Emmanuel' s Portfolio 1

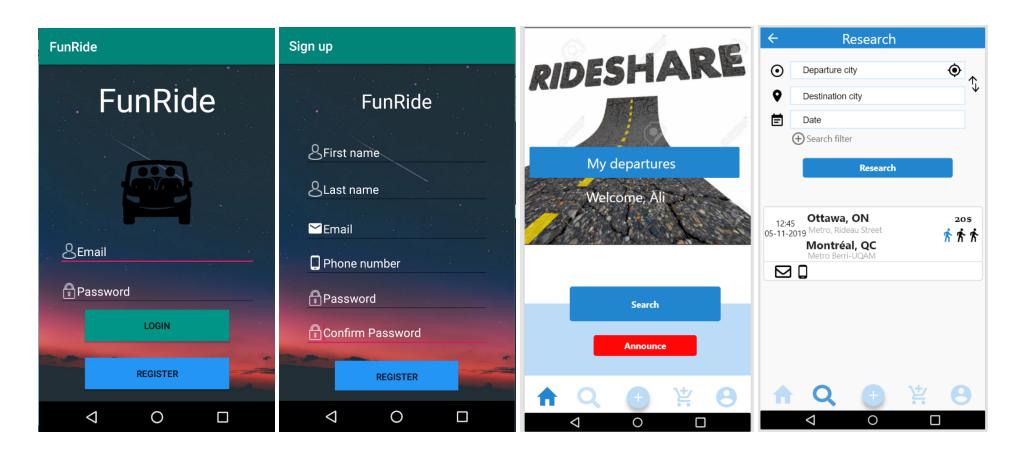
# Portfolio By Emmanuel Asinyo

### **Android Apps:**

#### 1-Rideshare App (I am currently working on this project)

An android application using **Rest API**, **Java and Kotlin**. Users (drivers / riders) can:

- Sign in and sign up through the app.
- Search for rideshare across Canada from city A to city B.
- Post a ride and look for riders.
- Pay for the service and successfully connect to a driver.



#### 2- Shopping List Manager App

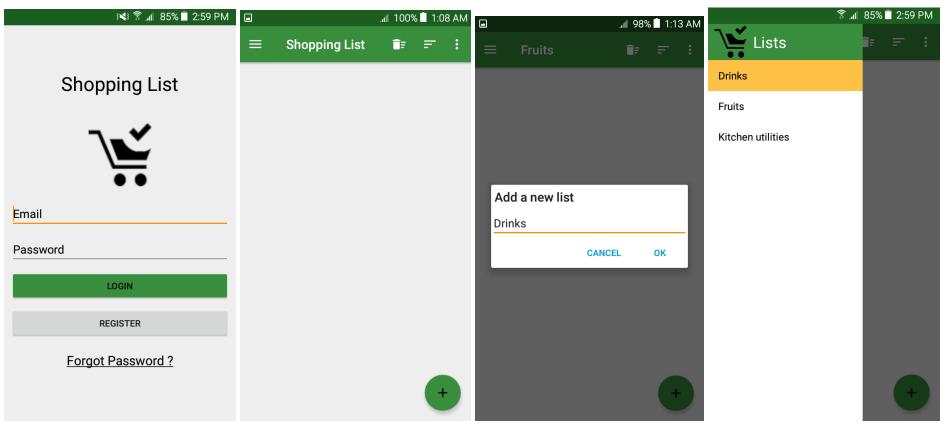
This project is the implementation of an android app called: "Shopping List".

