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# Top Countries

## Description

Simple app that shows information about the top 10 economies of the world. In 'Top Countries' you can easily compare countries by GDP in simple terms. Don't we all want to know how the world spins? Take a look at Countries and you'll make one step further!

## Intended User

The intended user is mostly students or natural people that they would want to know more about the most important countries on Earth. Also for investors who want to have a brief overview of the top economies. Matter of fact, text descriptions are taken from investopedia.com

## Features

List the main features of your app. For example:

- Downloads up to date economic data from the top 10 economies.
- Displays a list of countries in a List in the main view.
- In Detail View shows a brief text about the main factors of the economy of the selected country.

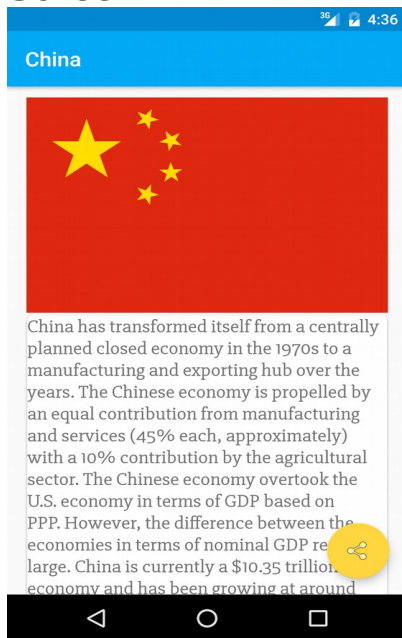
## User Interface Mocks

### Screen 1



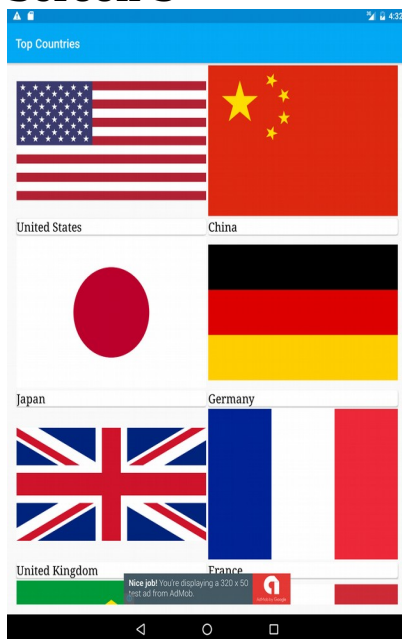
Here is the MainActivity screen showing a scrollable list of the top economies. You can see that Admob test functionality is already working.

## Screen 2



Above is a detail description of the economy, text it's being displayed in a CardView.

## Screen 3



Above you can see a Tablet Main View, showing a GridLayout instead of the Linear Layout.

## Key Considerations

### **How will your app handle data persistence?**

A content provider will be built using built in SQLite. Similar like other projects done in the Nanodegree.

### **Describe any corner cases in the UX.**

The same flag would be used in the Main Activity and the Detail Activity, so a transition will be made there, in order for the user doesn't realize that a new flag is being downloaded from internet.

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

Picasso is used to load images into the UI. Specifically each country has a Flag, so in a RecyclerView adapter, Picasso will load each country flag once in the app.

## Next Steps: Required Tasks

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

### **Task 1: Project Setup**

We'll begin with a simple Blank Activity, in Android Studio, later will be added the dependencies. When it compiles and run correctly will proceed to the next tasks.

You may want to list the subtasks. For example:

- Make new project in Android Studio with wizard.
- Resolve dependencies for android libraries and third party library, in this case Picasso.

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

The MainActivity has two variants, so I'll start with the phone variant. Later on I will modify the existing layout to display a 2 column Grid in the Tablet.

- Build UI for MainActivity for Phone.
- Build UI for MainActivity for Tablet
- Build UI for DetailActivity

The MainActivity will have a recyclerview. The Detail Activity is simpler and will have a CardView and a share FAB.

## Task 3: Implement Admob ad

Add a test Admob at the bottom of the UI of the Main Activity.

## Task 4: Implement Google Maps functionality

Next I will add Google Maps functionality in the app, probably a link to see where in the World the country is located.

## Task 5: Polish the app.

Then I will do the final things to comply with the rubric, like:

- Signing the app.
- Have most strings in string.xml
- Test for corner cases, like orientation changes, different devices, etc.

Add as many tasks as you need to complete your app.

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