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# JustTravelAway

# Description

This application allows users to view a list of the most desired locations to travel in some continents of the world, also details and important information about all of them.

### Intended User

Travelers.

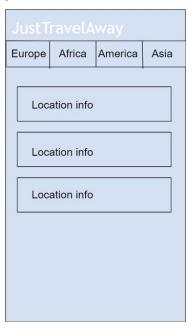
### **Features**

#### App Features:

- Show list of locations to travel per continent
- Show detail of a location
- Show in app widget last location seen in application

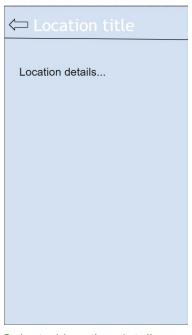
# User Interface Mocks

#### Screen 1



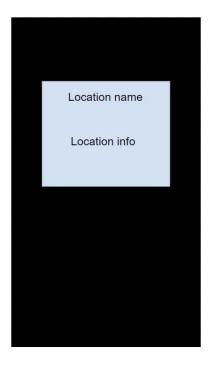
List of locations in a view pager tabbed

# Screen 2



Selected location details

#### Screen 3



App widget showing last location seen

# **Key Considerations**

How will your app handle data persistence?

Use SharedPreferences to remember last tabbed section of locations seen. (Which continent tab was last selected/seen).

Describe any edge or corner cases in the UX.

Navigation utils, like in toolbar up/back button in location details, to return to Locations List activity, as parent activity.

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

To show pictures/images of locations i will use Picasso. RecyclerView to show list of locations; AndroidX support is used too.

Also will use Data Binding and Material Design and Constraint layout.

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

I will implement a service/loader to get information from the Travel API i will be using and extract data as JSON. We use a KEY\_API to get access to API info.

Next Steps: Required Tasks

# Task 1: Project Setup

First add needed libraries to setup the project.
Then implement API\_KEY variable to access the API.
Implement styles and app theme.

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

Create main activity with view pager to show a fragment for each continent data. Use network to get data as JSON, and show list of location in a recyclerview. On click of an item, go to detail activity.

In detail activity show location information and allow user to get back to main activity in up button.

# Task 3: Implement UI for App Widget

Create a widget, starting with no info and content, then update it with information of the last seen location. Then it always updates when the user sees a new location on its device.