2



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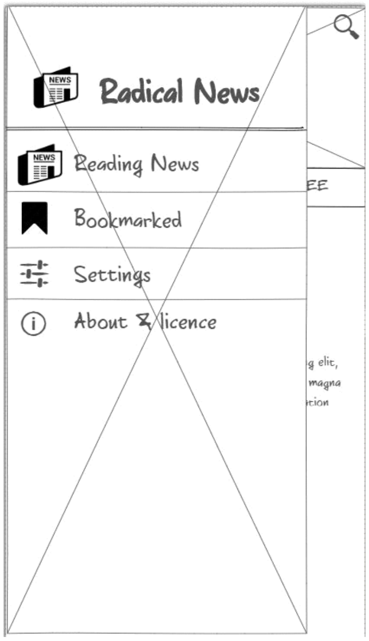
Main Screen; this is where the user can navigate through the articles by category or by searching using a keyword. this screen consists of taps, the drawer button, search button and cards view to show the articles.

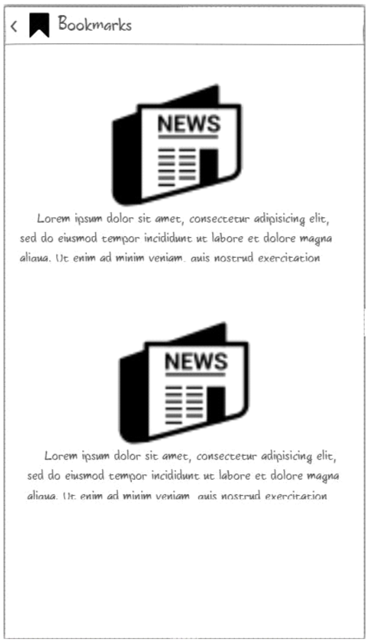
Screen 3



The drawer screen; an example of what the drawer will consist of when the user opens it.

It will give the user the ability to navigate between headline news and bookmarked ones, also the user can alter app settings or read about the app.

Screen 4



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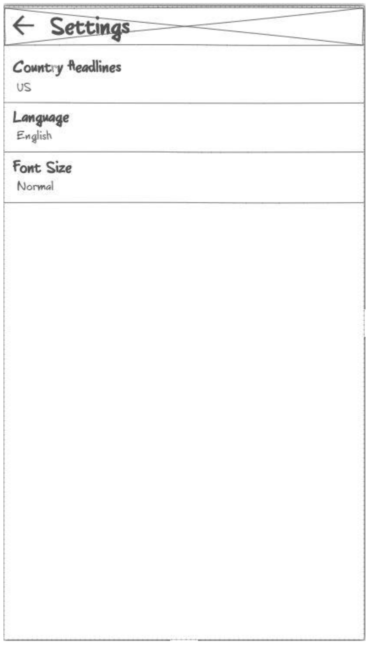
The bookmark screen; its where all the bookmarked articles by user live at.
also, the articles are shown using CardView widget.

Screen 5



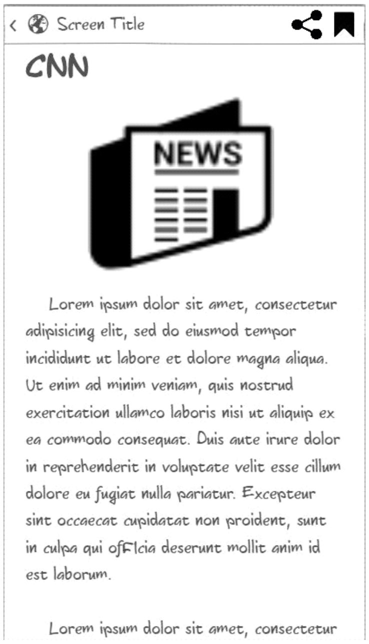
Country Headlines
US

Language
English

Font Size
Normal

The settings screen; where the user can alter the settings of the app, like changing the language of the app or the headlines country, even the font size can be altered.

Screen 6



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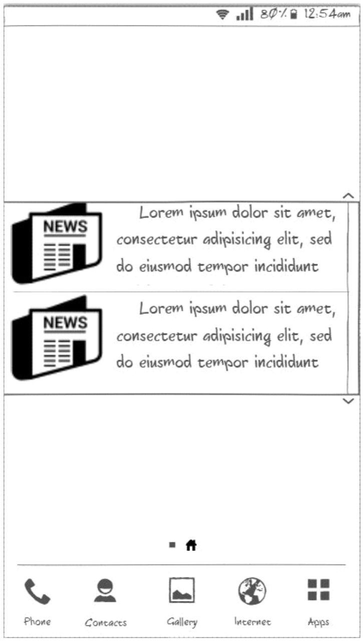
Article Activity, it was built using a webview, where it displays the article with the option of sharing or bookmarking it.

Screen 7



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Widget for the app, showing trending news at the moment.

Key Considerations

How will your app handle data persistence?

Bookmarked articles will be saved locally in a SQLite database using a ContentProvider

Describe any edge or corner cases in the UX.

The UI will use the tab feature to allow users navigating between news categories easily without nothing more than a swipe, the UI will show the article in a CradView widget with the article picture and a brief description of it, surrounded by a RecyclerView.

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

- Picasso(v2.71828) will be used for displaying and caching images of articles.
- RecyclerView(v27.1.1) will be used to display the contents of the main and bookmark screens.
- ButterKnife(v8.8.1) will be used to bind views.
- Volley(v1.1.0) will be used to parse JSON from newsapi.org.
- Admob(v15.0.1) will be used to show user ads.
- Firebase Crash(v16.0.1) will be used to catch crashes and analyse them.

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

- Admob will be used to provide a banner for ads on the MainActivity of the app in the free version.
- Firebase Crashlytics will be used alongside Fabric to collect crashes and analyze them efficiently.

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and break them down into tangible technical tasks that you can complete one at a time until you have a finished app.

Task 1: Project Setup

- Implementing the required libraries for the project

- Check that every library and dependency is up-to-date and is on a stable version.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for SplashScreen.
- Build UI for MainActivity.
- Build UI for WebViewActivity.
- Build UI for SettingsActivity.
- Build UI for BookmarksActivity.

Task 3: Implement the Newsapi.org API

- Parse received JSON using Volley library
- Populate the views with the parsing results.

Task 4: Create the ContentProvider

- Create the ContentProvider to store bookmarked articles.

Task 5: Implement the Settings Screen using PreferenceFragment

- SettingsActivity will be using a PreferenceFragment for changing settings regarding app language, font size, and news country.

Task 6: Implement the app Widget

- Creating the app widget, it should display the latest trsnding news to the user.

Task 7: Implement the Ads

- Creating a banner ad in MainArticlesActivity.

Task 8: Implement Firebase Crashlytics

- Adding required dependecies and force some crashes to test the app throught the console on Fabric.

Submission Instructions

- After you’ve completed all the sections, download this document as a PDF [File → Download as PDF]
    - Make sure the PDF is named “**Capstone_Stage1.pdf**”
- Submit the PDF as a zip or in a GitHub project repo using the project submission portal

If using GitHub:

- Create a new GitHub repo for the capstone. Name it “**Capstone Project**”
- Add this document to your repo. Make sure it’s named “**Capstone_Stage1.pdf**”