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Description

We believe that recycling is the best way to reduce waste.we are building an app to promote recycling. Recyclers will be collecting the to be recycled product and the seller or the customers will be selling them out when they want to.

They could easily choose the nearby recycler (collecting items for recycling)around them and sell their items for recycling.selecting the type of items they want to sell(paper,plastic,metal,glass).
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Intended User

This app is for families , students ,organisations those have an item that is no longer any use to them and could be recycled and the recyclers.

Features

- Saves information of the user.

- App uses Asynctask while it parses data to and from server using JSON.
- Could Book as the collector or the recycler to collect the items that the customer wants to sell and the instance of time.
- Push Notification when orders become successful.
- Information of customer to recyclers.
- For the terms of udacity , instead of making 2 android apps one for Recyclers and One for Customer , we will create only one app including both android apps features.
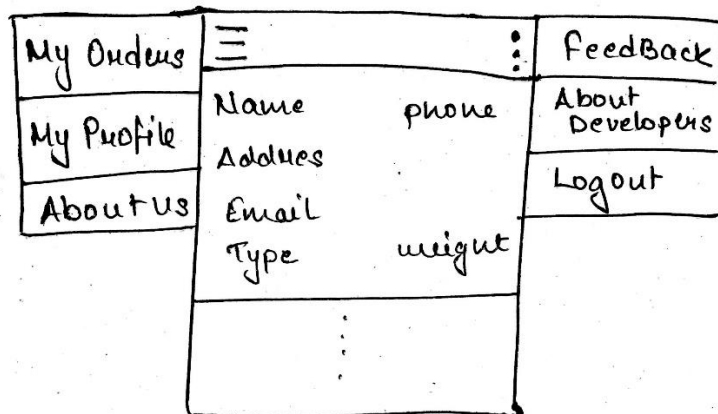
User Interface Mocks

Screen 1
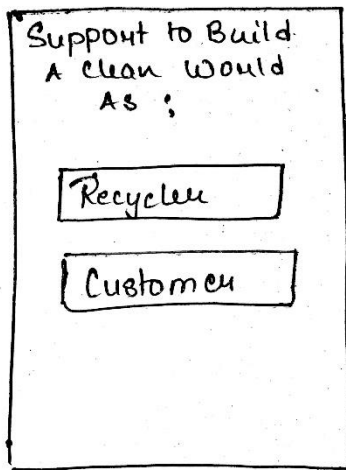
Let you select your role at the first time starting of App whether you are Recycler or Customer.

Screen 2

Recycler.

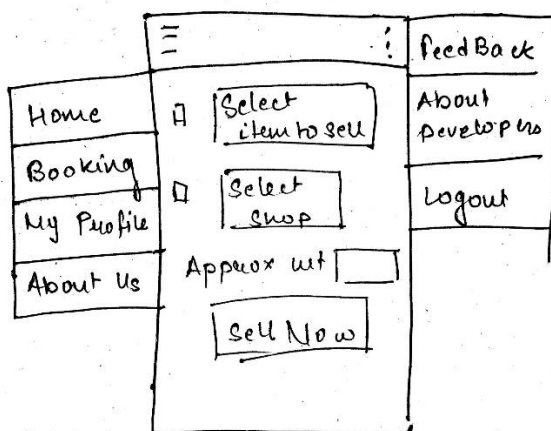| My Orders	☰	⋮	FeedBack
My Profile	Name	phone	About Developers
About Us	Address		Logout
	Email		
	Type	weight	

This is the main interface of Recycler application after a successful login where the orders to them will show the details of the customer

Screen 3

Customer.

☰	⋮	FeedBack
Home	▯ Select item to sell	About Developers
Booking	▯ Select Shop	Logout
My Profile		
About Us	Approx wt [____]	
	Sell Now	

This is the main interface for Customer after successful login. Here they can select the category of item and then choose the collector available they want and the approximate weight they want to sell can proceed to book for the order .

Key Considerations

How will your app handle data persistence?

My app will parse the data to and from the Ubuntu server of Digital ocean which will consist a POSTGRESQL server and PHP scripting files.
Also for local storage, the app will use Content Provider of SQLLITE.

Describe any corner cases in the UX.

Navigation View Along with Drawer is the main interface . User will redirect to this interface after each event

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

Picasso, for loading images,
HTTP core- for HTTP requests
JSON parsing.
Firebase FCM for push Notification.
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Describe how you will implement Google Play Services.

In GRADLE build for SIGNED APK and for FCM, I will include google services

Next Steps: Required Tasks

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

Task 1: Project Setup

- Create the mockups for the basic idea implementation into graphical view.
- Know the languages that will need in the projects on the server side , like in this project PHP and POSTGRESQL will be used.
- Buy the server.
- Setup Android Studio with JDK.

Task 2: Implement UI for Each Activity and Fragment

- Build UI for LOGIN activity and REGISTER activity.
- Build UI for MAIN interface.

Task 3: Implement Functionalities along with importing libraries

- Impose the Functions on the built UI .
- Use the functions from imported libraries.
- Control the errors and exceptions.

Task 4: Observe the Data Flow and Logic Checking

- Observe how the specific data gets parse from one function to other function and from one activity to another activity.
- The data should follow the logic that got implemented as decided.

Task 5: Check on Simulator and build SIGNED APK
- Check the full app and build the SIGNED APK of it.