GitHub Username: [GitHub](#)

Open Library

Description

Search, Find, Download, Read and share your books

Intended User

- E-books Searchers & Readers
- https://openlibrary.org/ Users

Features

- Searches for books.
- Download a book in the available format (PDF, Plain, text, DAISY, ePub, MOBI).
- Store & read books offline.

User Interface Mocks

Screen 1 (Main Screen)   **Screen 2 (Book Detail)**

Search Title..author | Settings

Title
by – Author

Title
by – Author

Title
by – Author

Title
by – Author

List of related books

Search Title..author

Twenty thousand leagues under the sea

Download

by Jules Verne
Published 1916
by C. Scribner's Sons in New York .
Written in English.

Related works

| work 1 | work 2 | work 3 |

Related Authors

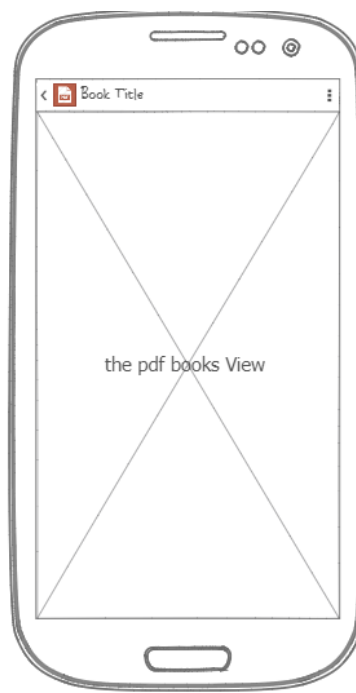| Auth 1 | Auth 2 | Auth 3 |
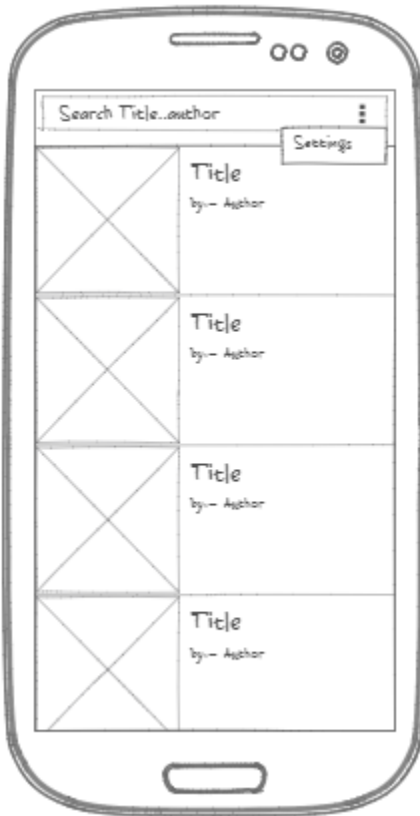
the Book in detail

Screen 3 (Settings Screen)   **Screen 4 (Book Read)**   **Screen 5 (Widget)**
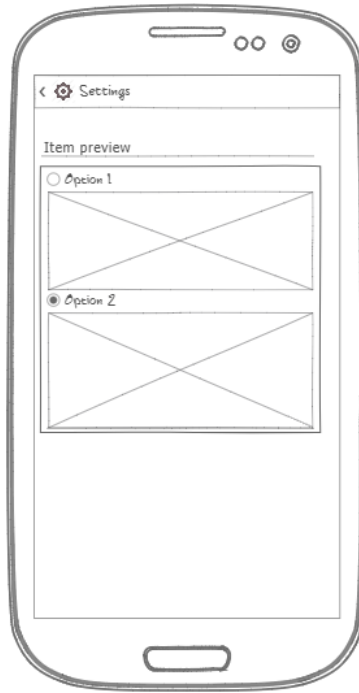
Key Considerations

How will your app handle data persistence?

- Content Provider
    - Storing the last session data for offline usage
- Preferences
    - Settings
- Local storage
    - downloads

Describe any edge or corner cases in the UX.

Continue reading pdf file where I left

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

https://openlibrary.org/developers/api - data source
Picasso – loading images
Okhttp – networking
wang.avl – Loading indicator

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

- Google AdMob
- Firebase-crash – Report crashing

Next Steps: Required Tasks

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

Task 1: Project Setup

- Configure libraries
- Implement Content provider
- Implement Data Loaders
  - Using AsynkTaskLoaders

Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:
- Build UI for Main Activity, Search Activity, Book Detail Activity
- Build UI Settings Activity, Reading activity
- Build UI for widget

Task 3: Implement services

- Implement Google AdMob
- Implement Fire Base crash reporting

Task 4: Handle unexpected behavior

- Handle unexpected API calls , responses
- Handle (configuration & Settings)changes
- Handle Loading Errors
- Handle Network unavailability
- Report errors to firebase

Submission Instructions

- After you've completed all the sections, download this document as a PDF [File →

  Download as PDF]
  - Make sure the PDF is named "**Capstone_Stage1.pdf**"
- Submit the PDF as a zip or in a GitHub project repo using the project submission portal

If using GitHub:
- Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
- Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"