14 October 2020 TODO

1. ~~UI Polish~~
2. Add Loading.
   1. Check in login
   2. Add in addUpdate
3. Solve Bug : Local and Remtoe Not Syncronized
4. Add Feature: add image from Photo
5. Check other BUG
6. Add firebase image to memory or image to storage

Last TODO

1. Add to Github
2. Create Video Demo
3. APK Link

Assigment Week 10 TODO

1. ~~Setup Project~~
2. ~~Setup Package~~
3. ~~Connect Firebase~~
4. ~~Add Class~~
   1. ~~WisataPlace~~
      1. ~~Name~~
      2. ~~Adress~~
      3. ~~Location (lat, lng)~~
      4. ~~Description location~~
      5. ~~Foto tempat witasa~~
5. ~~Add Login Screen~~
   1. ~~Login~~
6. ~~Add Item WiPlace~~
   1. ~~Image~~
   2. ~~namePlace~~
   3. ~~Description~~
7. ~~Upload Image~~
8. ~~Map~~
9. ~~Home Screen~~
   1. ~~User Profil~~
      1. ~~Log out~~
   2. ~~List Wisata Samarinda~~
      1. ~~Show list~~
      2. ~~Delete item~~
      3. ~~Fab add wisata~~
10. ~~Detail Tempat Wisata~~
    1. ~~All Information~~
       1. ~~Can zoom image~~
    2. ~~Edit tempat wisata~~
11. AddUpdate Screen
    1. ~~Can Update~~
    2. ~~Can Add~~
    3. Add Null Check
    4. ~~Add Internet Checker~~
    5. Add Loading
    6. ~~To Map Maker~~
    7. ~~To Image Upload~~
12. Add online ofline features
13. ~~Internet check~~

BUG: Local and Remote Not Synconized

Navigation

1. Login Screen
   1. O
2. Profil Screen – BottomNav
   1. User information from email. Name, photo, email
   2. Log out Button
3. List Wisata Screen – BottomNav
   1. RecyclerView list Wisata
   2. FAB add Wisata Place
4. List User Screen – BottomNav
   1. Only show list user
5. Detail Wisata Screen
   1. All information : name place, address, descritiption
   2. Image Place.
   3. Image can zoom
   4. Button to location Screen
6. AddUpdate Screen
   1. Input Edit text. Name, address, description
   2. Add photo
   3. Add Map
7. Splash Screen
   1. App information
   2. timer
8. MAP Screen
   1. Request CODE 1 : Add or Edit
      1. Google maps
      2. Button Add location
      3. Address get
      4. Marker
   2. Request CODE 2: Read onlu
      1. Goole Maps
      2. Marker

Utils

1. Empty Input checker
2. No Internet Checker

Repository

1. Get Login User
2. Get All User
3. Add WisataPlace
4. Get AllWisataPlace
5. Edit WistasPlace
6. Delete WisataPlace
7. Get Location Map

Remote Data Source

1. All ini Repo
2. Private setLocation

Others

* Handle back button

ASSIGNMENT WEEK 10 (APP WISATA)

1. Implement design pattern MVVM
2. Add Splash Screen
3. Use bottom navigation component
4. Aplikasi connect to Firebase
5. Sign in gmail
6. Logout
7. Show data user login
8. Check permission camera and storage
9. Add data place wisata, with data name, location, latitude longitude (get from map), description, and image place
10. Update data place wisata
11. Delete data place wisata
12. Show data list wisata
13. Detail data list wisata
14. Can view zoom image
15. Backup list data to local database from firebase
16. Check internet connection when do action
17. If internet not connected, get data from local database