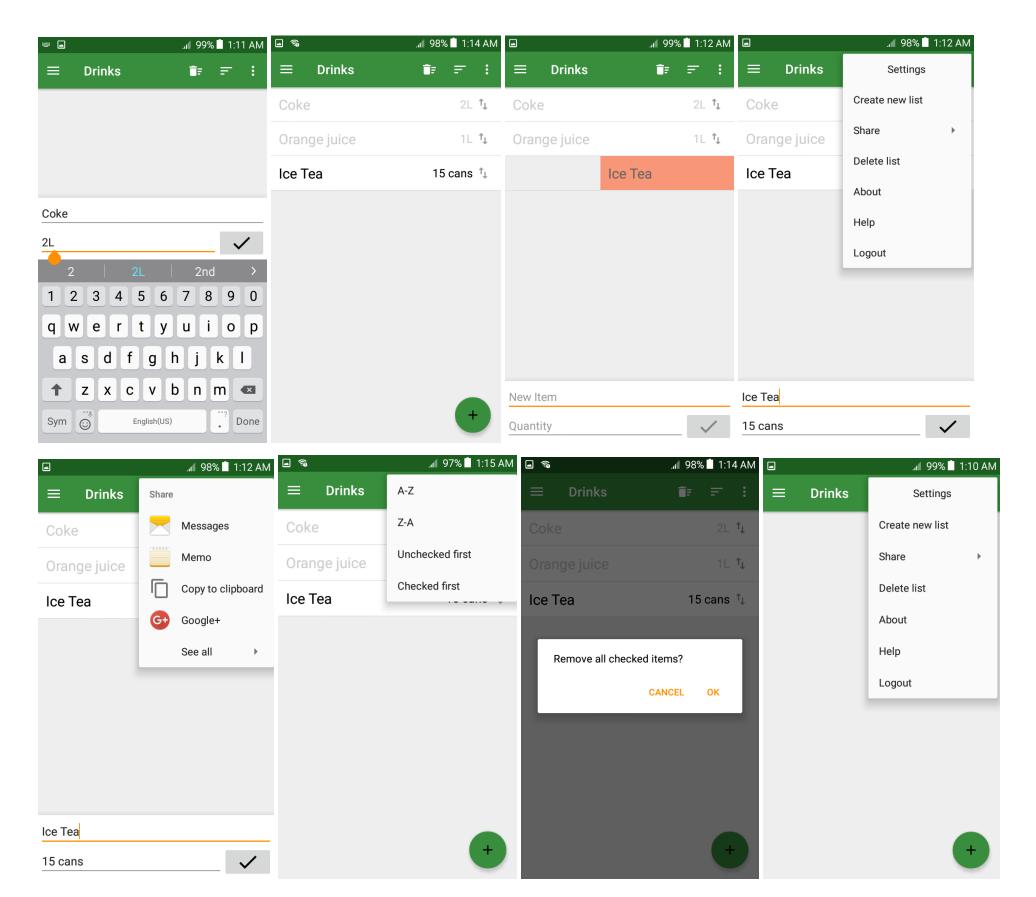
Shopping List gives the possibility to the user to add different list categories (eg: drinks, fruits) and you can add differents items according to theme of each list (eg: for drinks: add apple juice, coke etc.).

Main features of this app:

- Users can check items, delete all the items in a given list, or delete list
- Share all your lists with friends on different smartphone apps (eg: messenger, snapchat, message, etc.)
- Sort the lists (A-Z, Z-A, Unchecked first, Checked first)

