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[Description](#)

[Intended User](#)

[Features](#)

[User Interface Mocks](#)

[Screen 1](#)

[Screen 2](#)

[Screen 3](#)

[Screen 4](#)

[Key Considerations](#)

[How will your app handle data persistence?](#)

[Describe any libraries you'll be using and share your reasoning for including them.](#)

[Describe how you will implement Google Play Services or other external services.](#)

[Next Steps: Required Tasks](#)

[Task 1: Project Setup](#)

[Task 2: Implement UI for Each Activity and Fragment](#)

[Task 3: Persistence Store](#)

[Task 4: Implement Google Play Services](#)

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## Favorite Photos

### Description

This app lets the users to search for photos of a particular region by dropping pins on the map. Users can mark their favorite photos of that region and also enables them to share the link or photo to their freinds or family.

### Intended User

This app is for everyone who wants to search for beautiful pictures of a particular place and share.

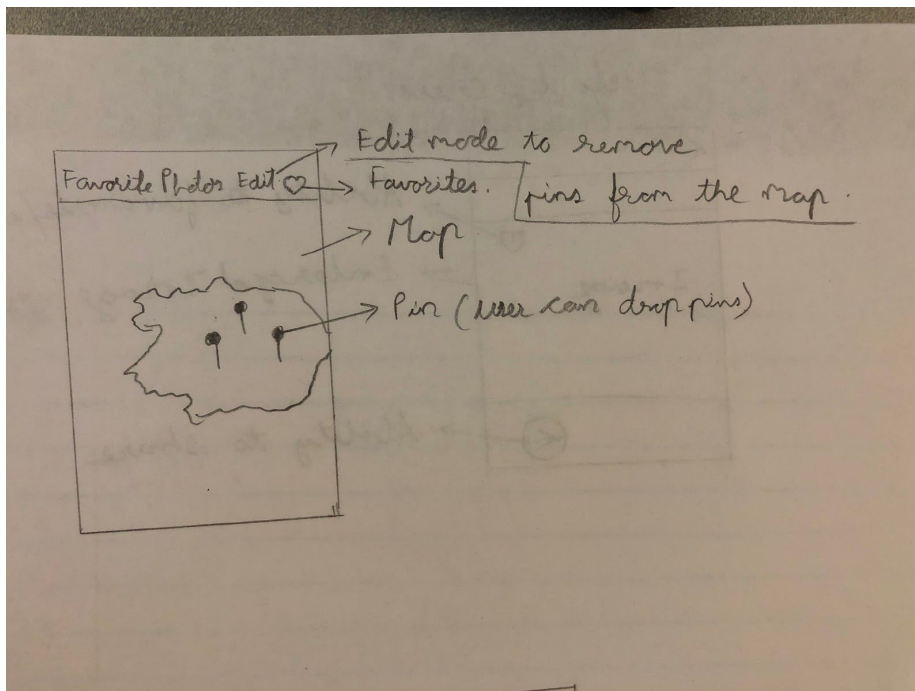
## Features

This app has features like:

- Ability to search for beautiful features by dropping pins on the map.
- Ability to mark them as favorites.
- Ability to share the link or photos.

