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## MyPlaces

### Description

Store and provide addresses or geo locations handy.

Are you in an excellent restaurant that you would like to visit again or just received the home address of a friend of yours or in a scenic trail which does not have a proper address? Save it all in this handy MyPlaces app and retrieve them when needed and drive on.

### Intended User

Anyone who likes going places.

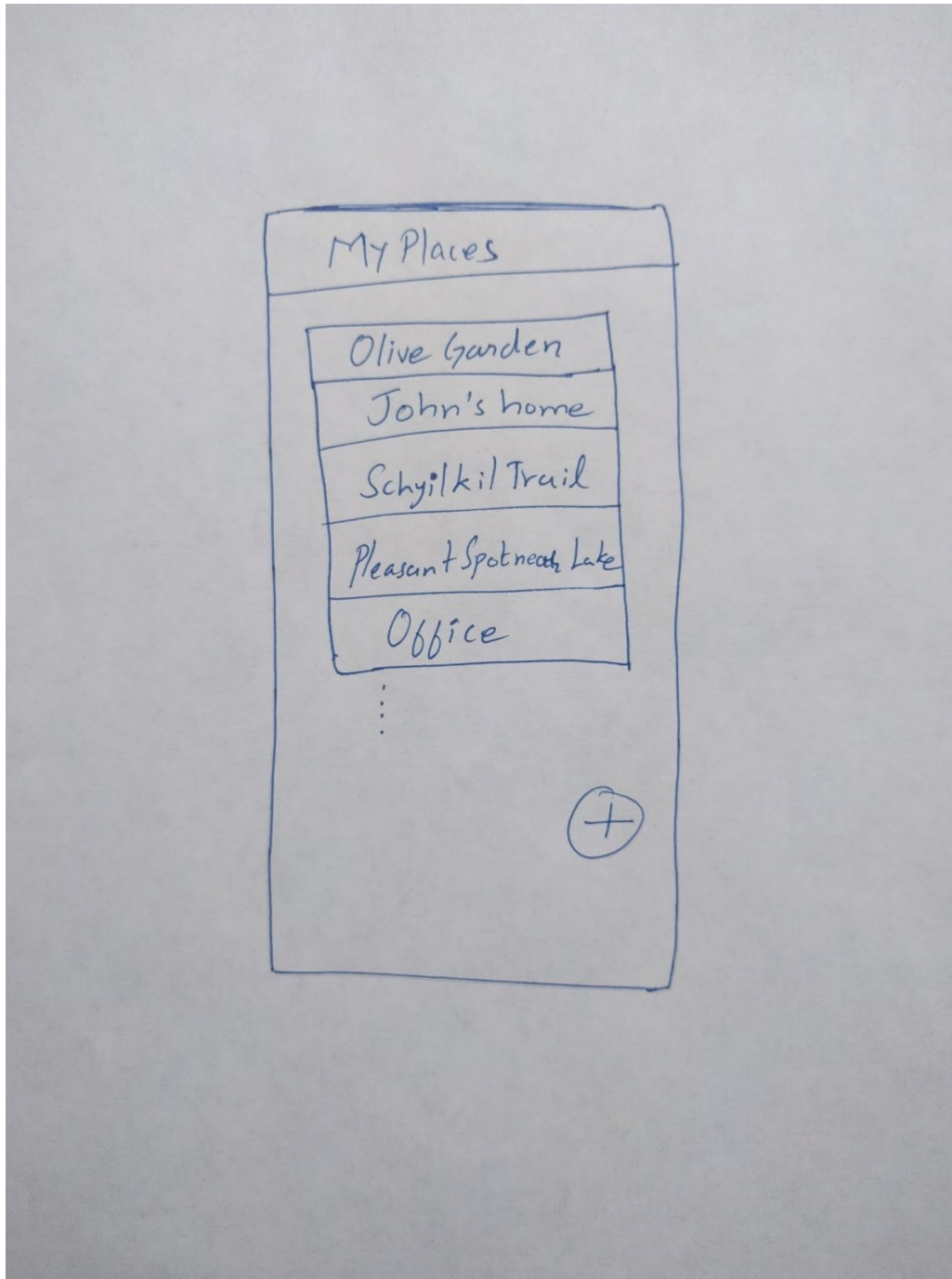
### Features

- Saves information
- Shares information
- Access Location.

