Description

Intended User

Features

User Interface Mocks

Screen 1

Screen 2

Key Considerations

How will your app handle data persistence?

Describe any 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.

Next Steps: Required Tasks

Task 1: Project Setup

Task 2: Implement UI for Each Activity and Fragment

Task 3: Your Next Task

Task 4: Your Next Task

Task 5: Your Next Task

GitHub Username: Your GitHub username here

Qr4All

Description

Sometimes all of us have many things to sort it out. Where I is my favorite book? Whom I lend my game? When you are about to move to new flat you must keep in order plenty of boxes with valuables. Now everyone keep all thins things under control: print qrcode, stick it on a box and write any notes regards it.

Application includes two parts: android application and a web server. Android application is written solely in Java.

Android Studio 3.1.4 and Gradle 3.1.4 will be used. Actual versions of support libraries are:

- com.android.support:support-v4:27.1.1
- com.android.support:design:27.1.1
- com.android.support:appcompat-v7:27.1.1
- com.android.support:recyclerview-v7:27.1.1
- com.google.android.gms:play-services-analytics:10.2.4
- com.google.maps.android:android-maps-utils:0.5+

Intended User

It an application for all users, who have some chaos =).

Features

- Saves information
- Scan QR code,
- Add location information to it
- Show description of selected item on main screen
- Sync data with a server

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, Paper by 53, Photoshop or Balsamiq.

Authorization



Loading list of items

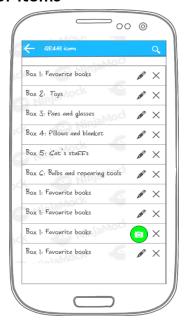


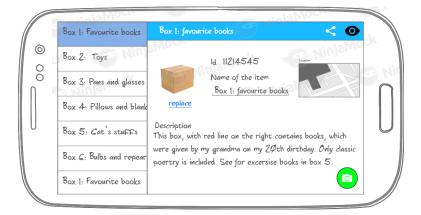
Wrong credentials.



First screen of the app. You need sign in to be able to synchronize your data.

List of items





This is a list of items with FAB "scan code" button. Buttons for search, edit and remove are also available.

Landscape and portrait design list of items. Selected item is highlighted in menu.

Item details



Item details view includes fields to edit name and description of an item, you can upload photo, share a link on item with your friends, or show QR code.

Show QR code



This is QR code of an item. I think background of this page should be black for better readability, but I have not found how to change background in ninjamock ⁽³⁾/

Widget



This is a widget with a button to scan QR code.

Key Considerations

How will your app handle data persistence?

I will implement Content Provider. All data will be stored on server, but a copy will be stored in local SQL database. Probable, I will use Room to access to this data. REST interface will be provided:

- POST http://gr4all.ru/signin for authorization,
- POST http://qr4all.ru/signup for registration
- GET http://gr4all.ru/list list of items for current user. A "keywords" parameter is available to get search available.
- GET http://gr4all.ru/edit create new item,
- POST http://gr4all.ru/edit/1 edit item id 1
- POST http://gr4all.ru/delete/1 removes item 1
- GET http://gr4all.ru/code/1 get code for item 1

Describe any edge or corner cases in the UX.

The UX consider to be simple. I gave back button on all screen. There are two places, where user leave application though eplicit intent: scan QR code and upload an image.

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

- Mobile Vision API for scan QR codes
- Picasso to show image of an item,
- ButterKnife

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

- Google analytics to collect data how people use an application
- Google maps to pick point and save location.

Next Steps: Required Tasks

Task 1: Project Setup

Create empty project. Configure gradle: install google and Picasso dependencies, create basic theme, colors, dimension

Task 2: Implement Authorization

- Mark up and activity,
- Implement Saved Preferences(access token will be stored there),
- Create AsyncTask to authorization user,
- Add validation for incorrect email/password.
- Save token to shared preferences.

Task 3: Implement List of items

- Mark up,
- Create RecyclerView and an adapter
- Implement Content provider to fetch items from the server,

Task 4: Details activity and how QrCode

- Create basic layout
- Edit and store elements to the server though Content Provider,
- Fetch Qcode from the server and show it on separate activity.

Task 5: Sync data with a server.

If there is no internet collection, data should be fetches from local DB. There I should add background sync with a server.

Task 6: Widget

• Implement widget to show data on main screen.

Task 5: Add analytics and maps library

Add location to Edit activity and analytics to the whole application.