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## Aller

### Description

A personalized application to log your wanderlust

### Intended User

Travel enthusiast, Tourists

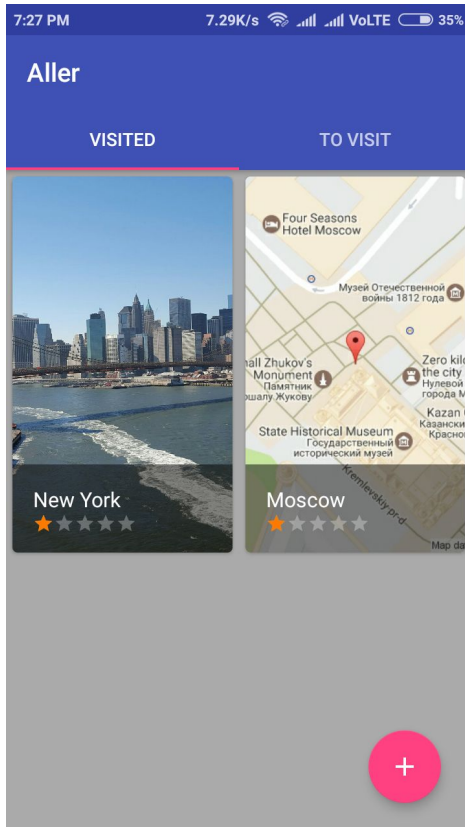
### Features

- Saves locations and images locally
- Latest Stock Android UI
- Fetches up-to-date location details

- Add or remove location

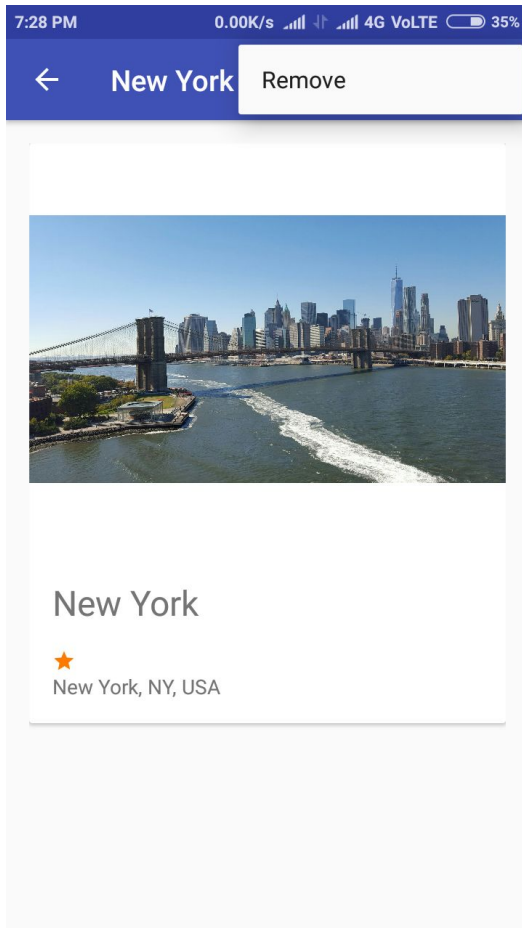
## User Interface Mocks

### Screen 1



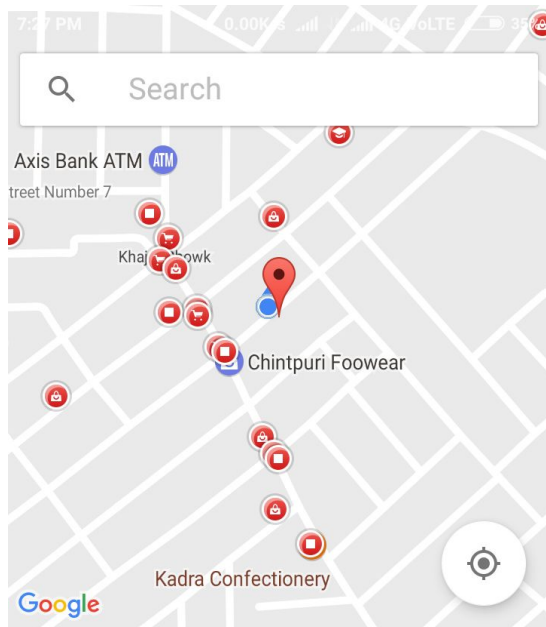
This is the visited section. This stores the places you have visited. Each tile shows the image of place, name and its rating. If the image is not available it will show its map. On clicking the tile or a card its details are shown like the snapshot below.

