

App Name : Daily News App

Project Details : Capstone Documentation Stage 1

By Achyuta Surya Teja

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Description

Intended User

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Screen 1

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Key Considerations

How will your app handle data persistence?

Describe any edge or corner cases in the UX.

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

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

Next Steps: Required Tasks

Task 1: Project Setup

Task 2: Implement UI for Each Activity and Fragment

Task 3: Authentication and Adding Admob

Task 4: Fetching Data for API

Task 5: Creating the Database

Task 6: Home Screen Widget

Task 7: Develop the app with Material design friendly

Task 8: Espresso UI testing.

Task 9: Testing the app, whether it matches with its requirement and working of all the functionality.

Task 10: Generate the Signed apk and Submit the project.

**GitHub Username:** Not Available

# Daily News App

## Description

Enjoy the new update any time in-app with our hustle. The Daily News app contains the news on specific categories like business, bitcoin and many. Live updates will automatically update the app. One app for your entire needs and stay connected to the current running world. The app uses the “News API” to get the data. It has the widget, and it shows the last viewed article. User can save the articles has the favourite and can see at any time. For user authentication, Firebase is used.

## Intended User

The intended user is all sort of age groups who are interested in viewing the live updates of the news

## Features

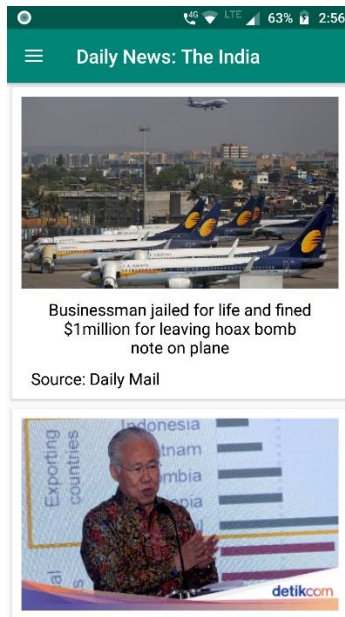
List the main features of your app. For example:

- Saves the favorite article.
- Read articles from the user selected category.
- Read new on Home Screen by widget (Intent Services).
- Secure you favorite list from unknown users by authentication.
- Get updates of News.
- Share the articles with your friends.

## User Interface Mocks

These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, [www.ninjamock.com](http://www.ninjamock.com), Paper by 53, Photoshop or Balsamiq.

## Screen 1



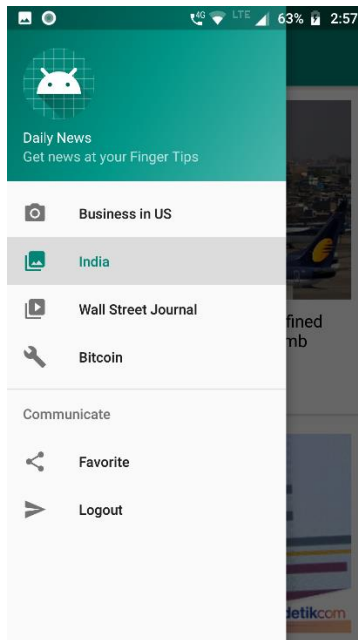
The above image is a screenshot of the Home Page. This is where the user selects the preferred article to read.

## Screen 2



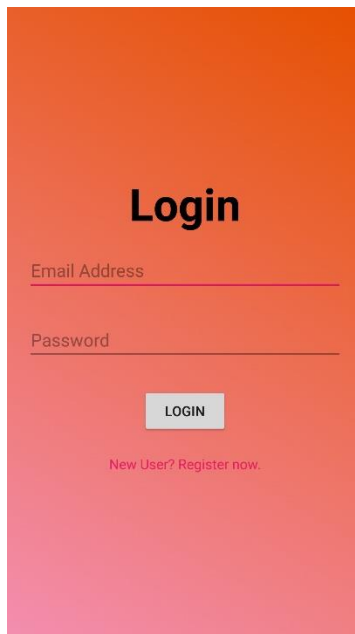
This is how the article that user sees.

### Screen 3



Users can navigate from the different categories based on their interest.

### Screen 4



Authenticating the User by Email and Password with the Firebase Authentication.

## Screen 5



Widget of the last visited article. On the Home Screen.

## Key Considerations

How will your app handle data persistence?

For storing the favorite article uses LiveRoomDatabase. To fetch data from the server uses Async Task at current time from the News API. For authentication Firebase is used. Shared Preferences is used to store the Email and Password for automatic login for the user.

Describe any edge or corner cases in the UX.

- The app contain the Navigation Button to navigate the users to different categories of news.
- Navigate user to parent activity when user is reading the article.
- Displaying alert message when the device doesn't have the Internet Connection.

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

Espresso – To test the UI elements. Version: 3.0.2

Glide – To display the image from the Internet effectively. Version: 4.9.0

Play Services for Ads: For ads from the Admob. Version: 17.2.1

Firebase Authentication: For users to sign in and sign up. Version: 17.0.0

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

- Admob for displaying the ads on the users screen.
- Firebase Authentication for the users sign in and sign up.

## Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and break them down into tangible technical tasks that you can complete one at a time until you have a finished app.

### Task 1: Project Setup

- Create a project with the name of Daily News and configure the minSdkVersion and maxSdkVersion has the requirement for the project.
- Add the required dependencies in the gradle for the project and sync the gradle.

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

List the subtasks. For example:

- Build UI for Navigation among the news.
- Build UI for browsing among the articles of news.
- Build UI for single article.
- Build UI for widget on the Home Screen.
- Build UI for Splash Screen.
- Build UI for Login screen for the user authentication.
- Design the button to share the articles among the friends in the single article page.

### Task 3: Authentication and Adding Admob

- Create the project in the firebase for the users authentication.
- Show the ads from the admob like interstitial ads

#### **Task 4: Fetching Data for API**

Implement the Async task to fetch the data from the News API.

#### **Task 5: Creating the Database**

Creating the database for the users to save their favorite articles.

- Creating the SQLite database
- Creating the ViewModel and Repositories for LiveRoomDatabase.

#### **Task 6: Home Screen Widget**

- Creating the WidgetProvider class for updating the widget when the users reads the article.
- Using the Intent Services for adding the data to the widget.

#### **Task 7: Develop the app with Material design friendly**

- Use icons based on the appropriate action.
- Readability of article text.
- UI attractiveness.

#### **Task 8: Espresso UI testing.**

**Task 9: Testing the app, whether it matches with its requirement and working of all the functionality.**

**Task 10: Generate the Signed apk and Submit the project.**