### User Interface Mocks

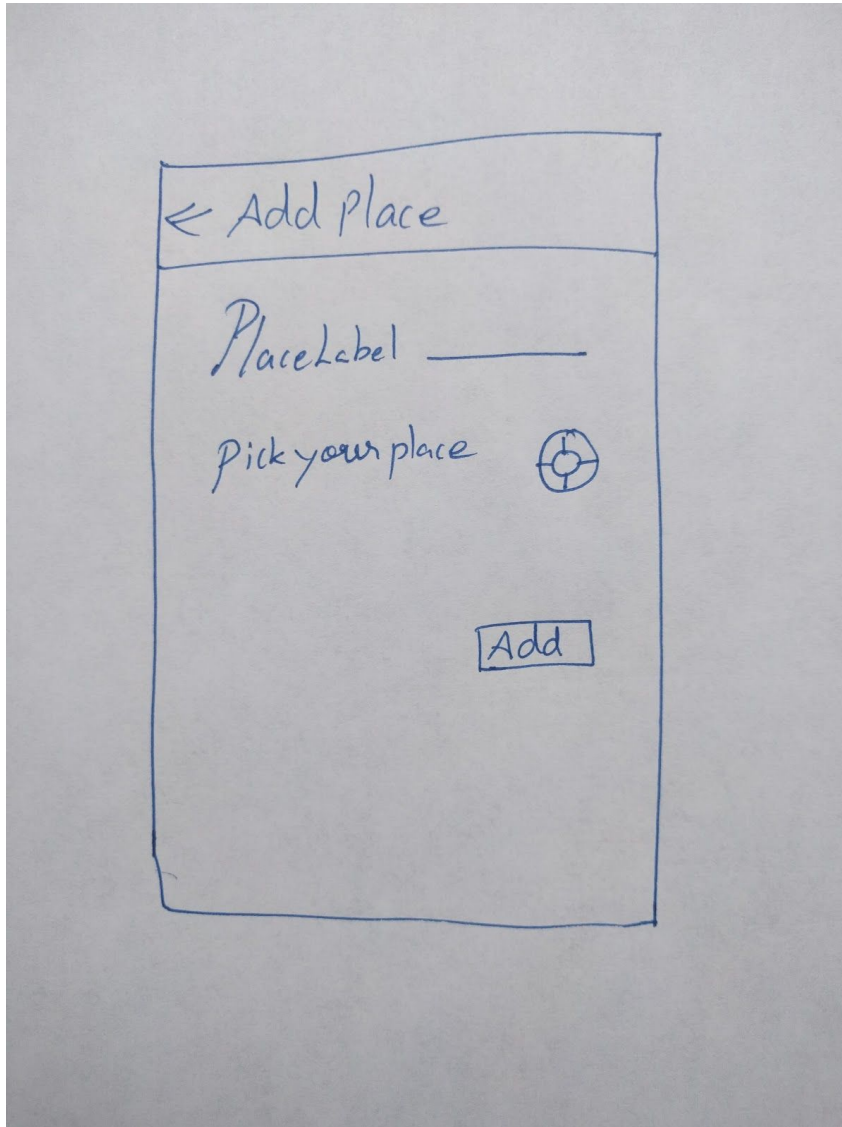
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1



