How to Use this Template

1. Create a new document, and copy and paste the text from this template into your new document [Select All → Copy → Paste into new document]
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Nola

Description

This app help people discover great places around them, You can find in the main page a list of restaurants nearby you when you click on one of it you will move to the second page which includes user ratings, votes, average cost, cuisine and address, you will also find two buttons one for more information and the other one will direct you to google maps.

Common Requirements:

● App is written solely in the Java Programming Language.
● App includes support for accessibility. That includes content descriptions, navigation using a

D-pad, and, if applicable, non-audio versions of audio cues.
● App keeps all strings in a strings.xml file and enables RTL layout switching on all layouts.
● App utilizes stable release versions of all libraries, Gradle, and Android Studio.
● AsyncTask is used to load the image in the detail screen.

Intended User

Everyone can use this app specially travellers as this app will help them to find the best restaurant nearby based on their cuisine interests.

Features

- Search for restaurants by name, cuisine, or location.
- Set cuisine preferences to find the restaurants of your interest.
- Display detailed information including ratings, location and cuisine.
- User friendly material design.
- Bookmark your favorite restaurants.

User Interface Mocks

Screen 1

This is the main screen you will find tab layout (Nearby and favorites) , recyclerview shows restaurant list, image view and 4 text view and also up there is a menu shows setting.

Screen 2

This is the second activity (Restaurant Detail Activity) it display detailed information about the restaurant including ratings,cuisine, average cost, address and two buttons one for more information about the restaurant and the other one it’s direction.
And also on the bottom you will find admob.

Screen 3

This is the Tablet layout

Widget:

You can make widget by your favorite restaurant.

Key Considerations

How will your app handle data persistence?

When you mark a restaurant as a favorite , the data will be stored in android SQLite database. Room Library will be used to have the advantage of executors and livedata for a better implementation and user experience.

Describe any edge or corner cases in the UX.

When you mark any restaurant as favorite it will be available even when the internet connection is not available.
If internet is not available, the app will display a blank screen with text - No Internet available.
If the user has no cuisine preferences, by default all cuisines available will be used to display search results.

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

- Picasso or Glide to handle the loading and caching of images.
- ButterKnife to avoid using multiple findViewById() calls.
- Google Play Services
- Room to have the features like:- livedata and easily connect with android SQLite database.
- Retrofit to connect with external api along with gson.
- Zomato API - Connection will be made manually using an API key
- Material Design Components like:- constraint layout, floating action bar etc.

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

Google Play Services will mainly be used to track the current location of user and using places api to get the address based on lat-long.

- Google Play Service (Admob)

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

Create New project
Setup all the libraries that are mentioned in this document.
Request Api from zomato website

Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:

- Build UI for MainActivity
- Build UI for Detail Activity
- Build UI for fragments and Widget
- BuildUI for tablet layout

Task 3: Setting up Zomato API

- Defining constants for base url and api key.

Task 4: Setting up location services and google places API

- Setting up location tracking in our android application and google places api to fetch the location details based on coordinates.

Task 5: Implementing the whole functionality and improve UI

Connecting different functionalities to work together in synchronization

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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**"