

Putzmeister Image Gallery App and development steps

- Technology-React, React-native (iOS/Android)
- Latest React-native -0.76.7 (version) used for development
- Language - Javascript, and React (Hooks used for development)

Features and Dependencies:

- React-Navigation stack used for for sending data from one screen to another i.e- React-native-stack and React-navigation/native
- React-native used **react-native default fetch used** for Network (Rest) API calls.
- Used javascript (ES6 features) **and** function based component used for development
- **React** function component **Hooks** used for lifecycle methods
- Once Loading Home Screen it will show List of items
- FlatList react-native component used for fetching details and updating into UI.
- **MVVM** architecture used for development.
- Item click on each index it will navigate to Details screen
- In Detail Screen will see the Image item and its description
- In Home Screen Right side Search Menu >> Go to SearchComponent Screen Search input field once search button clicked on selected item it will update the data into the Home Screen.
- Error Handling handled for once request fails or internet online with User Readable messages.
- Utils Folder includes Localize String file and Constants declaration.
- Jest used for testing.
- Putzmeister App icon Created for Appstore and Playstore

UserManual: Installation steps

1st option:

Expo: Expo is a open source Popular framework to build react-native apps

Require Simple Setup :

- First Both Play Store and app store download default Expo app
- Expo is Fast and easy way to install the app with their prebuilt support for installation
- Open the PutzmeisterApp (Project) in Visual Studio >> run **npm run expo-start** command
- QR code will get scan the qr code through Camera it will redirect to expo App
- Both Laptop and mobile should be in same network
- Reload apps ® need to enter
- Then it will install the PutzmeisterApp inside the Expo app

2nd Option

Android:

- Require Android Studio to run the Application
- Once After downloading Go to > Project Folder (PutzmeisterApp)> android select open
- Open with Android studio
- Initially some gradle setup will wait for 5 mins....
- Once gradle build successful
- Once done run the app into Emulator/Device

iOS:

- Xcode 15 and above require to run the application
- Minimum - IOS 13 Support
- Xcode required to run iOS Apps
- Once After downloading Go to > Project Folder (PutzmeisterApp)> iOS > Folder Select
- Open with IOS project into Xcode
- Build option on top of the screen > click on that >> It will start Building application
- Once build is successful it will launch the emulator to run the application