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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

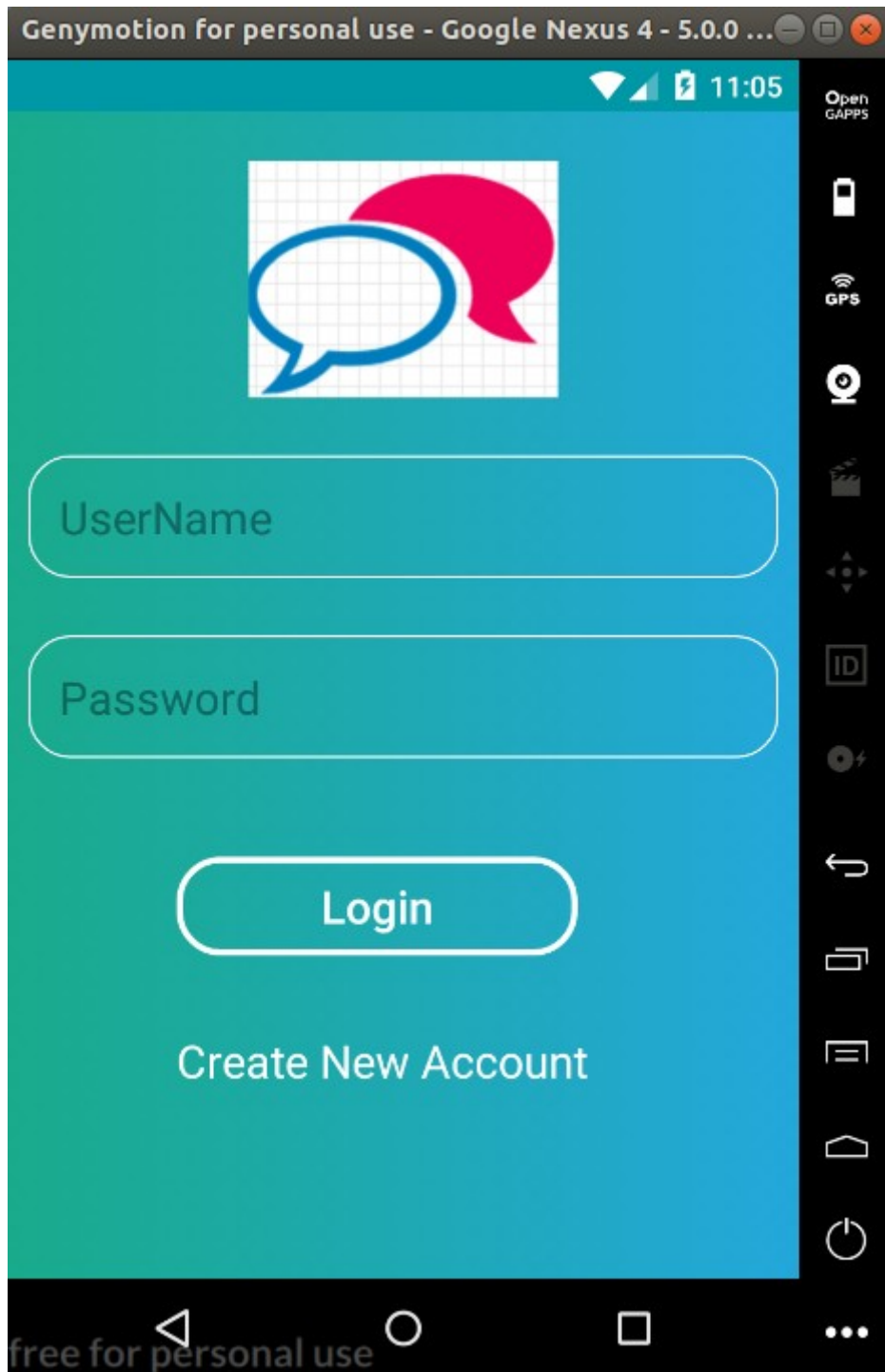
Families, Students and other people

### Features

- Saves information
- Takes pictures

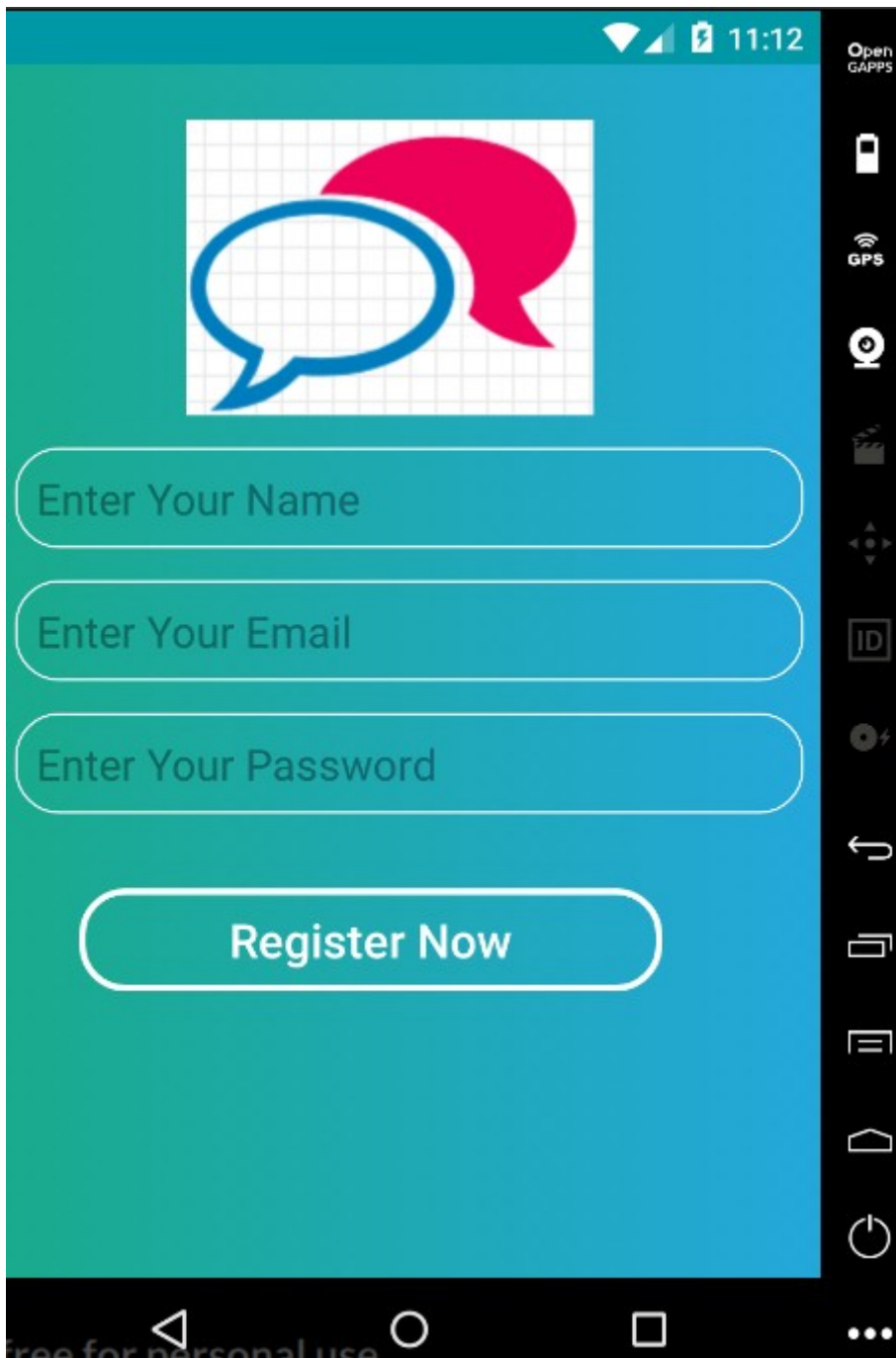
# User Interface Mocks

Screen 1



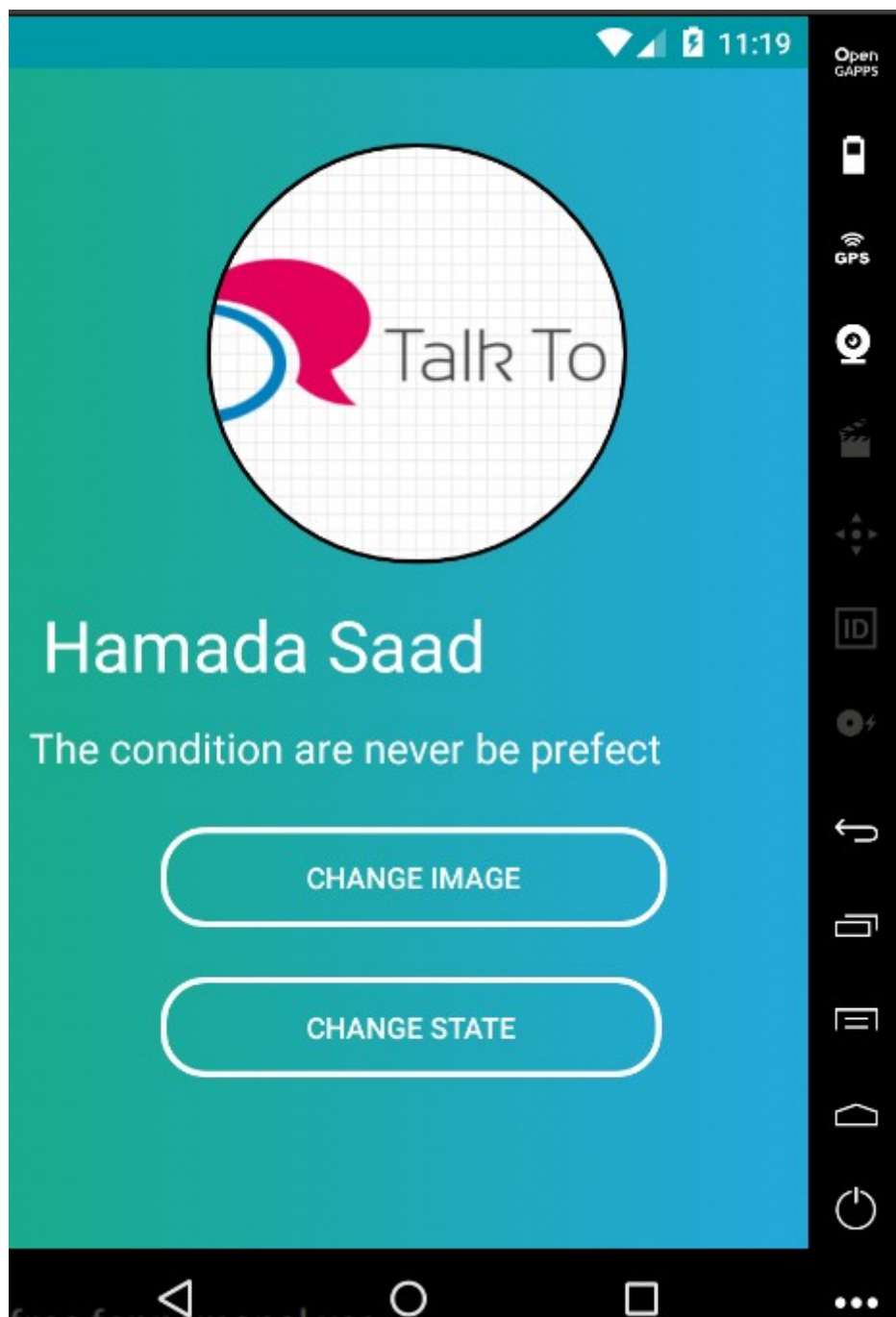
## Login Layout

### Screen 2



Register Layout

Screen3



## Setting Layout

## 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 of chat

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 use Google Sign Up which will use Google Play Services  
I will use Firebase services to authenticate 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 Gradle to help me finish 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 sign up

### 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_titile_internet"> NO INTERNET</string>
<string name="dialog_message_internet">Please Check Your Internet
Connection.</string>
<string name="dialog_action_internet">Enable INTERNET</string>
```

## Task 8: App design specification demonstrates implementing

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)

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

I'm will create widget in the feature

**this Widget to view list of chat**

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### Submission Instructions

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