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My Favourite Meal

Description

My favourite meal app help you to know what the best meal in the restaurant , add your favourite meal in a list to display to the other people that it is a good meal in this restaurant. Allow you to make your favourite meal list to check this if you like to eat it in one day.

Intended User

All users can use app

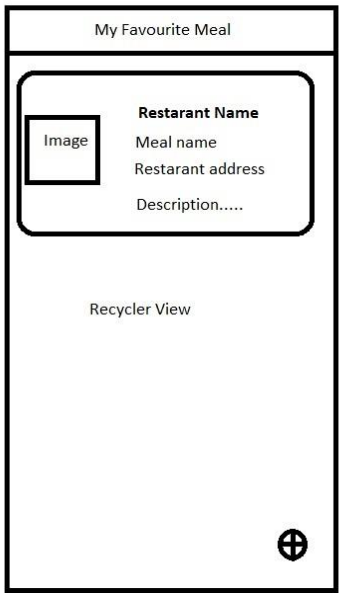
Features

List the main features of your app. For example:

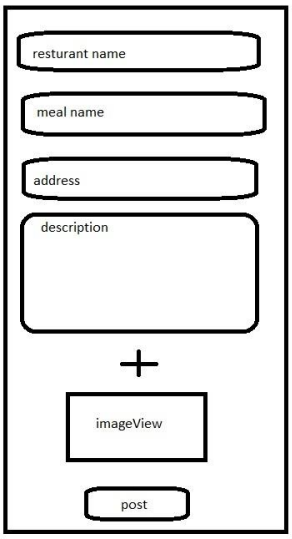
- Saves information about restaurant
- Upload images
- Show the best meals in restaurants
- Make your favourite meals list

User Interface Mocks

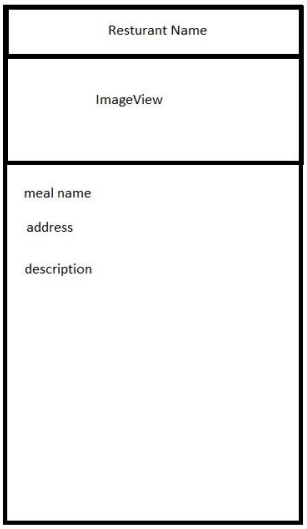
Screen 1



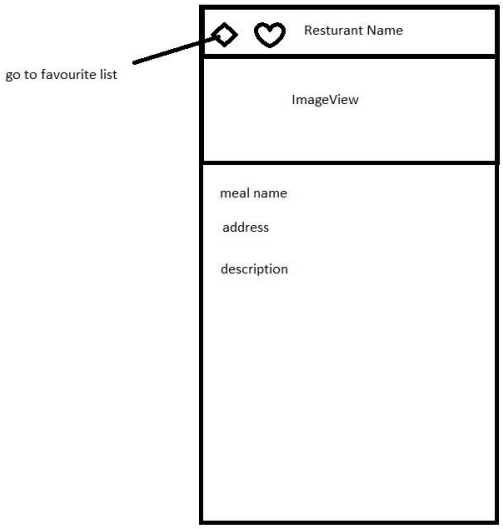
Screen 2



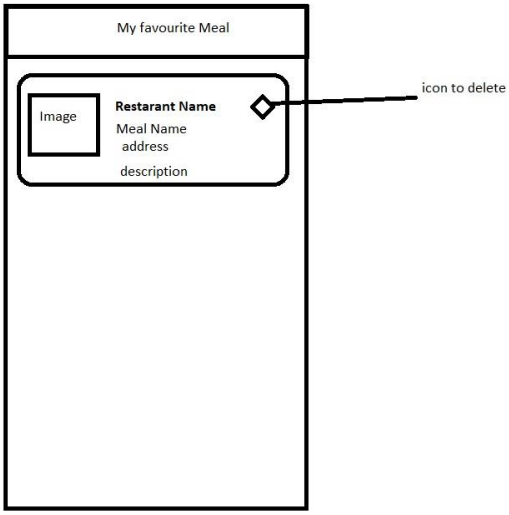
Screen 3



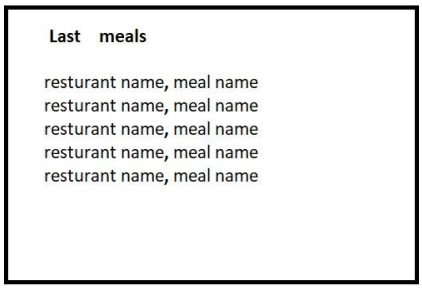
Screen 4



Screen 5



Widget



Key Considerations

How will your app handle data persistence?

Firebase and Room

Describe any edge or corner cases in the UX.

Iam using firebase it cashes data if no internet connection but No data in my RecyclerView I will display TextView “There are No Data ”

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

Picasso handle the loading and caching of images.

ButterKnife reducing code

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

- Admob when user lanuch app I will show ads
- Firebase for real time database and store
- Firebase Analytics

Task 1: Project Setup

Create and setup a new project. this task include :

- Creating a new project in android studio.
- App is written solely in the Java Programming Language.
- Support Rtl and Content Description.
- all text will be in string.xml.
- App will communicate with widget over IntentService.
- Configuring libraries by adding all necessary depedencies.

Library Name	Library Version
Android studio	3.3.1
Gradle	4.10.1
picasso	2.71828
ButterKnife	8.8.1
Room	1.1

Task 2: Implement UI for Each Activity and Fragment

- Main_activity [Activity]:To display Item of meals.
- details[Activity] : To display the details of meal
- Add_meal[Activity] : To add a new best meal in the list
- Favourite[Activity]:to display your favourite meals

Task 3: Google Play services

- admob
- Firebase
- Firebase Analytics

Task 4: FireBase

- Implement firebase real-time database to display all items of meal in recyclerView
- Implement firebase storage to store images of meal
- Firebase Analytics

Task 5: Room

- Using room if a meal like you and you would like to add it to your favourite list.
- It will be implemented using LiveData and ViewModel

Task 6: other libraries

- ButterKnife
- EasySplashScreen
- Picasso