The Epicture project was developed in Kotlin as a fragment that allows us to optimize the data load of our application.

Kotlin is an object-oriented and functional programming language, with static typing that makes it possible to compile for the Java virtual machine and JavaScript. Its development comes mainly from a team of programmers at JetBrains based in St. Petersburg, Russia (its name comes from the island of Kotline, near St. Petersburg). Google announces during the Google I / O 2017 conference that Kotlin becomes the second officially supported programming language on Android after Java.

Functional programming is a declarative-type programming paradigm that considers computation as an evaluation of mathematical functions.  
As the change of state and the mutation of the data can not be represented by functional evaluations functional programming does not admit them, on the contrary it puts forward the application of the functions, contrary to the imperative programming model which puts into before state changes.

The changes related to the back of the Application will be in the folder Java / com.example .... / epicture  
  
The modifications linked to the front of the Application will be in the res / layout folder

If modifications are necessary they will take place in:  
  
-For the Login in the LoginActivity class in the LoginActivity file.  
  
-For the Home in the HomeActivity class in the HomeActivity file.  
  
-For the Profile in the ProfileFragment class in the ProfileFragment.kt file.  
  
-For the Upload in the UploadFragment class in the UploadFragment file.  
  
-For Search in the SearchFragment class in the SearchFragment file.  
  
-For Notification in the Notification class in the Notification file.