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# Capstone\_Project

## Description

My app helps new coders learn by watching professional coders code live via streaming. They can choose from many languages including Java, Python, Ruby.

## Intended User

New coders wanting to learn something about a language, experienced coders needing a refresher, experienced coders wanting to network with other coders.

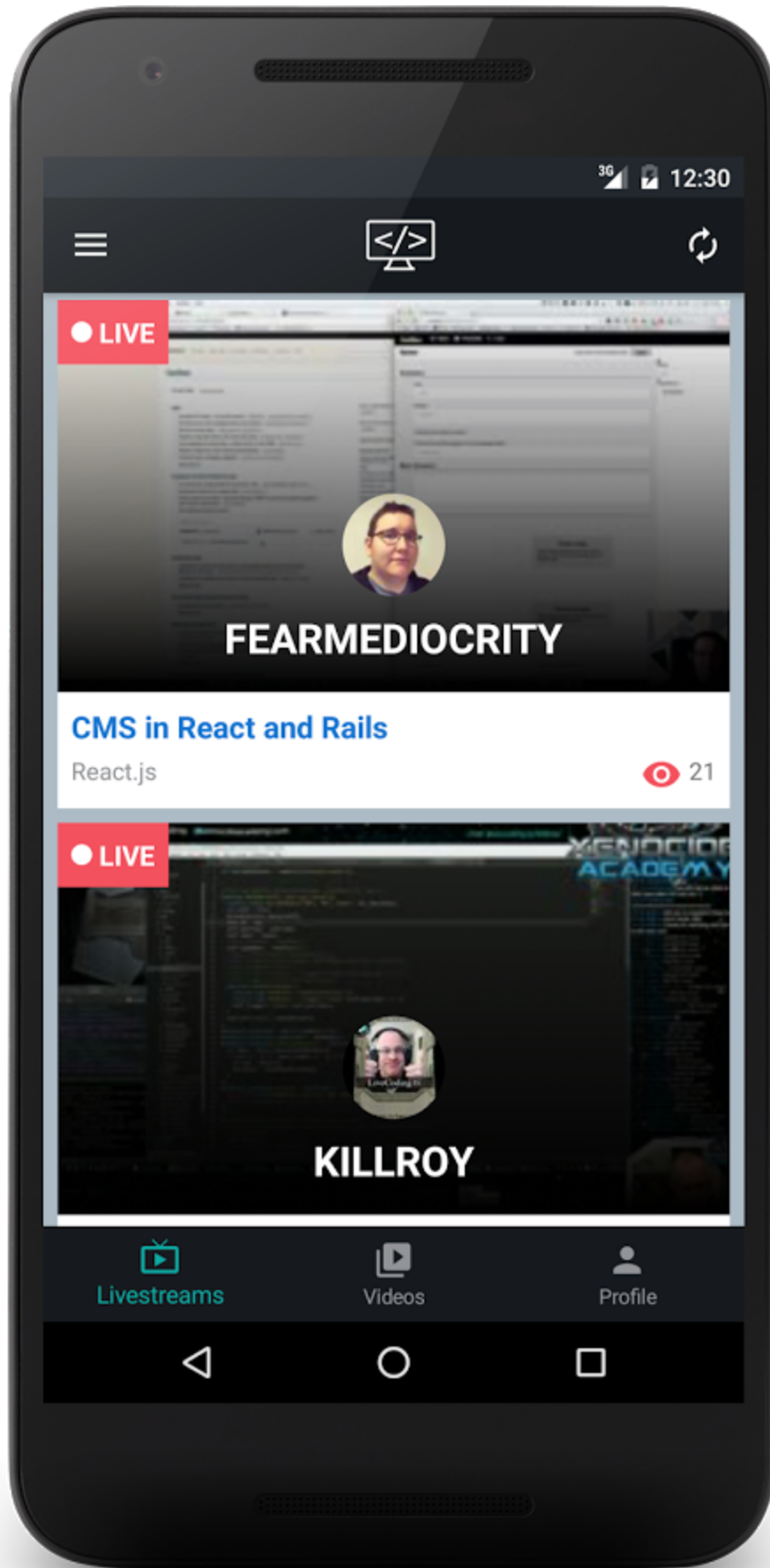
## Features

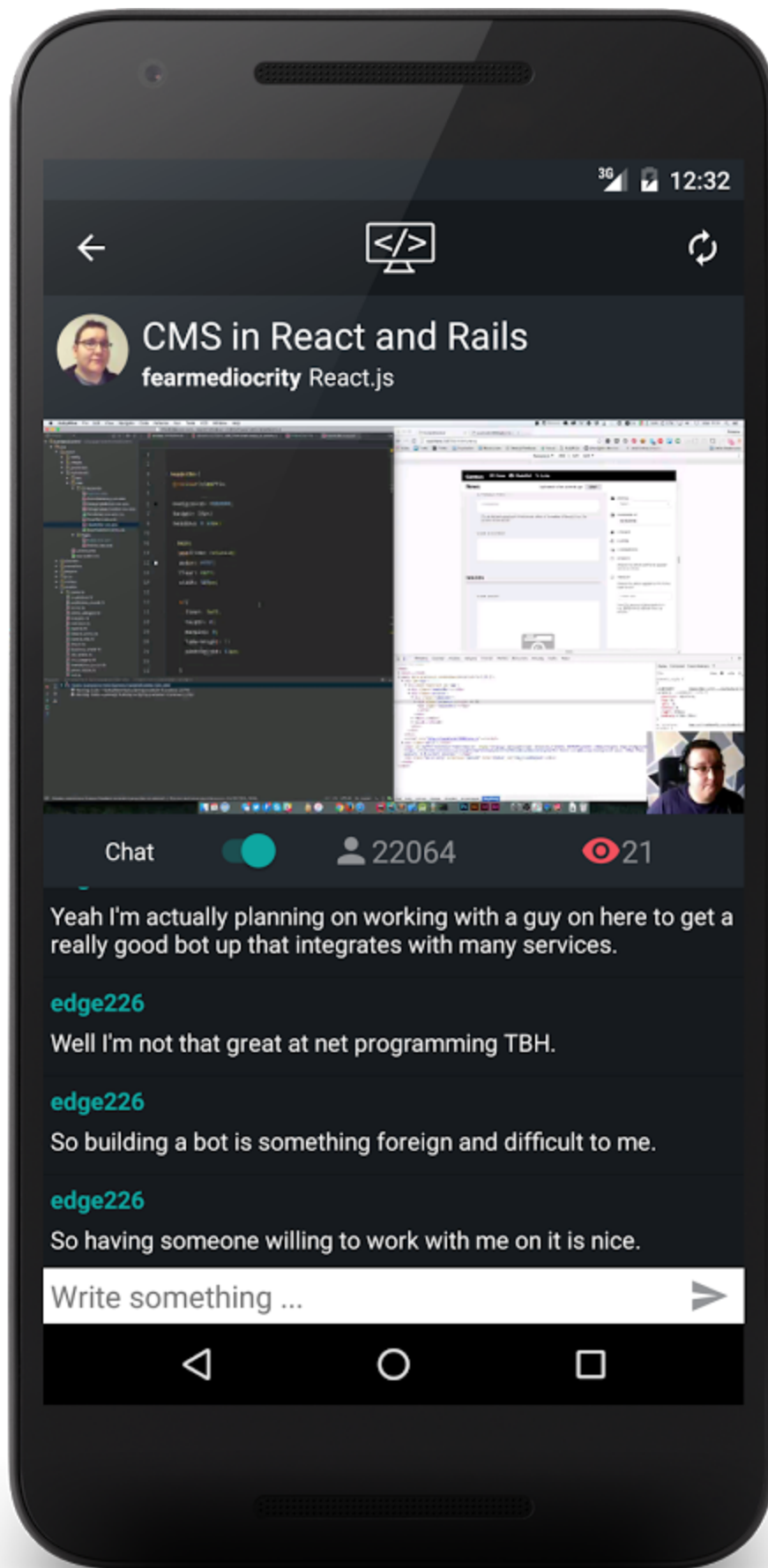
List the main features of your app. For example:

- Many programming languages to choose from.
- Chat with other coders.
- Read profile info of the coder you are watching.
- Choose language (English, French, German)

