**Description** 

Intended User

<u>Features</u>

**User Interface Mocks** 

Screen 1

Screen 2

#### **Key Considerations**

How will your app handle data persistence?

Describe any corner cases in the UX.

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

Next Steps: Required Tasks

Task 1: Project Setup

Task 2: Implement UI for Each Activity and Fragment

Task 3: Your Next Task

Task 4: Your Next Task

Task 5: Your Next Task

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# HashTrace

# Description

HashTrace is an android application that enables users to track down tweets with specific hashtags, from specific users and specific time span in a particular order. Users can query for the tweets with a particular #Hashtag by providing a value in the settings from which the search query is built and sent to the Twitter API for retrieval.

### **Intended User**

This app is intended for users of the Twitter platform.

#### **Features**

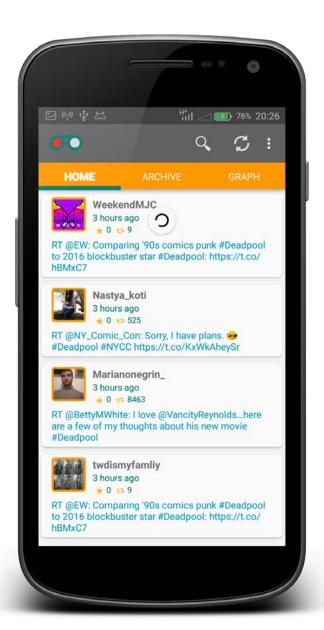
Cool features of the application include: -

- Ability to favorite tweets these are special tweets which will be stored in users SQLite database for future reference and retrieval on demand by the user.
- Tweet notification users can set preference to be notified when the specific tweets with specific hashtags, and or from specific users at a postdated time span are detected. This will sync automatically if allowed. Other features like that.
  - Cool pull to refresh feature with sync service in the background.

Preference Settings – for custom user preferences

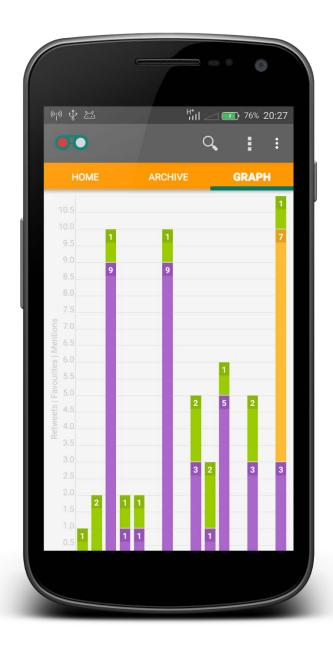
# **User Interface Mocks**

#### Screen 1



The main screen view - tweets fragment

# Screen 2



The main screen view – graph fragment

## Screen 3



Capstone\_Stage1

The detail screen view – detail fragment

# **Key Considerations**

How will your app handle data persistence?

The app will handle data using its own Content Provider, which I will create from scratch. Data will sync between the twitter API and the local SQLite Database upon user request and on periodic basis.

Describe any corner cases in the UX.

The back button will exit the app. However, since the app will ensure it restores the previous state, it will allow the user to resume the last recent screen.

The ViewPager fragments will use the SlidingTabStripLayout to give the user feedback on the selection.

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

I'l be using the following libraries: -

- Picasso to handle the loading and caching of images. has proven to be one of the best image loading library. It is lightweight and properly documented.
- ButterKnife to inject layout views which helps reduces the lines of code by handling initialization of views automatically.
- Android Support, Design, CardView and RecycleViewer libraries to incorporate material design theming.
- Twitter4j provide access to twitter API. Its robust and one of the well documented twitter API libraries.
- FacebookStetho –to monitor network requests

# **Required Tasks**

Task 1: Project Setup

#### Configure dependencies:

- Configure binary libraries
- Configure module libraries
- Sync project

### Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:

- Draft UI Scheme
- Build UI for Main MainActivity and MainFragment
- Build UI for Detail DetailActivity and DeatilFragment
- Build UI for Settings SettingsActivity
- Configure Material Design Theming for the Application

### Task 3: Implement the Content Provider

Implement the following classes: -

- TweetHashTraceContentProvider
- TweetHashTraceContract
- TweetHashTraceDbHelper
- TweetHashTracePatch

#### Task 4: Implement the API connectivity

Describe the next task. For example, "Implement Google Play Services," or "Handle Error Cases," or "Create Build Variant."

Use the twitter4j library to establish connection between the twitter API: -

- Create the Necessary Tweet Models
- Create IntentServices or/and SyncAdapter for the network Requests

### Task 5: Create Custom Views Library Modules

Create the following library modules

- SlidingTabStripLayout library
- SwipeMenuListView library

#### Task 6: Create Build Variants

Create the following Build Variants: -

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- Promo
- Pro
- Free

## Task 7: Create Signing Configurations

Generate signing configurations for each build variant and set them in the build files for automatic apk signing.

### Task 8: Implement Google Play Services

Implement the following play services libraries: -

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- Maps
- Analytics
- AdMob for promo and free versions

# Task 8: Implement widgets

Create widget to display latest tweet data. Implement classes to provide the following functionalities: -

- Widget remote views
- Widget layouts
- Widget services

# Task 9: Implement Optional Components of Rubric

Implement the following optional components: -

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- Notification
- ShareActionProvider
- CustomViews
- BroadCastEvents