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GitHub Username: HadyAhmed

Business Card

Description

Get inspiration ideas for your next business card so easy, get start with many ideas and design

Intended User

This application is for everyone has work

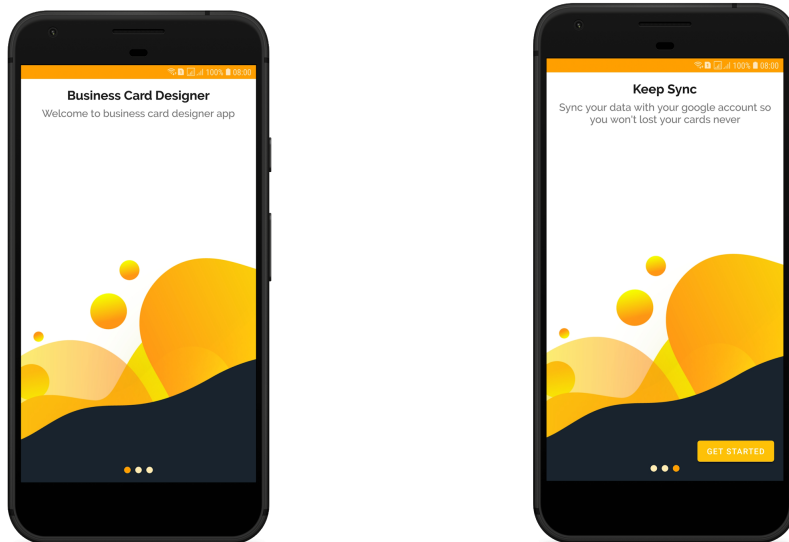
Features

- Saves information
- Takes pictures
- Sync data

- App keeps all strings in the `strings.xml` file.
- The app enables RTL layout switching on all layouts.
- The app includes support for accessibility. That includes content descriptions, navigation using a D-pad, and, if applicable, non-audio versions of audio cues.
- the app uses an AsyncTask to check for internet connection.
- Additionally, you would also need to add a task for the widget in the under `Required Tasks` section.

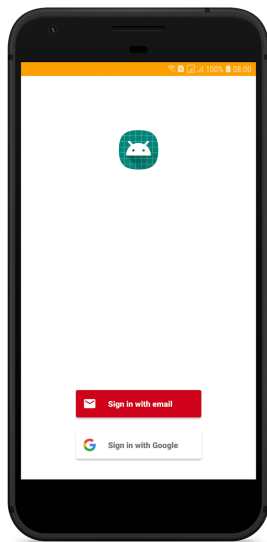
User Interface Mocks

Screen 1



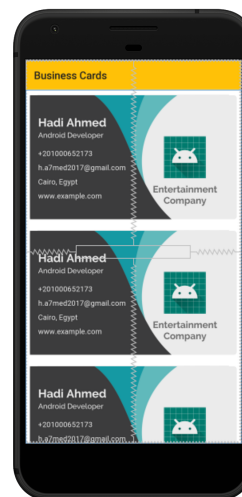
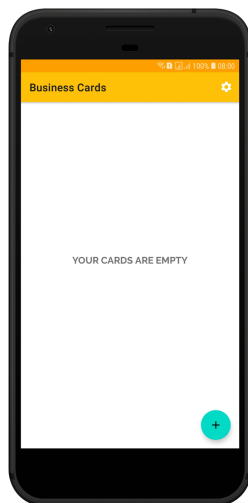
This is the welcome screen shows for the user just one time.
It shows the app features

Screen 2



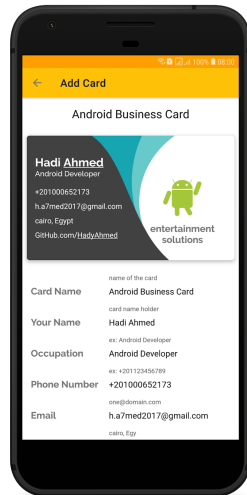
login screen for the user using firebase AuthUi with google and email login providers

Screen 3



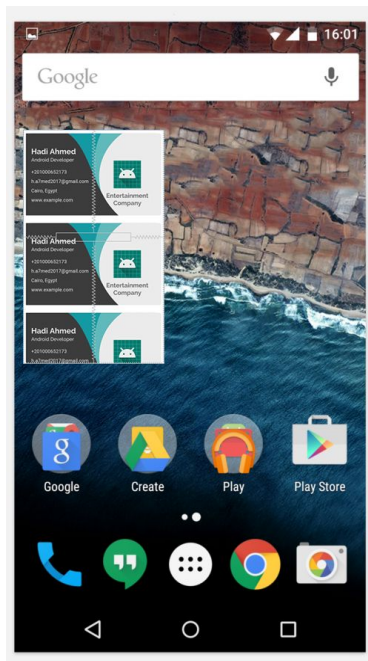
Main Screen where the user will be able to get his sync cards from firebase

Screen 4:



Where the user is able to add information to the card and see preview for it

Screen 5



Application widget for the user so he can see his cards

Key Considerations

How will your app handle data persistence?

Data persistence will be used by Firebase database for users and storage for card images

Describe any edge or corner cases in the UX.

I am using navigation Ui for app navigation, the user will be able to hit back button or the home button in the toolbar

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

Picasso or to handle the loading and caching of images.

Pageindicatorview for handling indicators of the view pager

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

Firebase AuthUi by making the AuthUi handles the login logic and UI
Also i am gonna make AuthStateListener to make the more secure

Next Steps: Required Tasks

- Saves information
 - The user will login in to the firebase and save all cards he creates using firebase
- Takes pictures
 - The user will be able to upload any logo for the card
- Sync data
 - The app will upload each card he creates to firebase
 - App contains Widget to show up user cards

Task 1: Project Setup

- application will be written solely in the Java Programming Language.
- You will need java version 1.8 and above
- Android SDK 28
- Minimum SDK is 21
- Gradle version is 5.1.1
- Picasso version 2.71828
- PageIndicatorView version 1.0.3
- You have to be aware of android Jetback.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Welcome Activity
 - a. View pager for the fragments (application features appear for one time).
- Build UI for Login Activity
 - a. FirebaseAuthUi for the login logic
 - b. When the user login successfully he won't see Welcome activity again
- Main Activity
 - a. It will contains recycler view graps all user previous cards from the database
 - b. Float action button to add new card

- c. Indication where the user is first time use the app and has no cards
 - d. The recycler view items can be manipulated (delete, edit)
 - e. Menu for account settings
 - f. Date binding for bind java with each item in the layout
- Add card activity
 - a. This will contains navigation fragment host
 - b. First fragment to add card information
 - c. Second card to choose available cards from database
 - d. When the user hits one card it will be saved in his profile and showed up in the main activity

Task 3: Implement UI

implement the ui and the firebase logic

Describe the next task. List the subtasks. For example:

- Create layout
- Make it responsive
- Support widget for showing owned cards

Task 4: Back end

- Firebase auth and storage
- Implement UI auth and users rules
- Implement data storage