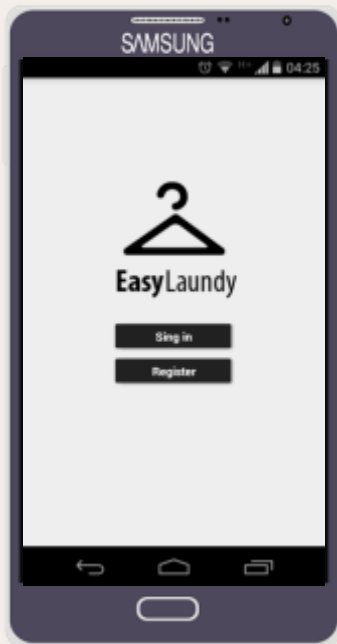# App
Easy Laundry

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Study Jams- Android fundamentals
Bogotá-Colombia 2015
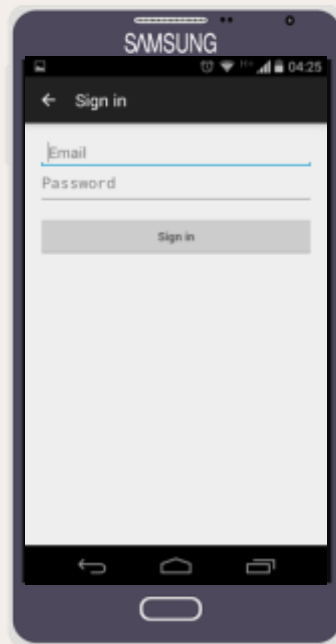
? Description of the problem

Bogotá Athens of America is a cosmopolitan that has been characterized by rapid economic growth in recent years. As its population has grown rapidly and has become necessary to create city blocks of many buildings for households of people, where some processes of daily life are complicated. In our study we found that one of the things that bother people is that there is very little space. Drying your clothes is difficult and washing big things as carpets is impossible, since many do not have a clothes dryer machine. Along with this the laundry shops are far from the city blocks. Easy Laundry is an app that allows the inhabitants of the city blocks find the highest bidder for laundry. The customer all you have to do is enter the app you want to wash clothes and this will send the request to all laundries within 2 miles around, so they send the customer service value, and customer you can choose your preference. Basically the customer auctions their laundry. This was first proved in Castilla neighborhood of Bogota, and then expects to run across the city.

EasyLaundy

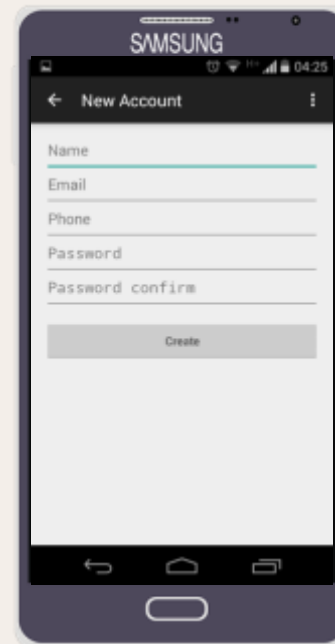# Easy Laundry - Screen

Screen access
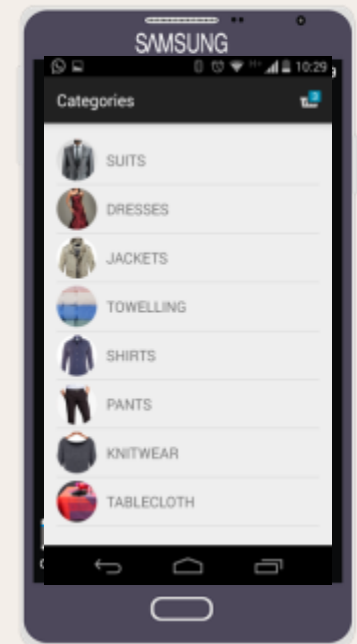Select way to sign in into app

