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CocktailApp

Description

Convenient App to view cocktails, recipes, search by ingredients.

Intended User

People who likes to experiment with the cocktails or having guests at their parties.

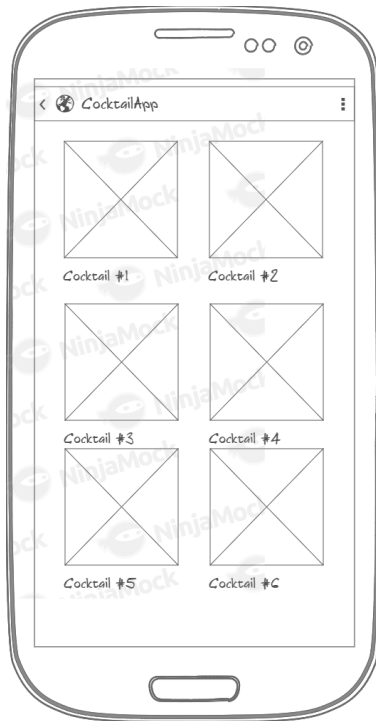
Features

- Search by ingredient
- Share recipe

- Add cocktail to favorites

User Interface Mocks

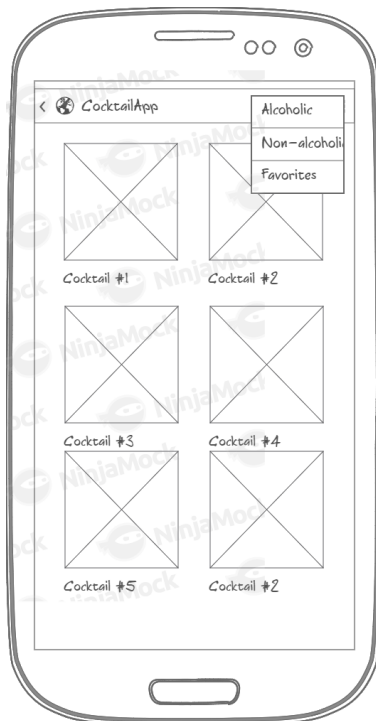
Main screen. Shows alcoholic cocktails by default



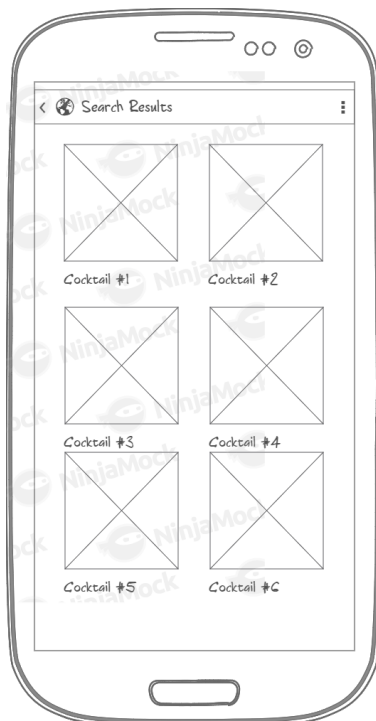
Cocktail Details Screen



Main screen with menu to select filter criteria



Screen showing cocktails searched by ingredient clicked on details screen



Key Considerations

Data persistence to be implemented

Content provider will be built to store data for favorite cocktails.

Corner cases for the UI.

- Screen rotation is handled correctly;
- If no internet access, corresponding error is shown to user with ability to retry;
- Navigation between screens is handled correctly and application doesn't accidentally crash if moved between screens;
- List of favorite cocktails is accessible even if there is no internet connection;

Libraries which will be used with the App.

- Picasso library for images.
- Volley library for data loading from API DB
- GSON for json processing
- Butterknife library for convenient view binding and adding handlers
- Lombok library for better POJO implementation
- Apache commons library for convenient
- Android material design related packages

Usage of Google Play Services or any external API.

Cocktail DB API will be used <https://www.thecocktaildb.com/api.php>

Volley library will be used to send requests to cocktail DB and process responses

Next Steps: Required Tasks

Task 1: Project Setup

- Configure libraries

- Setup correct project structure
- Configure build tools

Task 2: Implement UI for Each Activity and Fragment

- Build UI for CocktailsListActivity
- Build UI for CocktailDetailsActivity
- Build UI for SearchResultsActivity

Task 3: Implement communication to Cocktails API DB

- Implement POJOs for request/response processing;
- Implement supporting functionality for communication purpose using volley on the backend;

Task 4: Implement content provider to store favorite cocktails

- Implement DB contract;
- Implement CocktailsDataProvider
- Implement supporting functionality to store data into DB and read from DB