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Description

To do app is task list for everyday use, enables the user to categorize tasks and add an alarm to it.

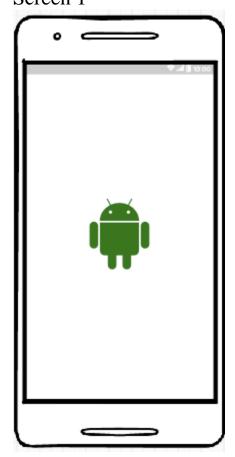
Intended User

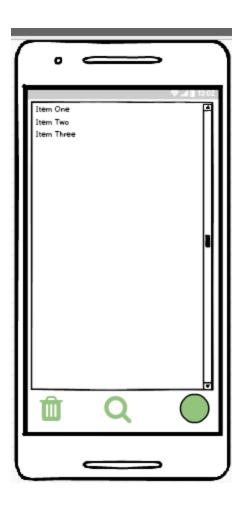
every one

Features

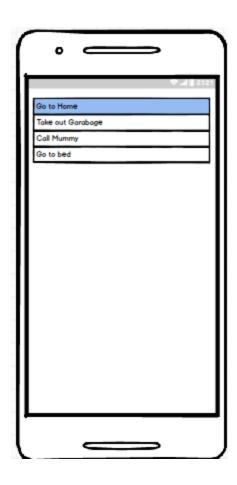
- o App is written solely in the Java Programming Language.
- o All informations saved (Room).
- o Admob is used.
- o Implement notifications.
- o widgets is used.
- o App keeps all strings in a strings.xml file and enables RTL layout switching on all layouts.
- Text size will be in sp in dimens.xml.
- o All Images have description.

User Interface Mocks Screen 1





Screen 2



Screen 3 Widget



Screen 4

Key Considerations

How will your app handle data persistence?

I will use a Room

Describe any edge or corner cases in the UX.

The Circle Button with Add Symbol is used to add a new task when press on notification the app will open and the home fragment will appear.

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

androidx.recyclerview:recyclerview:1.0.0 com.android.support:cardview-v7:29.0.0 android.arch.persistence.room:runtime:1.0.0

android.arch.persistence.room:compiler:1.0.0

android.arch.lifecycle:extensions:1.1.1

android.arch.lifecycle:compiler:1.1.1

com.google.firebase:firebase-messaging:10.0.1

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

- o Admob is used.
- Implement notifications using firebase.

Intent service to pull data for your app widget

Next Steps: Required Tasks

Task 1: Project Setup

Configure libraries.

Task 2: Implement UI for Each Activity and Fragment

The app will contain two fragments (Home, Grid) and one Activity

- Build UI for Home fragment
- o Build UI for Grid fragment

Task 3: Build home fragment

- o build recycle view.
- o make the add button add task to database.
- o update database and delete it.
- o make the notification work when the bell is active.

Task 4:Build grid fragment

- Build grid recycle view .
- o when press on category the home fragment will show the task from this category.

Task 5: Add ads

Implement Admob.