

How to Use this Template

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Submission Instructions

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GitHub Username: muhamedfayed

Publish and Sell

Description

Publish and Sell : Will be a marketplace to sell and buy products, it solves the problem of the hard way of selling things, because the buyer will be able to the things on the application instead of meeting the seller to see it.

It provides fast selling, the user can choose create a new post, upload picture, add title and phone number after that he can make his post displays to the all active users.

Intended User

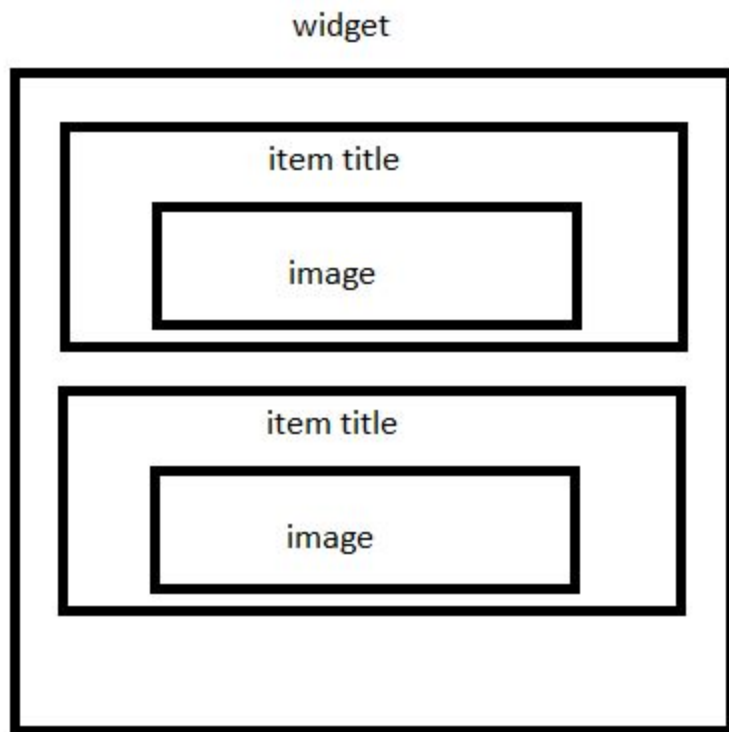
This app suitable for all the kind of peoples who have legal things to sell and buy.

Features

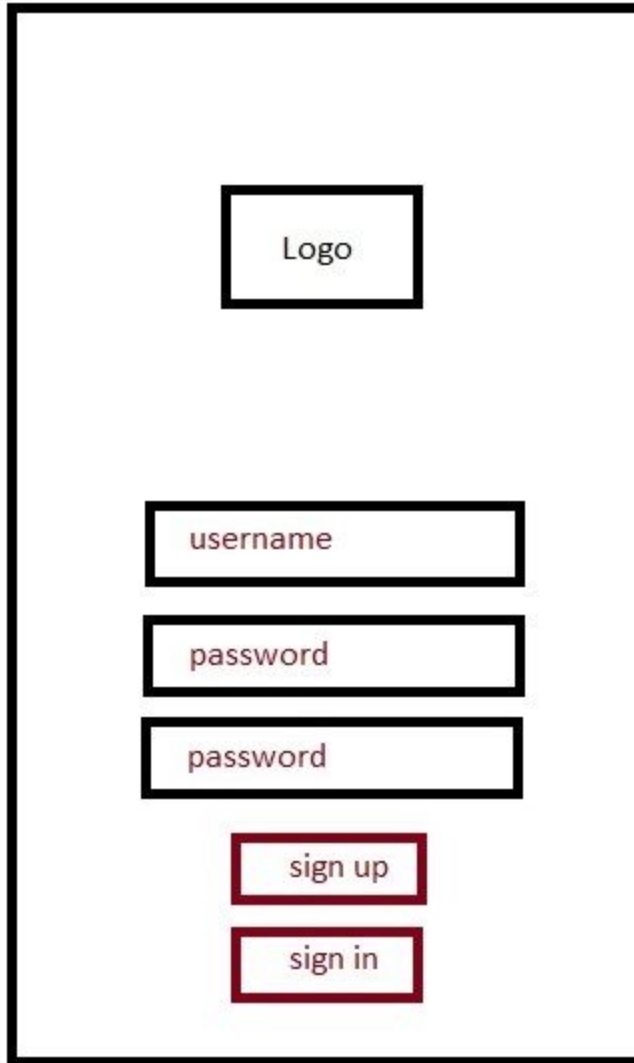
- Post in timeline used buy many activve users
- Takes pictures of things to sell
- Add title, phone number and description for the user's product

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 Photoshop or Balsamiq.



Screen 1



A diagram of a mobile application screen layout. The screen is represented by a large black rectangular border. Inside, the elements are arranged vertically in the center: a 'Logo' box, followed by three input fields labeled 'username', 'password', and 'password', and finally two buttons labeled 'sign up' and 'sign in'. The 'sign up' and 'sign in' buttons have a dark red border, while the others have a black border.

Logo

username

password

password

sign up

sign in

Screen 2

Logo

username

password

sign in

sign up

App name
<div><div>username phone number description</div><div>image</div></div>
<div><div>username phone number description</div><div>image</div></div>

← Add new selling post

phone number

description

upload image

add your post

Key Considerations

How will your app handle data persistence?

The app will be based on firebase services, it will use realtime database, storage to save pictures, adword to be able to gain some revenue

Describe any corner cases in the UX.

After the user run the app he will find a login screen, he must create or login with existing account to access the app content, first he will see the timeline activity it's gonna be the main activity of the application, from it he can click on the plus button or add to access the creating post page, and he can return to the main activity from the back button.

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

*Glide to handle the loading and caching of images.

*Design library to make the app matrial

*Firebase libraries to make the app connected to firebase and able to use firebase features

Describe how you will implement Google Play Services.

Describe which Google Play Services you will use and how.

*firebase realtime database by adding it's library to be able to save the users and the posts,

*firebase storage to be able to save the pictures

*firebase admob to gain some revenue from my application

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

- Configure libraries

Task 2: Implement UI for Each Activity and Fragment

- Build UI for each activity

Task 3: Implementing the classes and methods for Each Activity

- Assign the layouts to the java classes
- Implement the java code for each activity

Task 4: Testing the application

- Test the app

When i request for new data, the AsyncTask will work on the background to get the data from the firebase database and get it till the data arrive and putted on the recyclerview there is a loadingbar working.

When i send data to server, The AsyncTask will work on the background too to write this data to the database and after it done the app will take the user to the main activity.

App provides a widget to provide relevant information to the user on the home screen.

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