Emmanuel's Portfolio 2

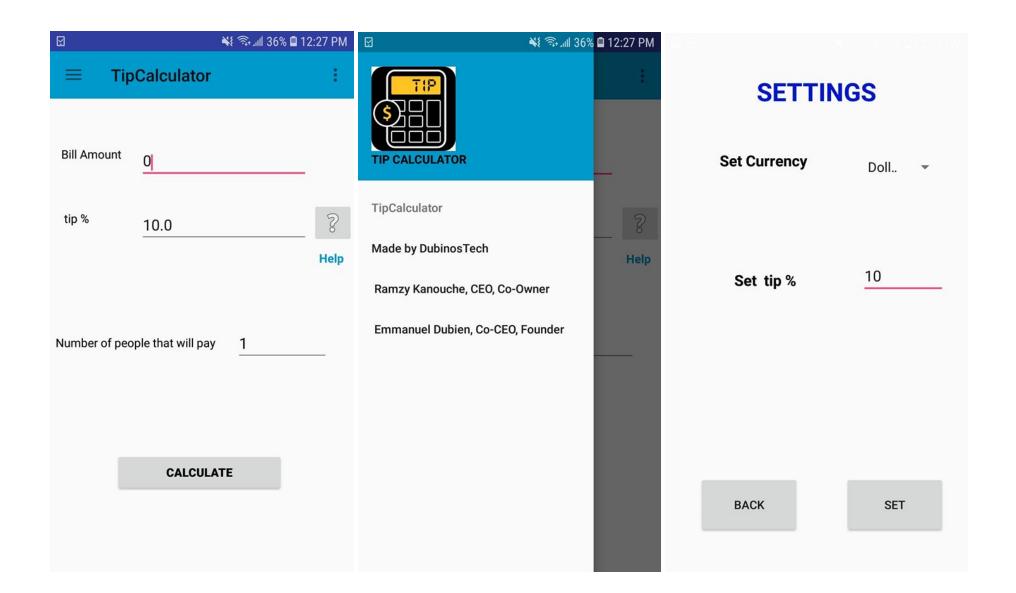


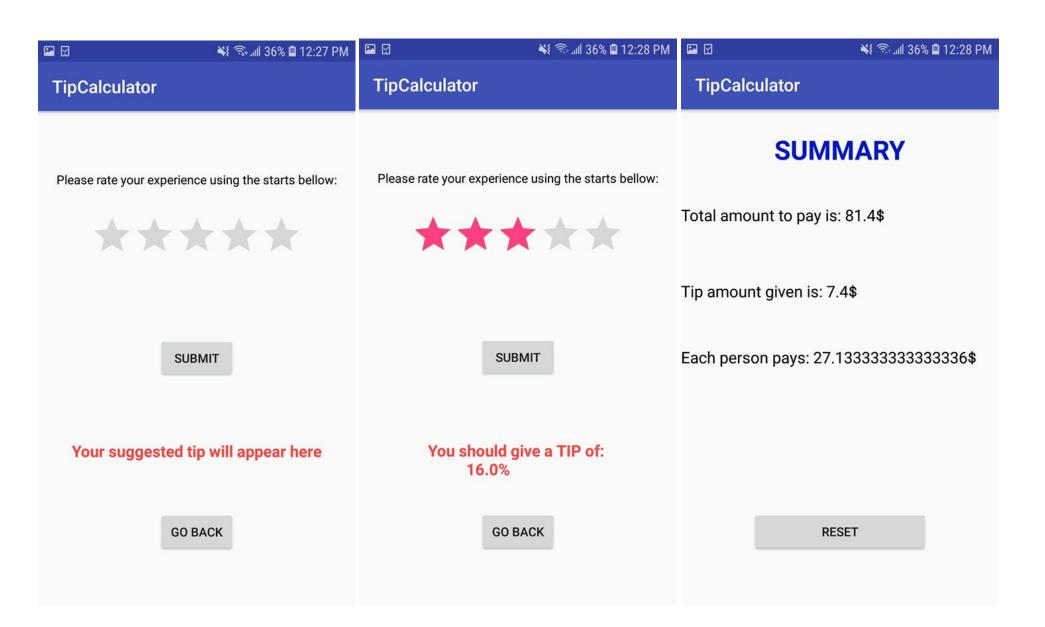


# Emmanuel' s Portfolio 3- Tip Calculator App:

Develop an android application that calculates the tip amount to pay at a restaurant. Since we are primarily interested in the development of User Interfaces (UIs), we will describe the application in terms of its UI screens and menus. Note that this is not the ideal method to capture software requirements; nonetheless, it should be sufficient for a simple application.

The application's Graphical User Interface (GUI) is composed of the following screens and menus:





## Emmanuel's Portfolio 4

#### 4- HouseHold Manager App:

An application for Android devices that manages house holds by assigning new tasks to users who are able to log in, log out and register, as well as by adding and removing items to shopping lists. Used an SQLlite database to save users, tasks and items on the list and implemented activities with fragments.

