

[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](#)

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## Talk To Me

### Description

This application works to send messages between friends and co-workers that can be used in all organizations. It also works on charity with people all over the world.

I will be written this app by Java programming language

I will be used newer version for library ,Gradle and Android Studio

### Intended User

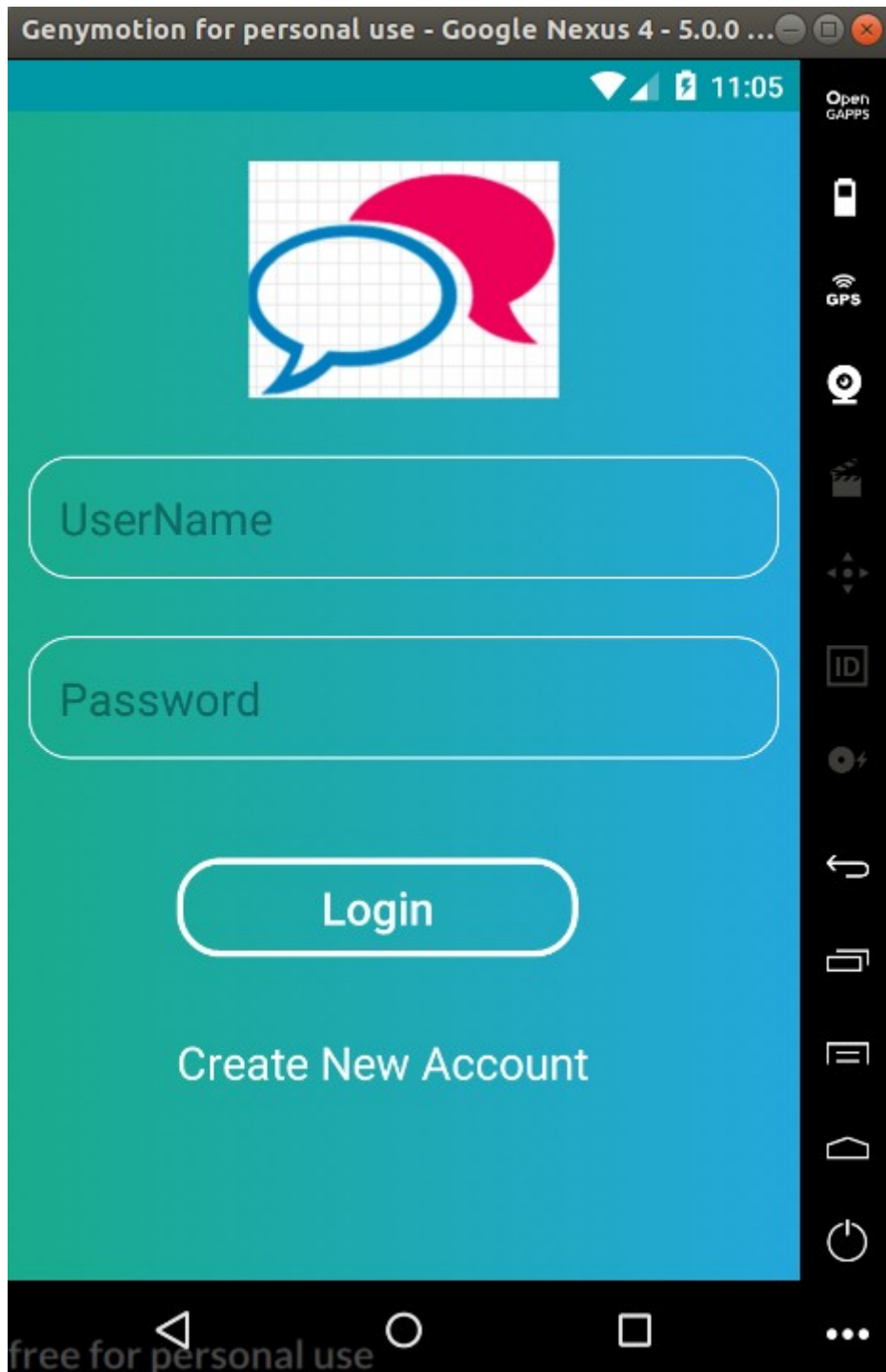
Families, Students and other people

### Features

- Saves information
- Takes pictures

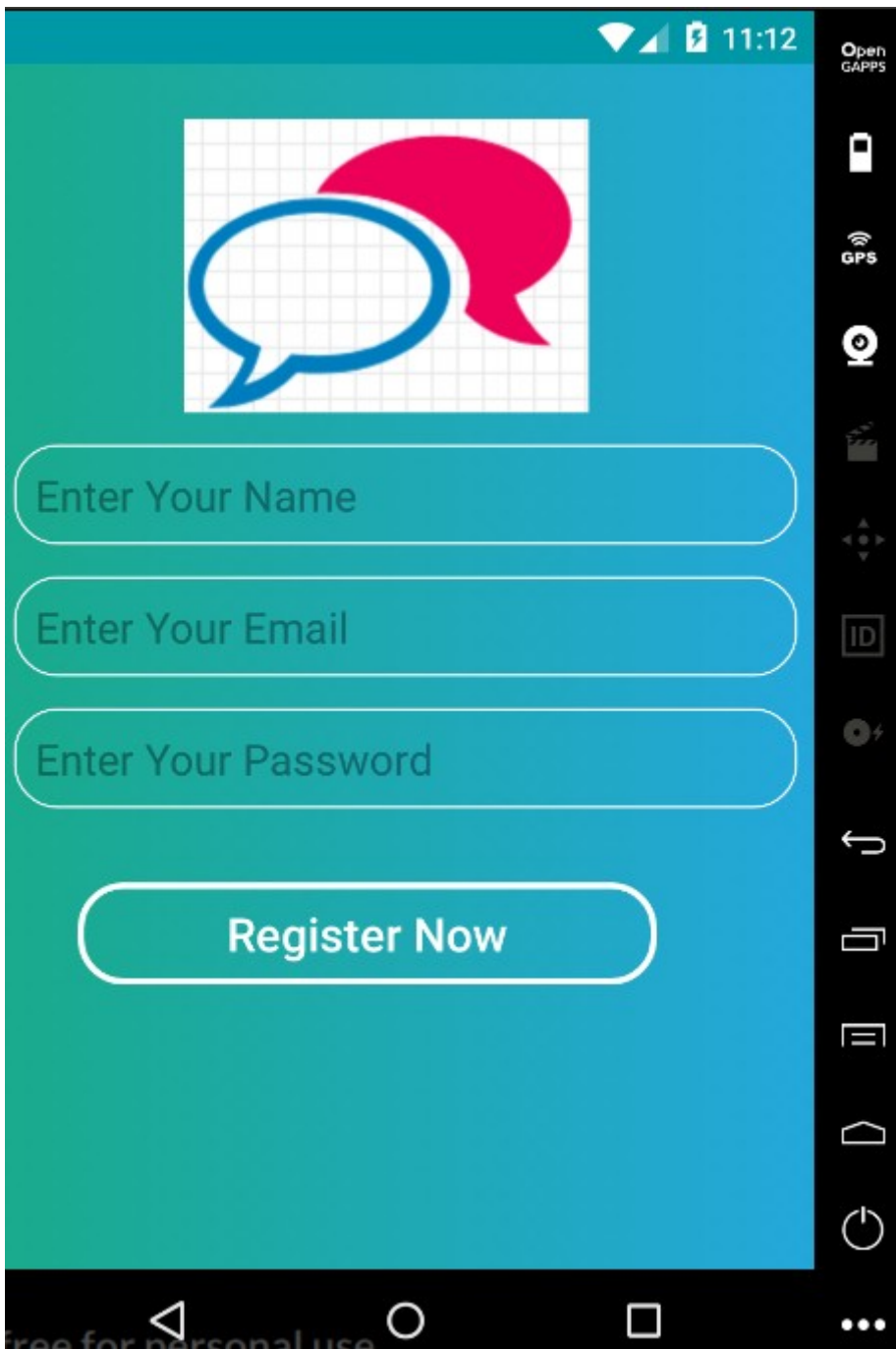
# User Interface Mocks

Screen 1