Sign in Screen
Log in access for users who already have an account

New Account
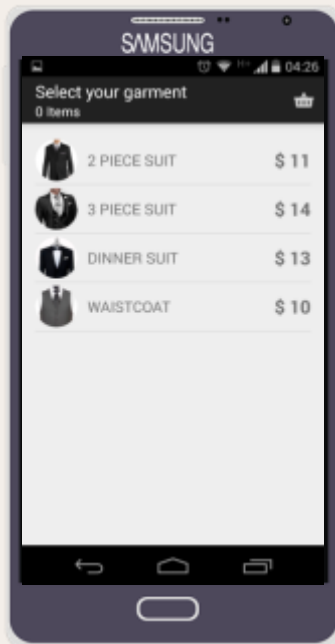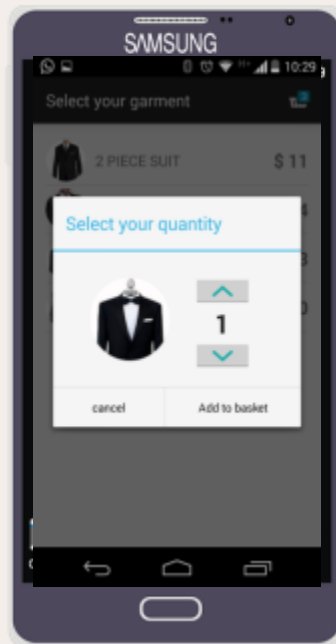Creating a new user account

Categories screen
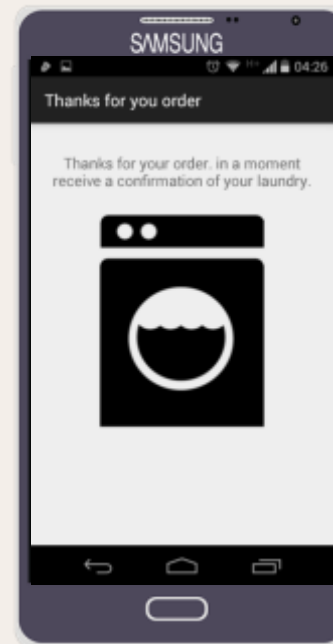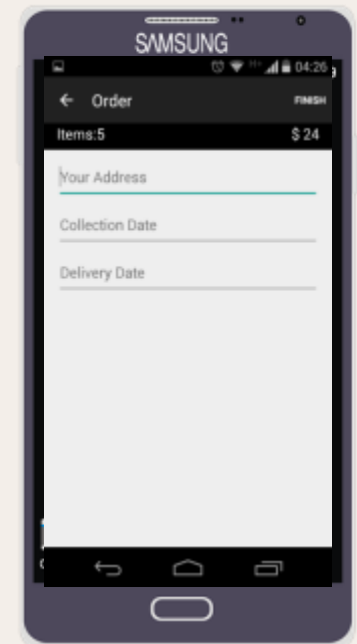The user can select the category

Easy Laundry - Screen

Specific items
Select the item to add to basket

Quantity dialog
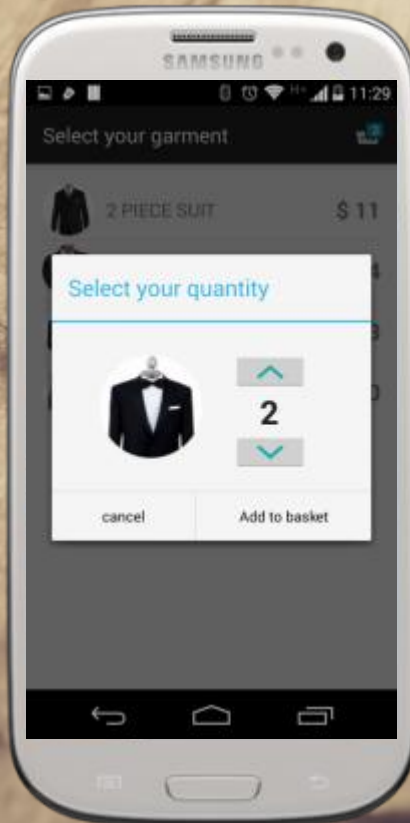Dialog to select the number of garments

Success Screen
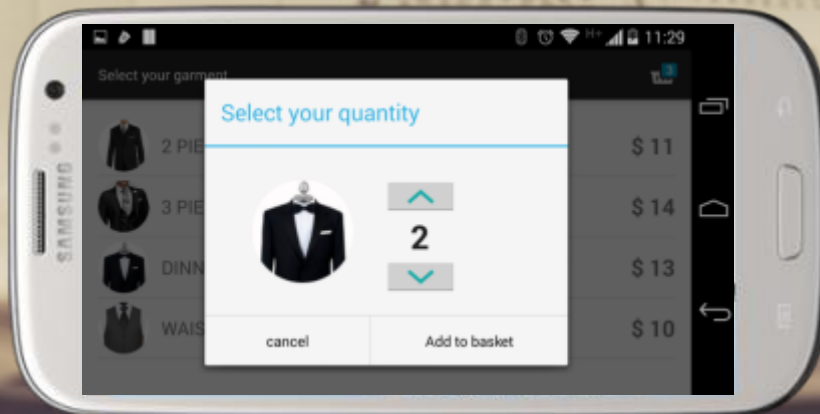Confirmation message to the user

Order form
Select the time of collection and delivery of the order.

