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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.

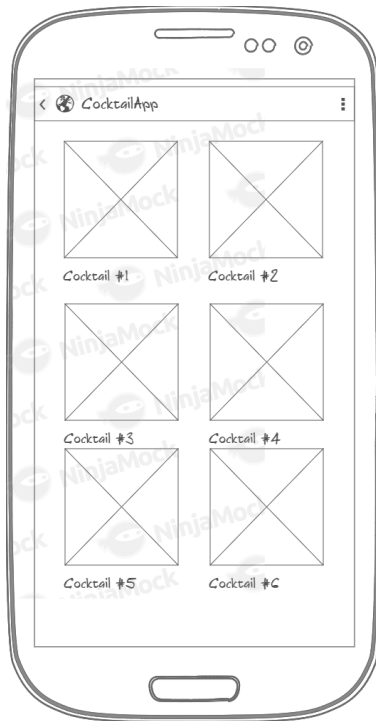
## Features

- Search by ingredient
- Share recipe

- Add cocktail to favorites

## User Interface Mocks

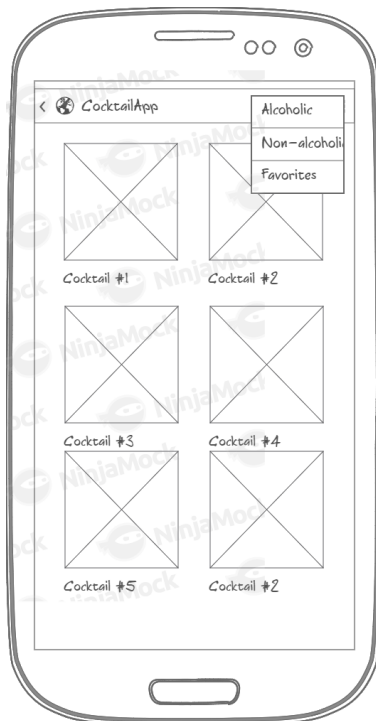
**Main screen. Shows alcoholic cocktails by default**



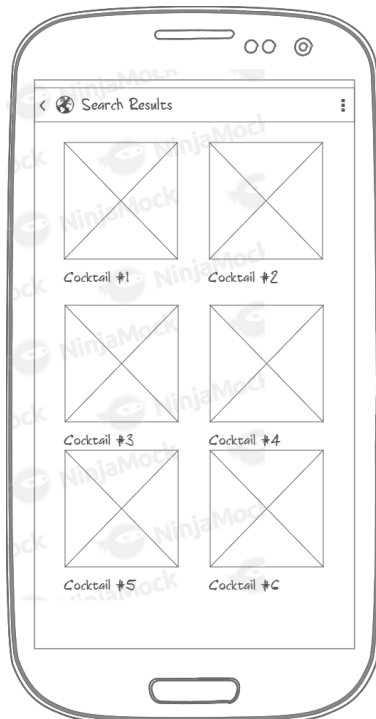
## Cocktail Details Screen



## Main screen with menu to select filter criteria



## Screen showing cocktails searched by ingredient clicked on details screen



## Key Considerations

### How will your app handle data persistence?

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

### Describe any edge or corner cases in the UX.

- 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;

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

- 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

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

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