

How to Use this Template

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ApanaNews

Description

ApanaNews app is news apps for Android based mobiles. It provides top-headlines from different news sources like Times of India, BBC News etc. It allow you to see the news from particular Sources.

Intended User

Anyone can use this app.

Features

List the main features of your app. For example:

- Shows Top Headlines
- App will be write solely in JAVA programming language.
- News from different sources
- News with description
- Saving feature of news

User Interface Mocks

These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.

Screen 1



This is the Launching UI of the Application
I used Material Drawer and RecyclerView to show the News Model.

Screen 2



This the detail News Activity which contains the Detail description of the news. And it has option to share the news with others.

Screen 3



This screen is showing the widget, on the clicking on widget, will perform the task opening ApnaNews

Key Considerations

How will your app handle data persistence?

ApanaNews is using Room to persist the news. In Article Activity, there is a floating button which allow to save that particular news.

Describe any edge or corner cases in the UX.

Whenever user will at Article Activity will press back button to come on home Activity.

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

Gradle(4.6) to handle automatic build process

Android Studio (3.2.1) for writing and providing environment.

Mikepenz.materialdrawer(5.9.2) for creating drawer

Room(1.1.1) for storing news

Firebase (16.0.1) for using supported service of firebase like Analytics and crashlytics

Crashlytics(2.9.6) for taking crash report

Android.support.design(26.1.0) for implementing material design

Android support.design.design-v4(26.1.0) for implementing design

Glide(3.8.0) to handle the loading and caching of images.

Retrofit(2.4.0) to handle networking queries.

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

I will Use Firebase Crashlytics and Analytics.

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

Write out the steps you will take to setup and/or configure this project. See previous implementation guides for an example.

You may want to list the subtasks. For example:

- Configure libraries
- Generation of API Key For Application

If it helps, imagine you are describing these tasks to a friend who wants to follow along and build this app with you.

Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:

- Build UI for MainActivity
- Build UI for ArticleActivity
- Build UI for AboutActivity

Task 3: Creation of Model and Loading of Model

Describe the next task. For example, “Implement Google Play Services,” or “Handle Error Cases,” or “Create Build Variant.”

Describe the next task. List the subtasks. For example:

- Creation of models Article, Source etc.
- Enabling networking libraries to load articles

Task 4: Data Persistence

Describe the next task. List the subtasks. For example:

- Creation of Room
- Query methods binding data with views

Task 5: Creation of Widget

Describe the next task. List the subtasks. For example:

- Create layout
- Implementation of listener

Task 5: Managing Resources and Accessibility

Describe the next task. List the subtasks. For example:

- Making sure accessibility is managing through `contentDescription`.
- All resources will store in resource directory.

Add as many tasks as you need to complete your app.

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"