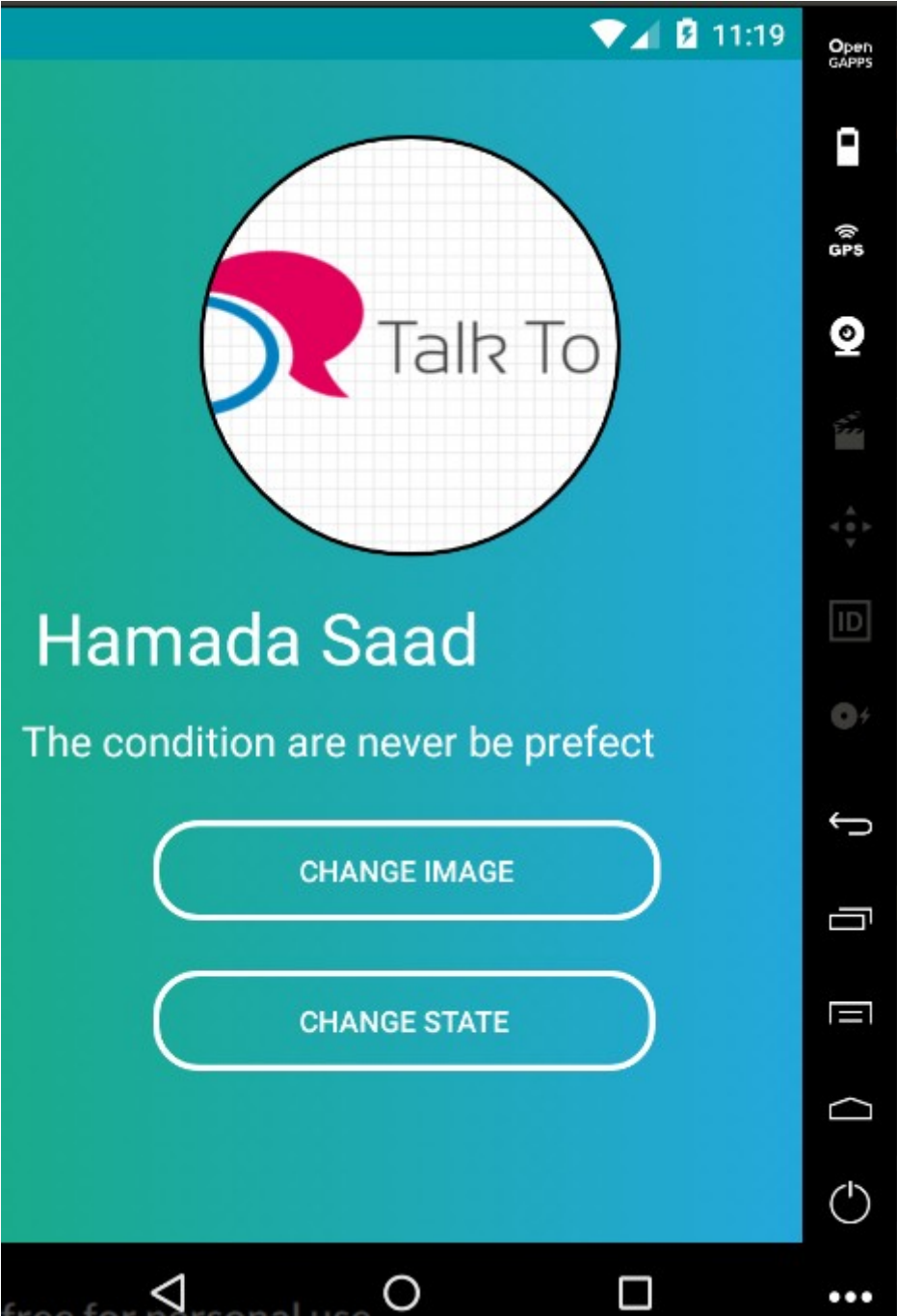
Login Layout

Screen 2

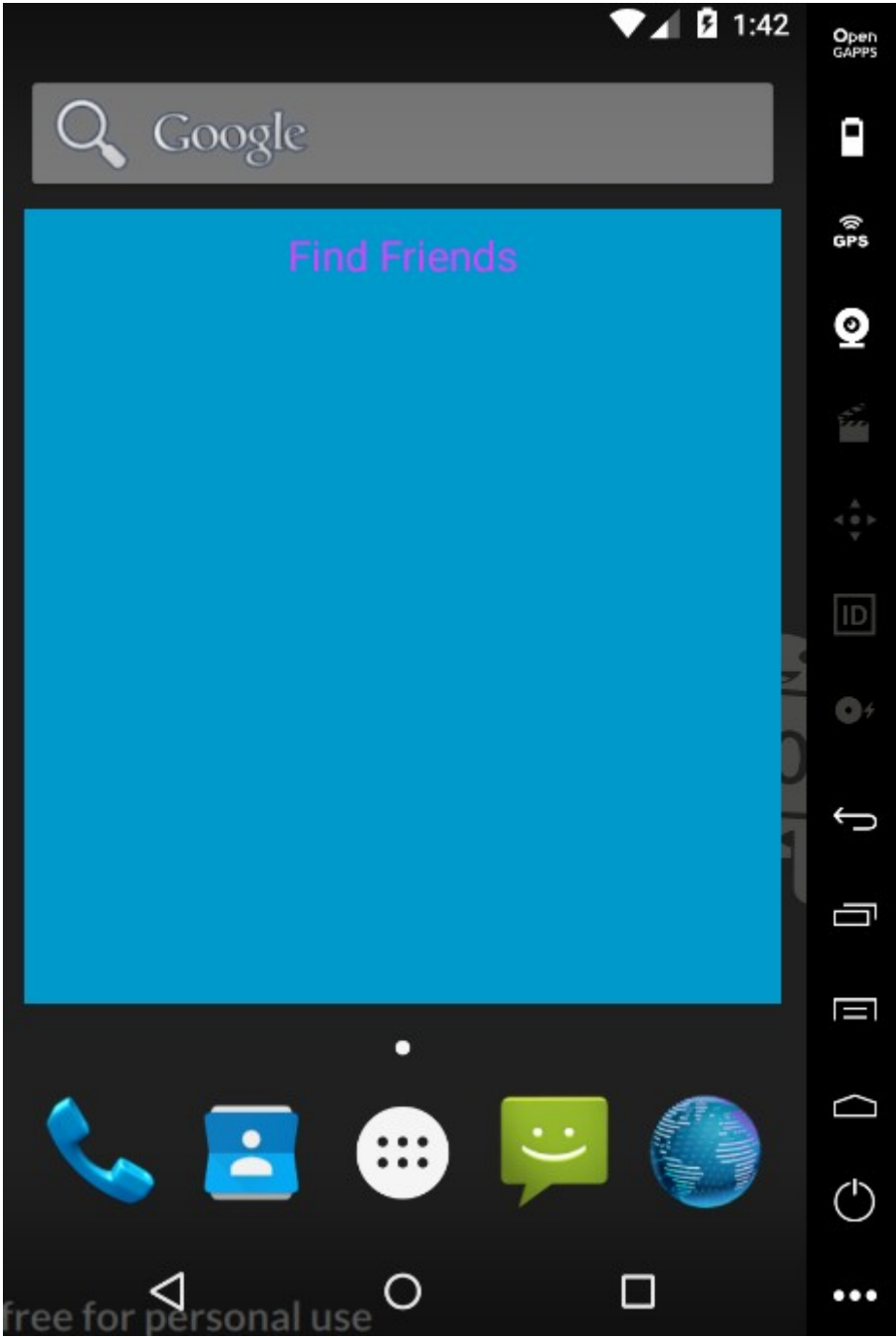


Register Layout

Screen3



Setting Layout



## Ui For Widget

### Key Considerations

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

Used Fire base Real time to save the data

#### **Describe any edge or corner cases in the UX.**

No corner case in the app till now ,I'm will create widget in the feature this Widget to view list for find friends

I'm create Dialog tell users when no internet with action button to open setting to connect the internet

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

1- Picasso or Glide to handle the loading and caching of images.

