Description Intended User Features User Interface Mocks Screen 1 Screen 2 Screen 3 Screen 4 Screen 5 Screen 6 Screen 7 Screen 8 Screen 9 Screen 10 **Kev 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: Implement Montserrat font Task 4: Modify build.gradle Task 5: Create Activities and Fragments Task 6: Define Menus, Strings, Dimensions, Logs and other Layouts

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# Galgotias University mSIM

Task 9: Verify data and create tests

Task 7: Create AsyncTasks

## Description

Galgotias University mSIM is a simple to use app for students which enables them to be able to check important information such as their attendance, books issued from the university library within seconds.

The app also gives general information about the university and the courses it offers.

Task 8: Create Parcelable data models and Recycler View Adapters

## Intended User

This app is intended for all the students of Galgotias University currently enrolled in a full time or part time course. This app can also be used by guest visitors for knowing about the university and the programs offered by it.

## **Features**

The main features of the app are:

- Students can view their attendance easily. Attendance can be viewed both Date-wise and Subject-wise
- Students can plan their Holidays with the help of Holiday Planner (Attendance Calculator) and easily calculate the number of classes they must attend
- Students will also get alerts if their attendance falls below the minimum attendance criteria defined by the University norms
- Students can also view the books they have issued from the library with the due date of each book along with the library fine if any
- Students can also view their profile and personal details as registered with the University
- Students can also view important stats such as total absents and presents along with books issued from library and the fine pending via widgets
- Visitors can view important information about the University such as contact information via widgets
- Visitors or Guest users can get information about courses the University offers along with route details

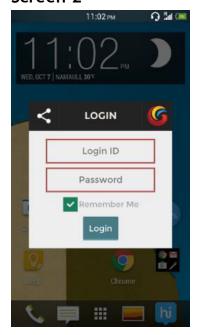
# User Interface Mocks

## Screen 1



Launch screen with High Quality Logo

## Screen 2



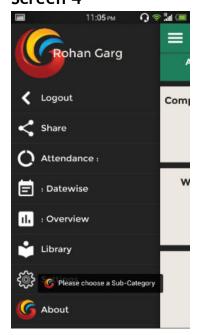
Secure Login screen where students can enter their credentials

## Screen 3



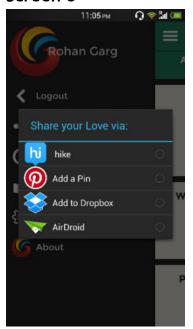
Authentication of student's credentials

## Screen 4



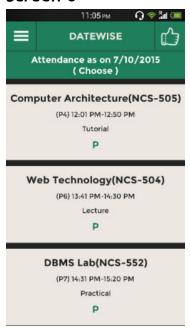
Navigation Drawer for easy in app navigation

## Screen 5



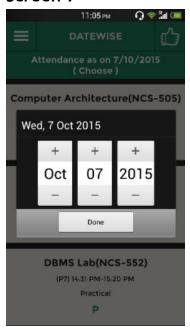
Easy app sharing options

### Screen 6



Date-wise attendance with a scrollable list

### Screen 7



Date picker to choose the date for which students want to view their attendance

#### Screen 8



Overview aka Subject wise attendance

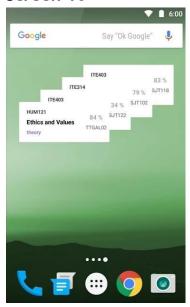
## Capstone\_Stage1

## Screen 9



Library information with details of books issued if any

## Screen 10



Widget provides important information in a concise manner on the user's home screen

# **Key Considerations**

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

The app would be connected to the existing database of the University with a read only permission which would provide all the required information for the app. Static of less frequently updated items such as Name, Email ID etc. would be stored in a local database and data would be retrieved via a Content Provider and Loaders. Widgets would also be provided data via the same local database.

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

There can be a corner case when the user rotates his device while data is being fetched because of AsyncTask's natured of being tied with the activity. Hence rotation would be temporarily disabled while the details are being fetched. In case the user rotates his device while no data is being fetched savedInstanceState would be used. Tapping on the widget would take the user to the MainActivity of the app.

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

Third party libraries used would be:
OkHttp for fetching content
Jsoup for parsing content
BetterPickers calendar library for providing a calendar picker
ChangeLog library to share the improvements being done with time
UpdateAlertBox for alerts on update of app being available
ProgressButton for indicating loading action
WaveProgress for displaying percentages in graphical form
A scroll aware Floating Action Button for a good reading experience
and ButterKnife for reduction of boiler plate code and performance improvements

#### Describe how you will implement Google Play Services.

Following components of Google Play Services would be implemented: AdMob for integration of Ads.

Maps for sharing of location and nearby shops via Google maps. This would make it easy for new students and visitors to navigate the University campus.

## Next Steps: Required Tasks

## Task 1: Project Setup

- Configure libraries
- Import required modules: ChangeLog, ProgressButton, VersionManager and WaveProgress

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

- Build UI for MainActivity
- Build UI for Library fragment
- Build UI for Profile fragment
- Build UI for Attendance fragment
- Build UI for rows of RecyclerView
- Build UI for About activity
- Build UI for Widgets

#### Task 3: Implement Montserrat font

Define a class MyApp.java which extends "android.app.Application" for implementing custom fonts on app start.

• Import Montserrat Bold and Regular to assets folder

## Task 4: Modify build.gradle

- Use pro-guard
- Create build types
- Set minifyEnabled and shrinkResources true for release build type and false for debug build type
- Define API keys for Google Play Services

### Task 5: Create Activities and Fragments

Define activities and tie them to their corresponding UI.

- Define Activities in Manifest.xml
- Handle corner cases

- Handle data persistence
- Handle errors
- Provide connectivity for widget

### Task 6: Define Menus, Strings, Dimensions, Logs and other Layouts

- Define Navigation Drawer menu
- Define Toolbar menu
- Define Change Log
- Define widget layout
- Define strings in String.xml
- Define dimensions in dimens.xml with support for tablets
- Add animation xmls in anims folder
- Define colors.xml and styles.xml for a uniform colour scheme

### Task 7: Create AsyncTasks

Fetch data using AsyncTasks.

- Define AsyncTask for loading Captcha
- Define AsyncTask for getting session id from server
- Define AsyncTask for loading Day by Day attendance
- Define AsyncTask for loading Subject-wise attendance
- Define AsyncTask for loading Monthly attendance
- Define AsyncTask for loading Library details
- Define AsyncTask for loading Profile details

#### Task 8: Create Parcelable data models and Recycler View Adapters

Display data using recycler view and define data models for easy parsing of data.

- Build Adapter for Day by Day attendance
- Build Adapter for Subject-wise attendance
- Build Adapter for Monthly attendance
- Build Adapter for Library details

#### Task 9: Verify data and create tests

Verify the data being fetched from the server and create tests to ensure the app does not crash at any given point of time.