⟳ App Lifecycle

The option to add the number of items to order, retains its status even though it destroyed and created again (rotate screen) through "saved instance state".

🖼 Use permissions responsibly

```
<uses-permission
android:name="android.permission.ACCESS_NETWORK_STATE" />
```

Permission to know the status of the network before making any request.

```
<uses-permission
android:name="android.permission.INTERNET" />
```

Permission to connect to the web API through internet.

```
<uses-permission
android:name="com.google.android.c2dm.permission.RECEIVE" />
<uses-permission
android:name="com.acktos.easylaundry.permission.C2D_MESSAGE" />
```

GCM permissions to receive messages to notify the user of new proposals

```
<uses-permission
 android:name="ANDROID.PERMISSION.ACCESS_FINE_LOCATION" />
```

Permission for the user's location and know that laundry is closer.

EasyLaundry

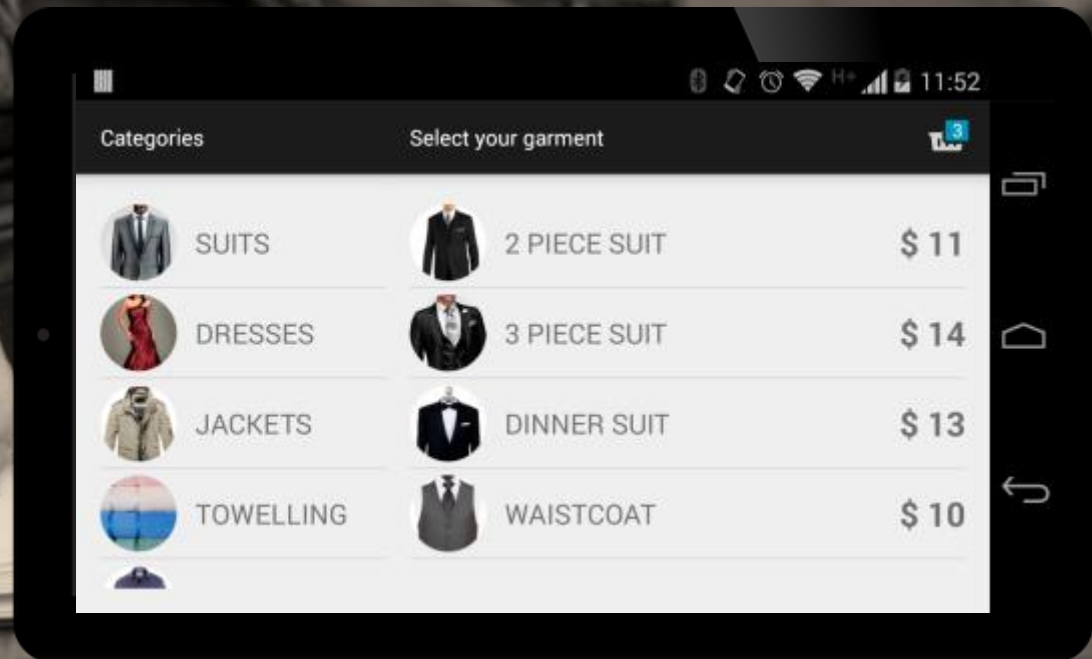# ▣ Use intents to move inside the app

```java
@Override
protected void onPostExecute(final Boolean success) {
    mAuthTask = null;
    showProgress(false);

    if (success) {
        Intent i=new Intent(SignActivity.this,CategoriesActivity.class);
        startActivity(i);
        finish();
    } else {
        mPasswordView.setError(getString(R.string.error_incorrect_password));
        mPasswordView.requestFocus();
    }
}
```

We show the use of Intent, after a successful login to send the user to the main screen of the app.

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Screen for large screen

Categories	Select your garment	
SUITS	2 PIECE SUIT	$ 11
DRESSES	3 PIECE SUIT	$ 14
JACKETS	DINNER SUIT	$ 13
TOWELLING	WAISTCOAT	$ 10

This display screens used in large uses two fragments: one to show the category list on the left and one to show the item in that category on the right, communicating with your host activity.

EasyLaundy

App pack0ge name

com.acktos.easylaundry

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