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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

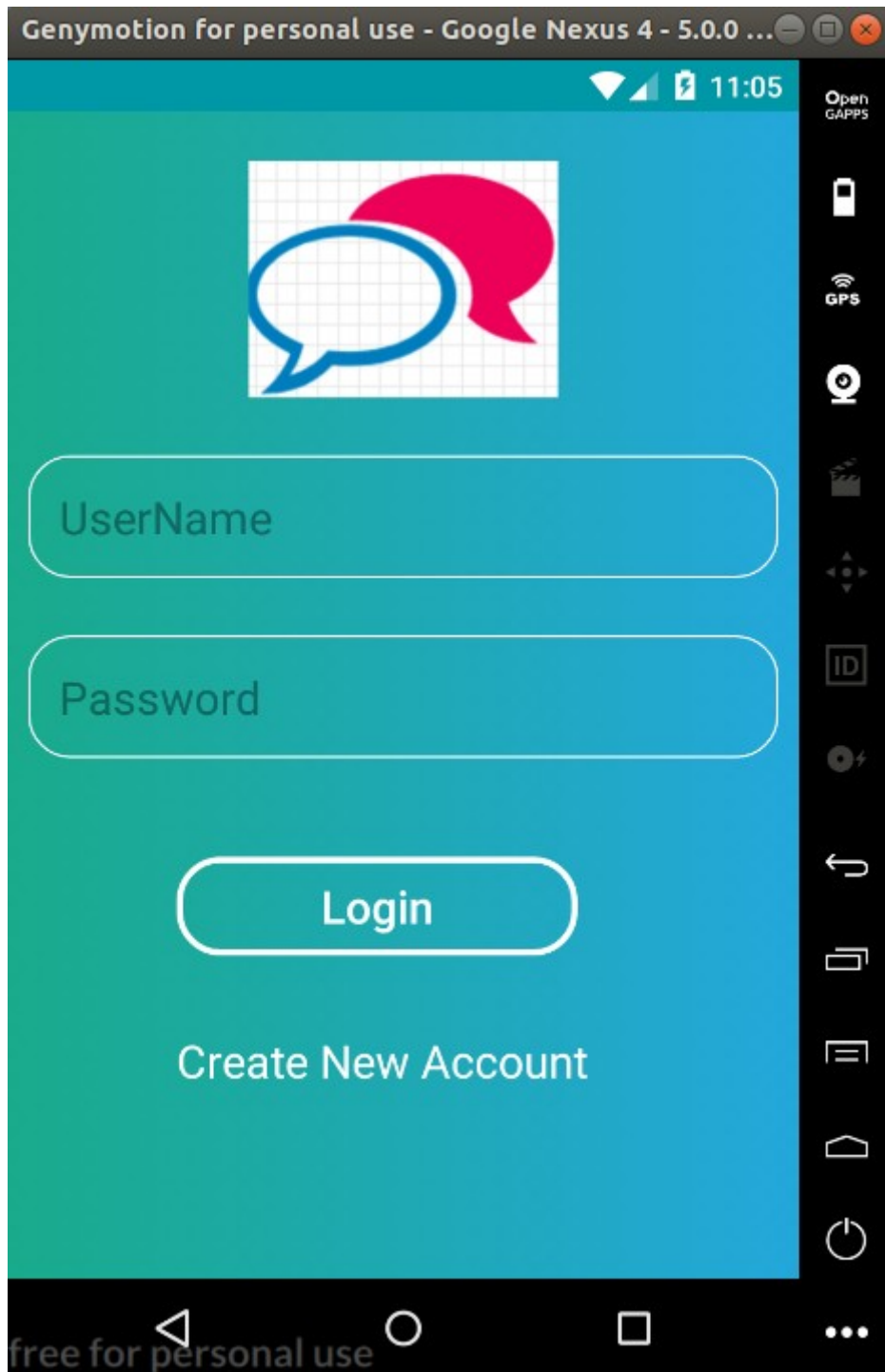
Families, Students and other people

Features

- Saves information
- Takes pictures

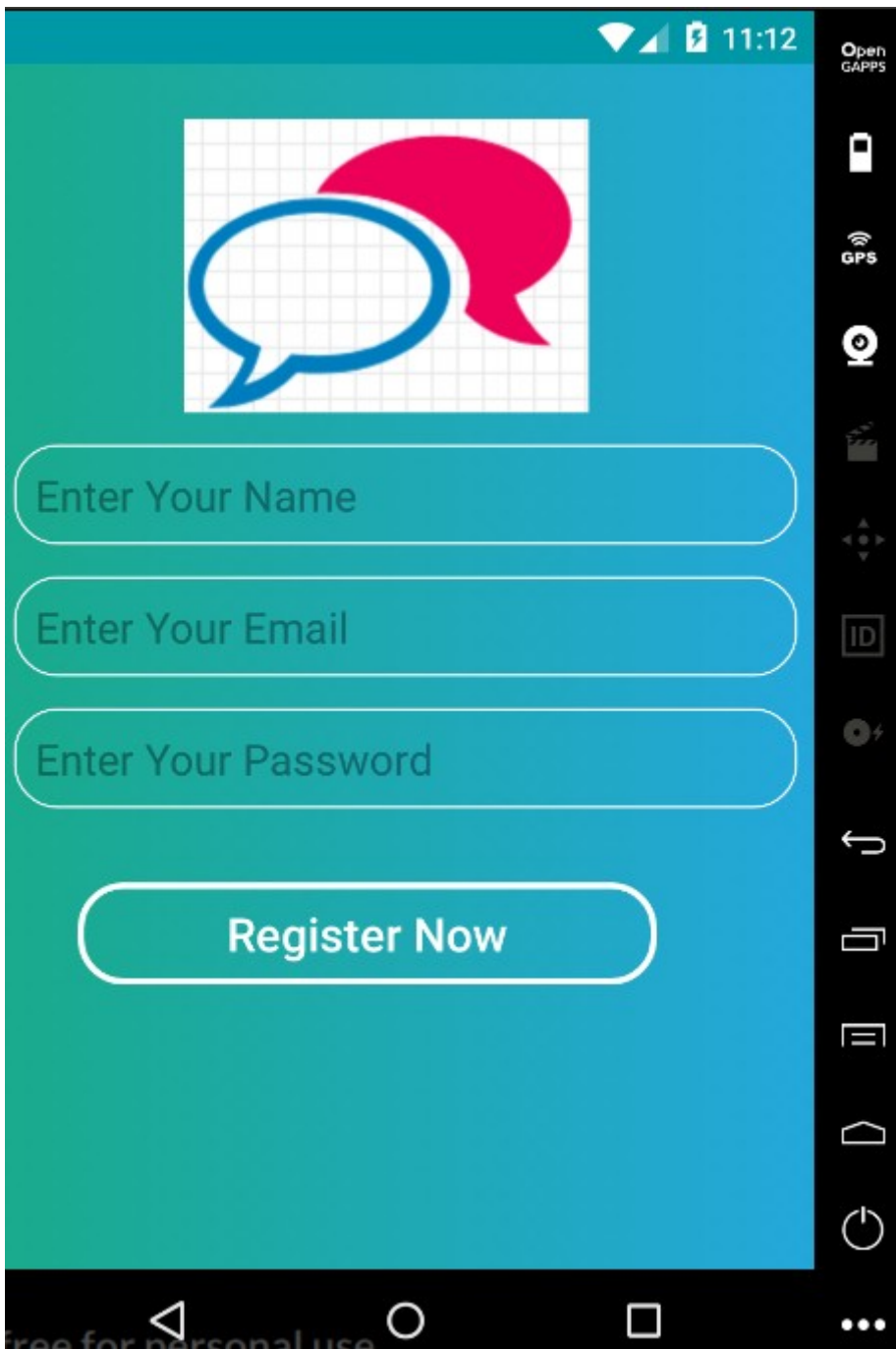
