**Brankas System**

To tackle the UI design for the test, I used android studio together with XML. The project basically involved creating a list view for transactions and having a section-pager showing the different fragments within the main activity. To ensure that my app looks the way it does I also used google material design icons as titles for different tabs that I formed. The app also entails a navigation menu which can be used to navigate to different fragments and activities within the application. To enable navigation, I used navigation view and enabled it menu so that the top left could contain an icon to trigger navigation.

The main activity entails 5 main fragments that can be viewed using the SectionsPagerAdapter developed. The user can swipe along the tabs so as to move to the next tab and vice versa. The HomeFragment entails textviews and a listview developed to handle the data coming in. In my case I have put the data as transactions and categorized as either received or outgoing so as to be able to format them accordingly i.e. to enable some color difference. I also developed a customized adapter that extends the base adapter so as to be able to be able to manipulate data within the listview with ease.

For the libraries that I used below is a copy of my gradle files. From which I will explain some of the libraries I used.

apply **plugin**: **'com.android.application'**

android {

compileSdkVersion 24

buildToolsVersion **"24.0.0"**

defaultConfig {

applicationId **"com.brian.money"**

minSdkVersion 15

targetSdkVersion 24

versionCode 1

versionName **"1.0"**

}

buildTypes {

release {

minifyEnabled **false**

proguardFiles getDefaultProguardFile(**'proguard-android.txt'**), **'proguard-rules.pro'**

}

}

}

dependencies {

compile fileTree(**dir**: **'libs'**, **include**: [**'\*.jar'**])

testCompile **'junit:junit:4.12'**

compile **'com.android.support:appcompat-v7:24.0.0'**

compile **'com.android.support:design:23.4.0'**

compile **'com.github.bumptech.glide:glide:3.7.0'**

compile **'com.android.support:recyclerview-v7:23.4.0'**

compile **'com.android.support:cardview-v7:23.4.0'**

compile **'com.android.support:support-v4:23.4.0'**

compile **'com.android.support:gridlayout-v7:23.4.0'**

compile **'se.emilsjolander:stickylistheaders:2.7.0'**

compile **'com.joanzapata.android:android-iconify:1.0.9'**

}

The main libraries used above include “**'com.android.support:appcompat-v7:24.0.0'**”, which supports most fragment and activity functions. This library “**se.emilsjolander:stickylistheaders:2.7.0**” on the other hand to enable easy manipulation of listviews with regards to the content of the listview. For proper functioning of the fragments created I used “**com.android.support:design:23.4.0**” that enable the accessing of V4 support within fragments and activities.