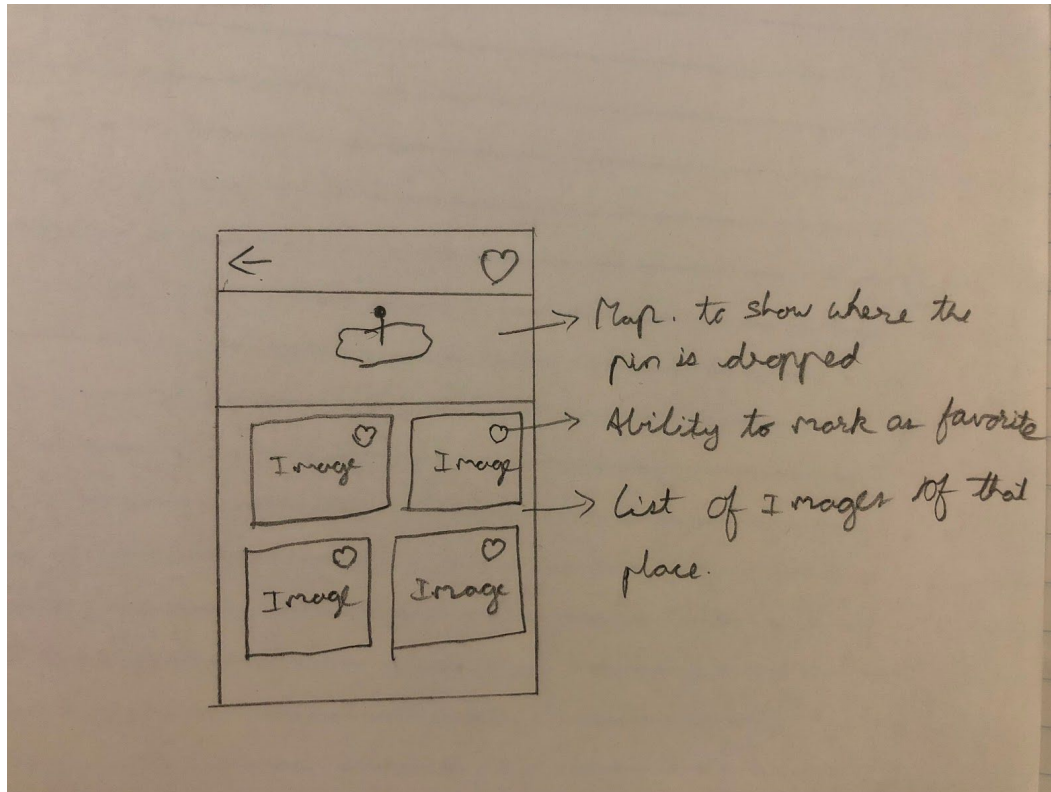
## User Interface Mocks

### Main Screen - Main Activity (Map)



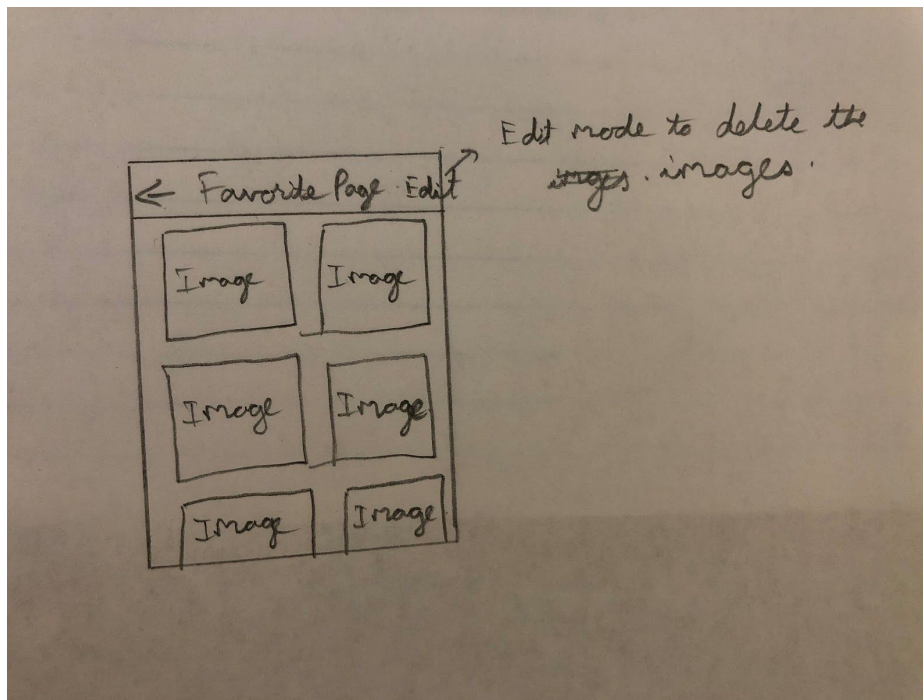
This is the main screen with the map where the user has the ability to drop pins on the map to retrieve photos of that area. It also has the edit mode to remove pins on the map if the user wants to do that. When the user clicks on any of the pin it takes them to next screen. It also has favorites button at the top right corner where the user can track of his favorite images.

