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{EPITECH.}
L'ECOLE DE L'INNOVATION ET DE
L'EXPERTISE INFORMATIQUE

Java Project

EpiAndroid

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Abstract: This is the subject of the final project of the Java course. This project will take you further into java development, and especially Android development.

Contents

Chapter I

Introduction

The goal of this project is to create an Android application that will allow you to use the Epitech intranet from your mobile.

Obviously, everything you learned from the previous projects is still applicable during this project. Don't rush into coding this project, but try to think ahead about how your program must behave, as well as what you can use to ensure users will have an easy time using your application.

I.1 API

To connect to the intranet, the google-group has nicely updated their API to help you access all the features you could want or need.

You can find all about the API here

Chapter II

Instructions and mandatory part

II.1   Instructions

- Your application must have a valid icon.

- Your application must be usable on both phone and tablet.

- There must be a menu (NavigationDrawer/DrawerLayout).

- You must provide a XML Layout.

- **Every request** must go through the `google-group API`.

- No hardcoded strings.

- **webviews** are prohibited. Using one will result in a -42.

- You should respect the Java case.

- Your application must be compatible with the SDK 15 (Android 4.0.3) at the minimum. Bonus points for the insane willing to be compatible with Android 2.2.

- The following libraries are authorised:

  - lib-google libraries,

  - jackson or GSON for json parsing,

  - any network library simplifying your work.

- **Every other library is forbidden**.

II.2   Mandatory Part

Obviously, some functionalities are mandatory, and your project won't be rated if those are not present or don't work properly. Here's what you need to have working for your project to have a rate over 0:

- you must be able to connect to the intranet (with a login/password),

- your main page must give you the following informations:

  - log time,
  - connected user picture,
  - latest messages;

- you must be able to access the planning,

- you should be able to validate tokens,

- you should be able to visualize your grades.

Once every item on that list is validated, you'll be eligible to receive points for your work.

Chapter III

Rated part

The following are the functionalities we thought about, but you are free to implement yours, as long as they are valid, both from a feauture viewpoint, and from a technical viewpoint.

- Advanced planning:

  - filtering of activites,

  - registering to activities;

- view of all available projects or only of registered projects,

- view of all available modules or of modules you're registered to,

- registration to modules/projects,

- use of the "trombi".

> 💡 *Indices*   Those are basic features you could easily insert in your application. For more points look no further than the following chapter.

Chapter IV

Advanced Features

The following features have more to do with your understanding of Android features than the intranet.

However, I highly recommend you to take a look at them, as they could vastly improve your application.

- Notifications from the planning, or the possibility to add events in the phone calendar.

- Sharing of the planning.

- Sharing of your grades.

- Opening subjects of projects, or listing the files availables.

- Advanced "Trombi":

  - add a contact from the trombi to your phone,
  - call a user directly
  - send a mail to the user whose page you're on at the moment.

Chapter V

Turn-in and project defense

V.1   Turn-in

You will have to turn your project using the BLIH system, on a repository named `EpiAndroid`. The repository will be checked out at the end of the project using Epitech's time server.

On the repository must be only the files you'll need to recreate the .apk file and demonstrate how your application works.

V.2   Project defense

During the defense, you are free to use either a physical device or a software emulation to show your app.

It's up to you to make us want to use your application. Bonus points will be awarded if your application is available on the play store, or any other bonus showing the advancement and completion of your project.