Google Africa Developer Scholarship

Community Projects

Mobile Web Specialist

**Timeline: 29 November - 15 December, 2021**

# Description

The aftermath of a global pandemic is often destructive, leading to a standstill of many services and industries. Industries such as Education, Health and Fintech were affected by the COVID-19 pandemic, but the world is on its way to recovery. As recently empowered GADS learners, we have a huge role to play in the recovery process. You are required to come up with a solution that will resolve the disruption caused by the pandemic in the different industries.

### Education:

Schools were closed for over a couple of months as countries adjusted to the “new normal”. Use your gained knowledge to come up with a solution that could ***make sure education continues irrespective of the situation whether physical or remote learning.*** Remember to develop a user friendly solution that will make it simple for those with or without technology background.

### Health

### Sector:

As

families

gathered

indoors,

mental health

cases and

gender-based violence

steadily

increased.

Hospitals

similarly became flooded,

as the number

of COVID

cases

increased.

***Come up with a solution that will incorporate all these factors under one application and simulate the hospital systems.***

### Fintech space:

Mobile and contactless payments systems have seen steady increase over the past few years. However, as online payments increased, the level of fraud also did.  ***Create a solution targeted to all users, regardless of their literacy levels, to ease the transactions of money.*** Keep in mind also that your solution should factor in payment methods as provided by some of the APIs provided.

### Other category:

Additionally, you can create a solution that utilizes one of the below mentioned APIs and follow the below instructions in developing your solution .

## Hack it down this way

As an Android Engineer, you have learnt alot from Pluralsight.One of the topics we address while solving these solutions is performing a request with APIs as one of the most used techniques to fetch and display data on mobile apps..

# Implementation

To achieve your design solution, you application should utilize the following for all the above categories:

1. Consuming APIs and displaying the data to the end-user Of the application with only required data
2. Creating reusable components that follow Material Ui specifications Using Angular
3. Create services

# Resources

Your Project should make use of the following API’s

[**Strava Developers**](https://developers.strava.com/)

[**Web API | Spotify for Developers**](https://developer.spotify.com/documentation/web-api/)

[**Get Started (paypal.com)**](https://developer.paypal.com/docs/api/overview/)[**Affiliate API v2.0 Reference | Udemy**](https://www.udemy.com/developers/affiliate/)

[**Welcome (flutterwave.com)**](https://developer.flutterwave.com/docs)

# Submission

The submission will be done through your App.Before submitting your project, ensure you have **pushed your code to GitHub** and **include screenshots of your App** in the Repository. A form will then be created for all submissions.