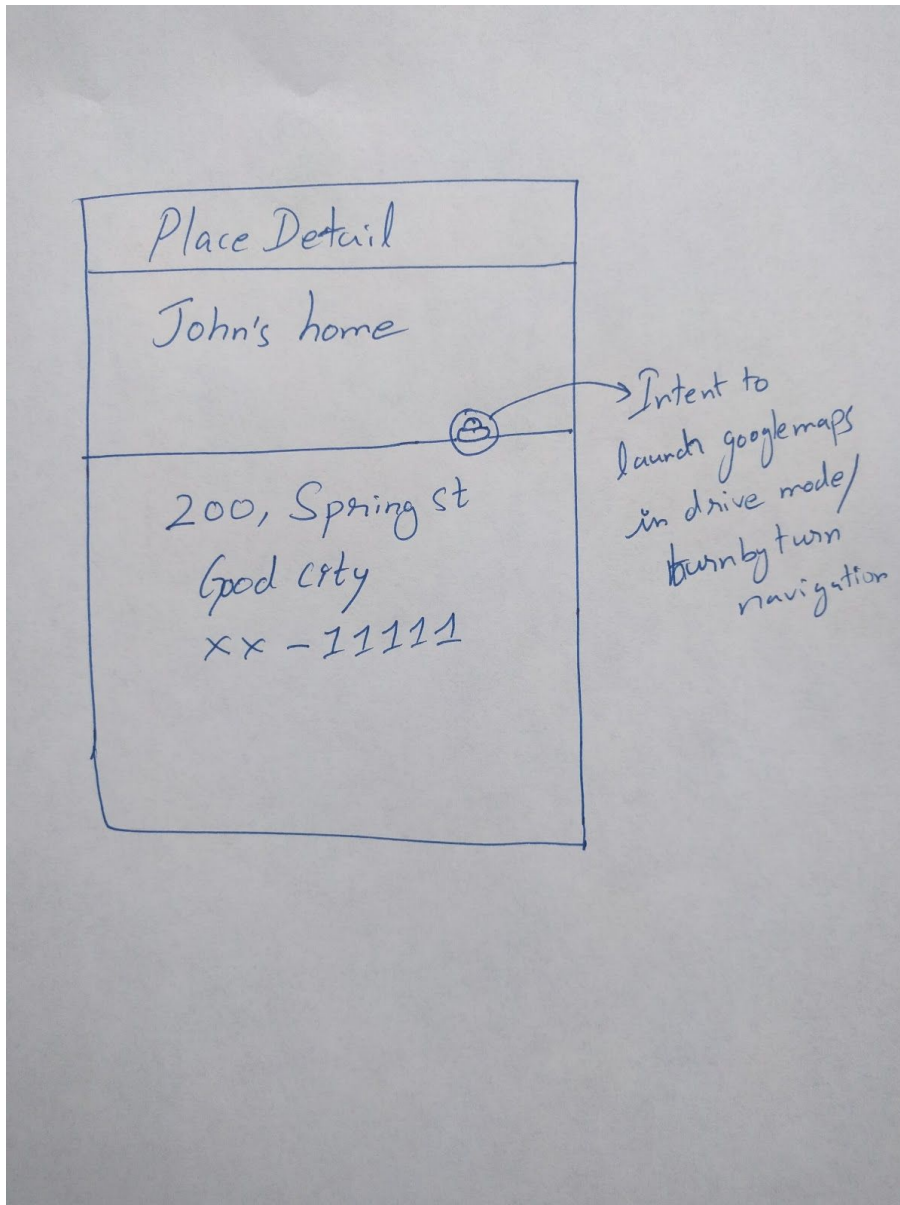
Main activity showing all stored places.

## Screen 2



Activity to add a place.

### Screen 3



Detail activity showing the place details. Also has an icon to start driving to the place.

### Key Considerations

How will your app handle data persistence?

Content provider

Describe any corner cases in the UX.

No.

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

Butter knife to get view holder ids.

Describe how you will implement Google Play Services.

Locations Google play service - to implement the location picker.

Admob Google play service - to show test add.

## Next Steps: Required Tasks

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

### Task 1: Project Setup

- Github setup
- Project stub creation
- Get API keys
- Test API with API key
- Configure libraries
- Add dependencies
- Add permissions

### Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity
- Build UI for Detail Activity
- Build UI for Add Place activity.

## Task 3: Implement google play services

- Implement Google Locations API

## Task 4: Build Content provider

- Determine URIs
- Create Contract
- URI Matcher
- Implement DB functions

## Task 5: Implement Loader

- Create Loader
- Fill in Loader Call backs
- Init Loader with Loader Manager

## Task 6: Implement Material Design

- App bar and fab icon for adding a place.

## Task 7: Accessibility and RTL Support

- Add content descriptions
- Add left, right, start and end layout properties

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### Submission Instructions

1. After you've completed all the sections, download this document as a PDF [ File → Download as PDF ]
2. Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
3. Add this document to your repo. Make sure it's named "**Capstone\_Stage1.pdf**"