## Place Images Screen:



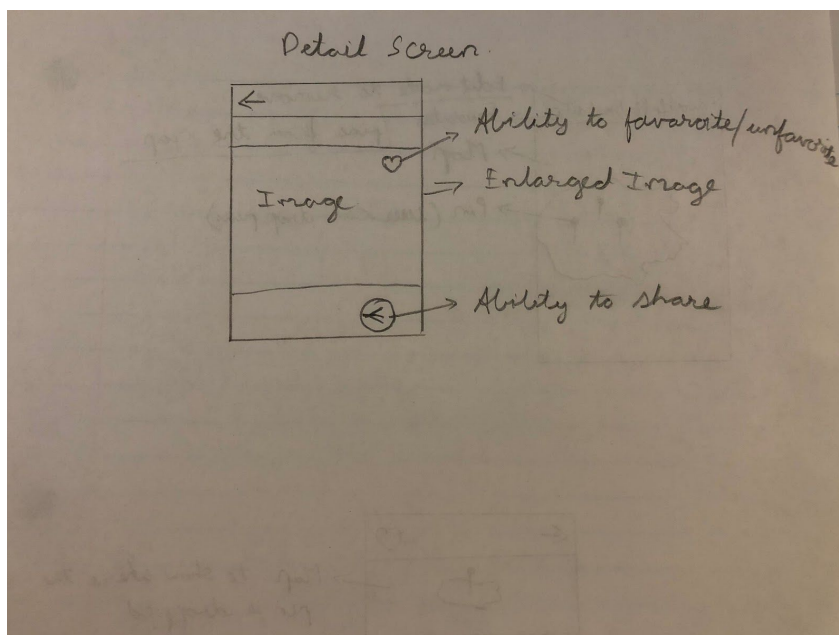
So, when the user clicks on the pin the user lands on this page. The top portion just shows the where the user has dropped the pin on the map and the bottom it shows the user a list of photos of that place. Each photo has the ability to be marked as favorite.

## Favorites Images Screen:



In this page the user can see all his favorite pictures and has the ability to remove from his favorites.

## Detail Image Screen:



When the user clicks on any photo the user lands on the detailed page. The user has the ability to share the photo. An **Ad-mob** is displayed at the bottom of the page on this screen.

## Key Considerations

### How will your app handle data persistence?

This app uses a content provider with SQLite Database to store the necessary information of the photo which are marked as favorite like the image URL, image id, etc. Also the pins data: lat and long where the users have dropped it on the map.

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

1. Picasso: For downloading and caching the images.
2. Butterknife: For Binding android views inside the code.

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

1. Admob: For displaying ads on the detail screen.
2. Google Map: For displaying the map and having the users to drop pins on the map.

## Next Steps: Required Tasks

### Task 1: Project Setup

- Create a new project.
- Add necessary libraries inside build.gradle file and make sure everything is in sync and no errors are present.

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

- Build UI for MainActivity: which basically contains a map
- Build UI for PhotosActivity: which basically contains a list photos of a dropped pin.
- Build UI for FavoritesActivity: which basically contains a list of photos that are marked as favorites.
- Build UI for DetailActivity: which contains single enlarged image to view and share.
  - Main activity will be having a map fragment which can be used for phone and tablet.
  - Photos fragment can be useful for displaying the photos of a dropped pin or favorite images.

### Task 3: Persistence Store

- Build a Db Helper class for creating the tables: Pin Table, Favorites Table.
- Build a contract class.
- Build a content provider for accessing the pins and favorites.

### Task 4: Implement Google Play Services.

- Implement Ad-mob service

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