## Screen 1.

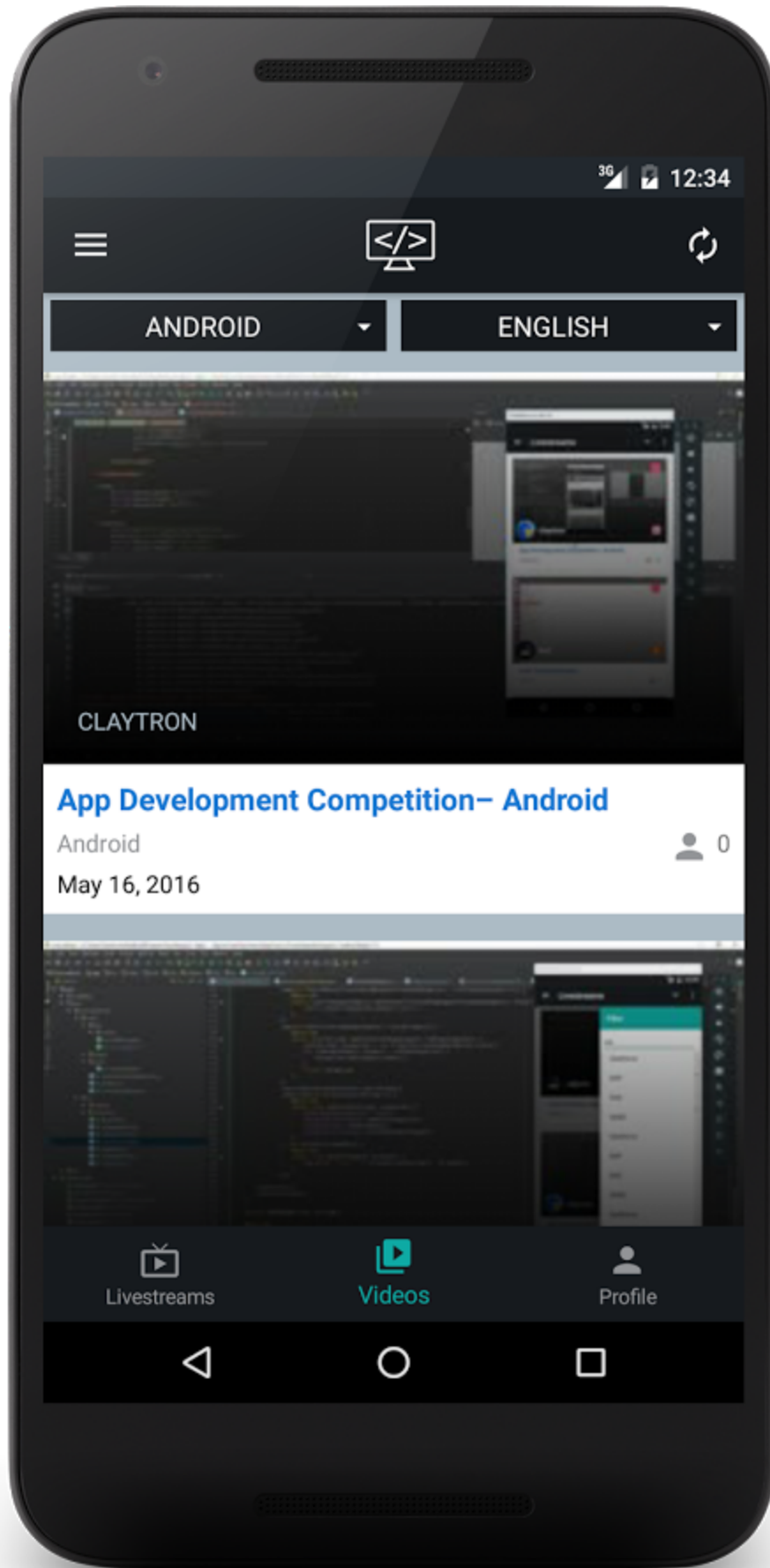
A gridview with livestreams.





Screen 2.

Screen 2 has the actual coding session and a chat function.



Screen 3

Screen 3 has a video search function for programming languages and languages.

## Key Considerations

How will your app handle data persistence?

Will use Firebase.

### **Describe any corner cases in the UX.**

For example, how does the user return to a Now Playing screen in a media player if they hit the back button?

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

Picasso and / or Glide to handle the loading and caching of images. Design support library for the edit text field. Retrofit for the API calls. Because i've used them in the other projects.

### **Describe how you will implement Google Play Services.**

Google Analytics to track usage data.

Google Location and Context (Awareness API) to enable my app

To react to the user's current situation.

## **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**

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:

- Add library dependencies to gradle
- Create a github repo
- Create the project in Android Studio
- Clone the repo

### **Task 2: Implement UI for Each Activity and Fragment**

List the subtasks. For example:

- Add three Java class activities.
- Add three related XML layout files.

### Task 3: Your Next Task

- Create Retrofit interfaces for the endpoints.

### Task 4: Your Next Task

- Create a POJO class which references the JSON items I want to parse.
- It will implement the Parcelable class.

### Task 5: Your Next Task

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

- Create a free debug variant.