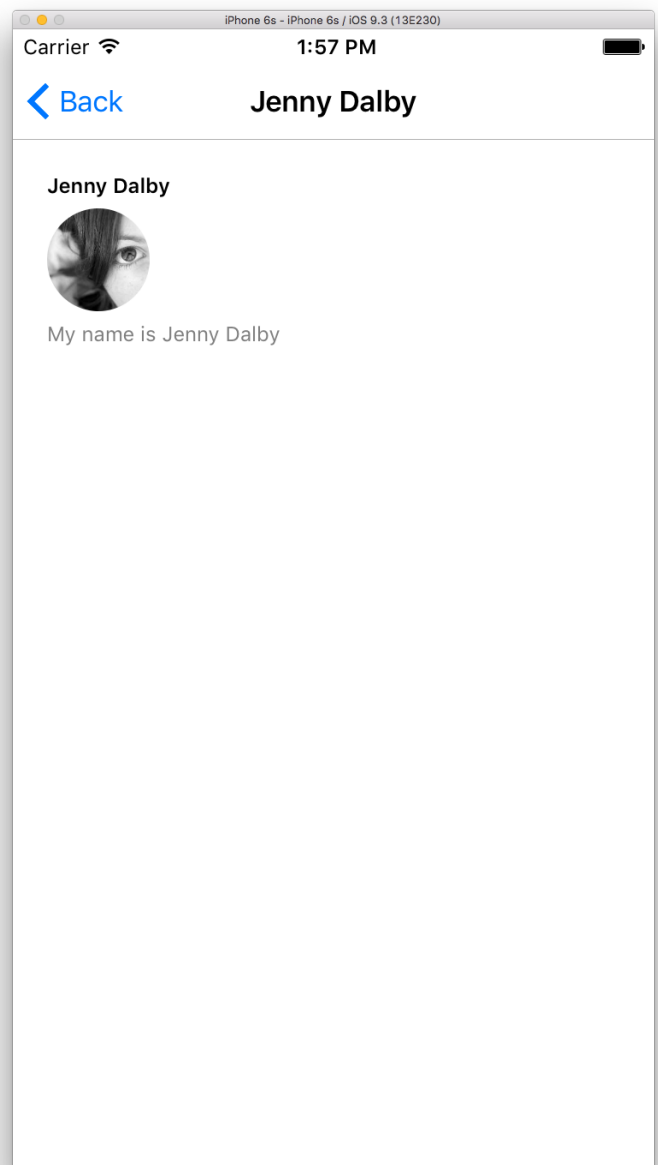
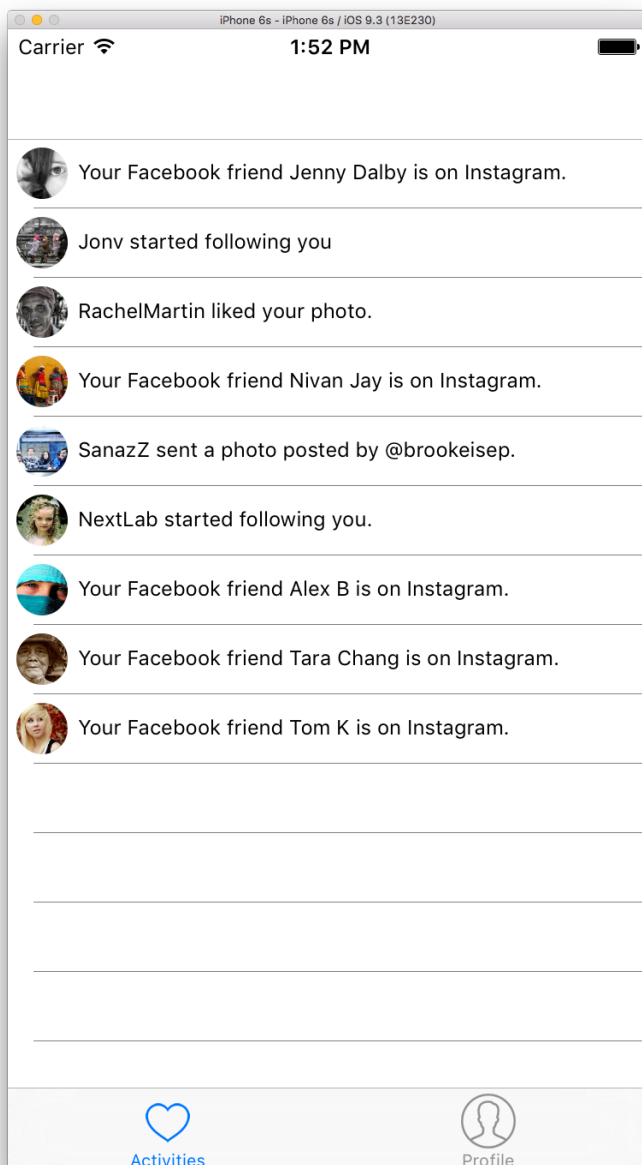


# Navigation

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## Exercise

In this exercise, you'll build a simplified version of Instagram app.



## Main Page

The main page of the app includes 2 tabs. You can find the icons in the ZIP file I've attached to this lecture. (**InstagramApp - Resources.zip**).

## Activity Feed Page

### Domain

You should add a domain class called **Activity** with the following properties:

- UserId: int
- Description: string
- ImageUrl: string

**ImageUrl** should be a read-only property. In the getter, use the following template to load the images from [lorempixel.com](http://lorempixel.com):

<http://lorempixel.com/100/100/people/{UserId}>

### Round Images

Use **ImageCircle** plugin to render round images. Refer to the corresponding lecture in the **Images** section for details. Set the following attributes in XAML:

- WidthRequest = 30
- HeightRequest = 30
- Aspect = AspectFill

## ActivityService

Use a service to get the activity objects for the list view. This service, as you learned in the exercise in the last section, hides the complexity of getting the list of activity objects. Whether they're coming from a web service or a database, it doesn't matter from the perspective of the consumer (the page). For this exercise, hardcode a bunch of activity objects in the service.

I encourage you to create the ActivityService yourself. But if you want to work with the exact same data as what you saw in the demo video, I've included **ActivityService** for you in resources ZIP file.

Remember to de-select the selected item in the list view upon navigating to the user's profile page.

## User Profile Page

### Domain

You should add a domain class called **User** with the following properties:

- Id: int
- Name: string
- Description: string
- ImageUrl: string

**ImageUrl** should be a read-only property. In the getter, use the following template to load the images from [lorempixel.com](http://lorempixel.com):

<http://lorempixel.com/200/200/people/{UserId}>

## UserService

**UserProfilePage** should receive the ID of the user behind the selected activity in its constructor. It'll then use a service to get the complete user object. Again, if you want to work with the exact same data you've seen in the demo, you can find my **UserService** in the supplementary resources.