User Interface Mocks

Screen 1



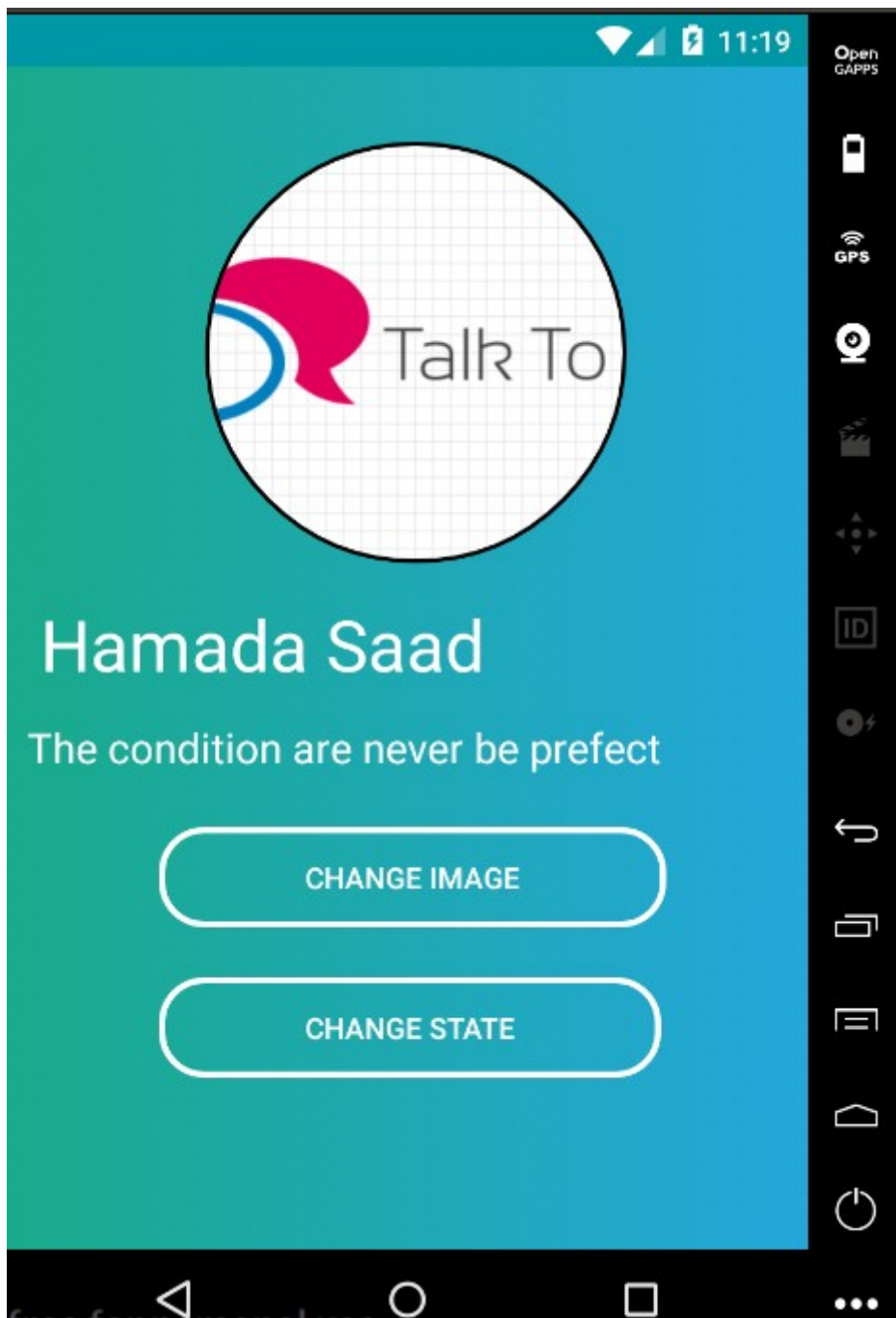
Login Layout

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>
```

<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
الاتصال "</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 of current chat

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**"
- Submit the PDF as a zip or in a GitHub project repo using the project submission portal

If using GitHub:

- 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**”