2-Butter Knife

3-Circle image view

4-RecyclerView

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

I will using google sign up which will use google play services

I will be used Firebase services to Authentication my app

## Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and break them down into tangible technical tasks that you can complete one at a time until you have a finished app.

### **Task 1: Project Setup**

Before I begin developing my app, I'll first need to add Get library to help me to finished this app

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

- Build UI for Login Activity
  - make splash screen take 3 seconds and make animation for login layout

### **Task 3: Sign UP**

Implement google and facebook signup

### **Task 4: Sender and Receiver**

- Create layout for sender and receiver

## Task 5: Integrate firebase within the application

1- Add firebase dependencies

## Task 6: Document section for libraries and gradle

### 1- App uses Android studio 3.2.1

#### Gradle details:

- GradleVersion= 'com.android.tools.build:gradle:3.2.1'
- supportLibraryVersion = '27.1.1'
- butterknifeVersion ='8.8.1'
- SupportConstraintVersion='1.1.3'
- CircleimageviewVersion='2.2.0'
- RecyclerviewVersion='27.1.1'
- PicassoVersion='2.71828'
- Firebase-coreVersion='16.0.4'
- Firebase-authVersion='16.0.5'
- Firebase-databaseVersion='16.0.3'

## Task 7: Some of Strings file

**<string name="app\_name">Talk To Me</string>**

```
<string name="log_out">Logout</string>
<string name="change_setting">Setting</string>
<string name="all_user">All User</string>
<string name="email_hint">Enter Your Email</string>
<string name="password_hint">Enter Your Password</string>
<string name="name_hint">Enter Your Name</string>
```



```
<string name="dialog_action_ok">Ok</string>
<string name="dialog_action_cancel">Cancel</string>
<string name="dialog_title_internet"> NO INTERNET</string>
<string name="dialog_message_internet">Please Check Your Internet
Connection.</string>
<string name="dialog_action_internet">Enable INTERNET</string>
```

```
<string name="log_out">خروج</string>
```

```
<string name="change_setting">الضبط</string>
<string name="all_user">المستخدمين</string>
<string name="dialog_action_internet">الاتصال بالانترنت</string>
<string name="dialog_title_internet" translatable="false">" لا يوجد
اتصال "</string>
<string name="dialog_message_internet" translatable="false">"التحقق من
الاتصال "</string>
<string name="send_request">ارسال طلب صداقه</string>
<string name="cancel_request">الغاء طلب الصداقه</string>
<string name="unfrined">الغاء الصداقه</string>
<string name="accept_request">قبول طلب الصداقه</string>
```

## Task 8: App design specification demonstrates implementing

1: i'm create class for cache the data when offline or no internet

**setPersistenceEnabled(true)** It will store the data for offline use.

**keepsynced(true)** by default, Firebase keeps 10mb data in cache,if it grows further it will replace by new data.To avoid the same and keep the whole data keepsynced(true)

2: I' will create class extend from services to download contains chat in background

## Task 9: Proposal contains user interface mocks.(\*including a UI mock for the app's widget)

I'm created widget in named TalkWidgetProvider to view list for find friends

## Submission Instructions

- After you've completed all the sections, download this document as a PDF [ File → Download as PDF ]
  - Make sure the PDF is named "**Capstone\_Stage1.pdf**"
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- Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
- Add this document to your repo. Make sure it's named "**Capstone\_Stage1.pdf**"