# Bevásárló lista – házi feladat (angol)

The goal of the assignment is to create a Shopping List application. During the development you can practice the following techniques in Android:

- Multiple Activities
- Lists (RecyclerView)
- Dialogs
- Animations
- Persistence data storage (Room)

## Assignment Details

The task is to implement a basic Shopping list application where users can see the items that they want to buy in a shop and they can mark which item has been bought.

**Requirements**:

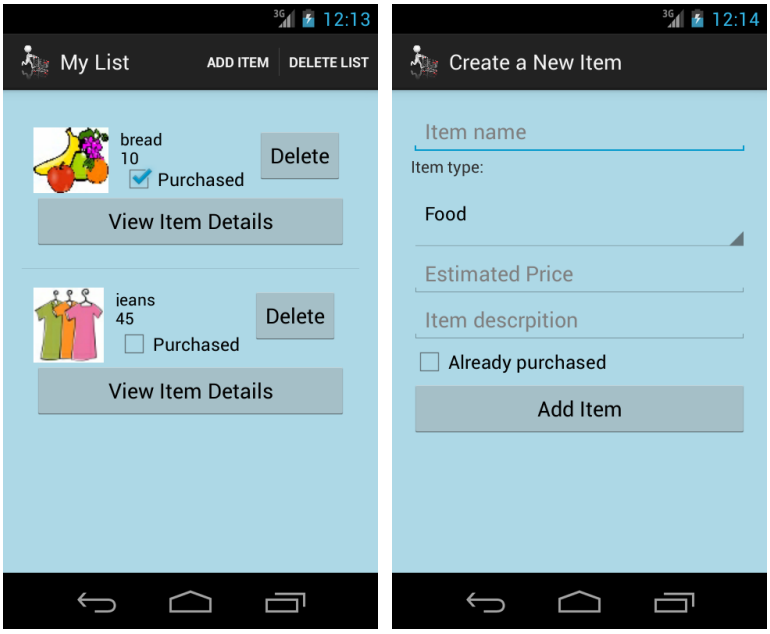
- The application should start with a *Splash Activity* that displays a custom logo and jumps to the *Shopping List* after 3 seconds.
- An Item should have at least the following attributes:
    - category:
        - food, electronic, book, etc. (use at least 3),
        - the icon of the item in the list depends on it's category,
    - name,
    - description,
    - estimated price,
    - status: true/false weather it has been bought yet or not.
- The *Shopping List* should display:
    - icon for the item (an *ImageView* based on the Category),
    - checkbox weather it has been bought or not (user can change it during shopping),
    - name of the item,
    - additional attributes can also be displayed of course!
- The *Shopping List* should have a "New Item" menu in the *Toolbar* that navigates to a *New Item Dialog* or *Activity*, where the user can pick up new items that appear on the *Shopping List Activity.*
- The *Shopping List* should support removing items in two ways: one-by one and all items at the same time ("Delete all" menu in the *Toolbar*).
- The *Shopping List Activity* should support editing Items.
- Include at least one *Animation* somewhere in the application.
- Use database/persistence data storage for storing the items, you can use Room:
    - https://developer.android.com/training/data-storage/room/index.html
- Custom requirement: extend the application with an extra function, with anything that you think is useful in a Shopping List application. For example a "View Item Details" button that shows the item with all details on a Dialog or new Activity.
- Set the name and the icon of the application properly.
- Recommended architecture:
    - SplashActivity (simple Activity that starts the main Activity after 3 seconds)
    - MainActivity (with ScrollingActivity template)
        - CoordinatorLayout, AppBarLayout, …
    - RecyclerView
        - ViewHolder

        - Adapter class
    - DialogFragment for adding and editing items

Related to the code, please follow the conventions bellow:

- Keep the methods shorts (max 6-10).
- Use only lowercase letters in Java package names.
- Group your classes into packages.
- Comments are not required.
- Extract all strings into strings.xml.

Sample skeleton layout for the application (the “View Item Details” button is a possible custom feature), but feel free to implement/use other user interface / Material Design elements like *CoordinatorLayout*/*FloatingActionButton*, etc.:




Here is a link for several **nice UI libraries**, feel free to use them:
https://github.com/wasabeef/awesome-android-ui

## Tips and Advises

- User RecyclerView for the list!
- Do not forget about using persistence data storage like Room with SQLite (https://developer.android.com/training/data-storage/room/index.html) for storing the items.
- It is highly recommended to use *OnClickListener* for the *CheckBoxes* in the *RecyclerView* instead of the *OnCheckChangedListener*!
    - It is because *OnCheckChanged* is always called when the check status is set by the list during initial rendering, while *OnClick* will be called only one time when you click on the checkbox.