## Screen 2



These are the details of the place. image , name, rating, address of place are shown here. This location can be removed when remove option in menu bar.

### Screen 3



Select this location

Or choose a nearby place

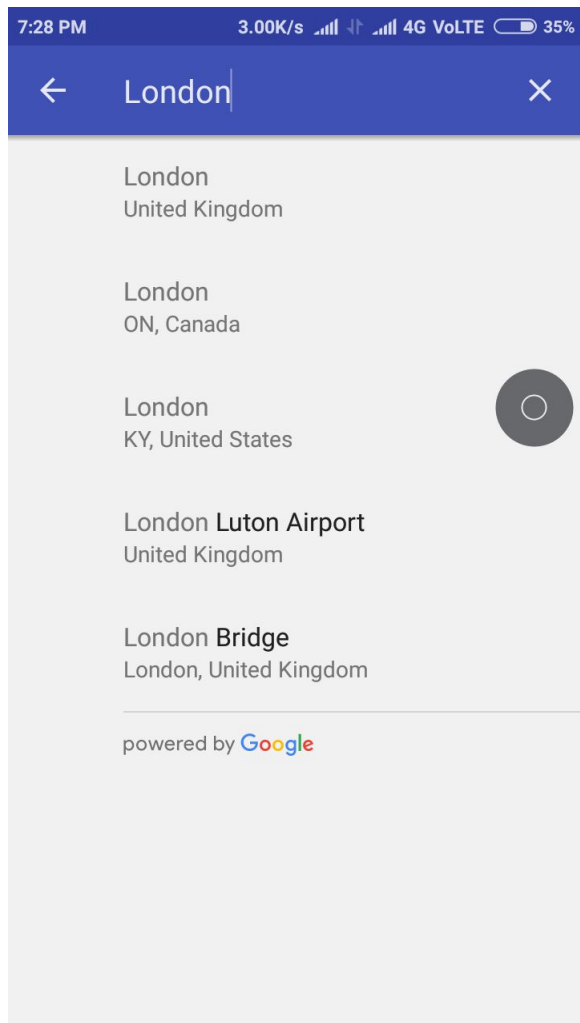


**Guru Kirpa Karyana Store**

Near Shanti Devi School,, Saroop Nagar, S...

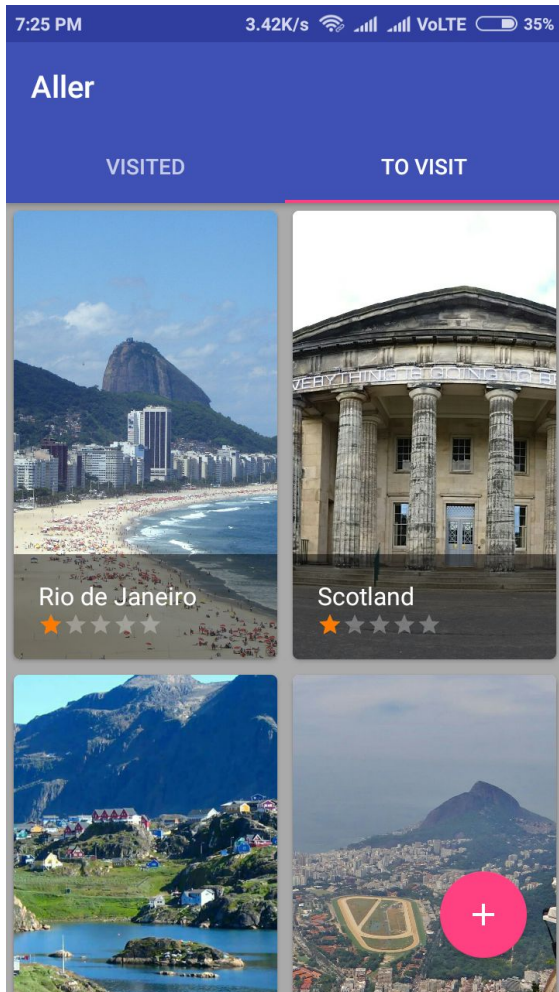
On clicking the add button one can add the location of their choice by entering the name of place in the search bar or can select their current location.

