# Mangrove Institute of Science and Technology

# App Development

Project Name - ShareBye Code - 66681

# **Details About Project**

#### PROJECT OVERVIEW

Tools Used: Android Studio, Adobe XD

Number of Activity: 6 Activity

Number of Helper and ViewModel: 4 Fragment

Languages Used : Kotlin, Xml Used Number Of Library : 5 Also Used : View Binding

## **ABOUT SHAREBYE**

ShareBye is the fastest way to transfer files and data from Android to Android. The app has a simple interface and easy to use.

## SHAREBYE WORKFLOW

With ShareBye, transferring files from one Android mobile to another Android mobile is very easy and fast. The app provides separate functionality for recipients and providers. The provider can click the send button, turn on WiFi, scan the QR code from the provider's mobile and select and send the file. On the other hand, the recipient can receive the file by activating the hotspot of his mobile and creating a QR code by sharing the code with the provider. All received files will be saved in the ShareBy folder of the root directory.

### **HOW SHAREBYE MADE**

ShareBye is an Android software built with Android studio. Two programming languages were used to create the app.

- 1. XML Used to design UI/UX
- 2. KOTLIN Used to code backbone Development

Below is a list of all the files used ->

- 1. LAYOUT 6 XML FILES
- 2. ACTIVITY 7 KOTLIN FILES
- HELPER 2 KOTLIN FILES

- 4. ADAPTER 1 FOR RECYCLE VIEW
- 5. DRAWABLE 7 XML FILES
- 6. VIEW MODEL 2 KOTLIN MODEL
- 7. SERVICES 1 USED

Apps need some permissions to work properly.

The permissions are used:

- 1. Internet
- 2. Access Network State
- 3. Access Wifi State
- 4. Change Wifi State
- 5. Write Externet Storage
- 6. Manage External Storage
- 7. Foreground Service
- 8. Camera

Also view model and view binding system has been used.

- 1. VIEW MODEL The app is used to store live data and to use the same data in different places
- 2. VIEW BINDING Used for easy access to all xml IDs

Finally, it can be said that all the new methods of Google have been used to make the app.