## Screen 4



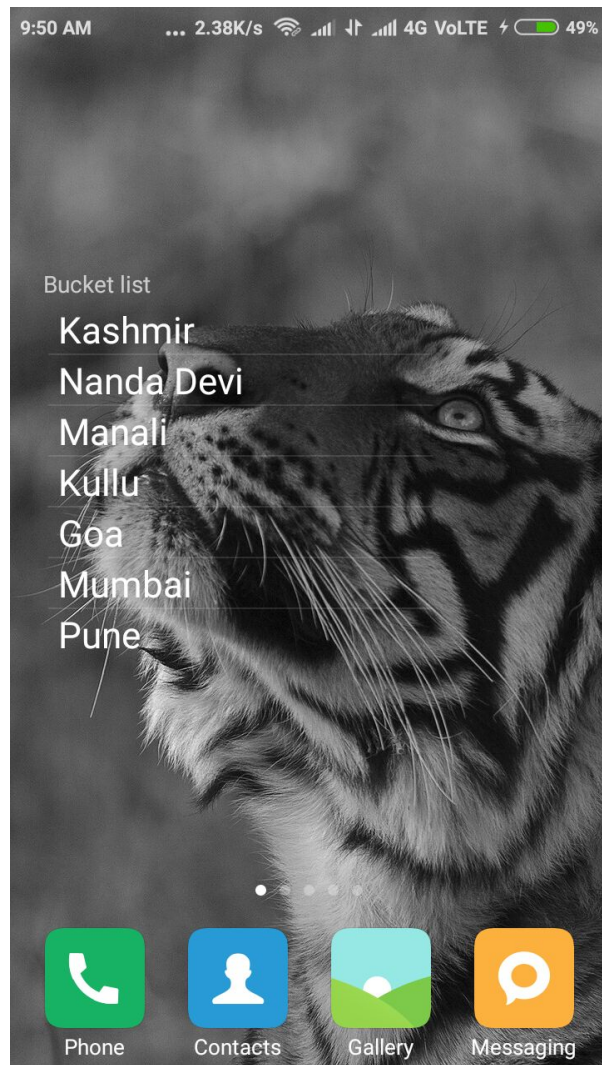
The search bar gives suggestion related to the place you are entering.

## Screen 5



This is the To Visit section which views the places you want to visit or in your bucket list. One can add new places by clicking the + button.

## Screen 6



This is the widget with sample data which will show the places you want to visit. On clicking it, it will launch the MainActivity of the application.

## Key Considerations

### How will your app handle data persistence?

This application will use the Content Provider to store the data locally. To retrieve the data from database CursorLoader will be used.

### Describe any corner cases in the UX.

User can switch the two sections by sliding either left or right. To add location Floating action button will launch the place picker activity which is used to select the location.

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

Picasso library - To load images from local storage Picasso library will be used because of its simplicity to use.

Volley library - As Picasso library does not provide support to save the image, Volley library will be used to download image as bitmap and save it locally.

Schematic - Makes easy to generate Content Provider for database.

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

Aller uses the Places api to get the details about a place. Also it uses static maps api to fetch the map of the location if image is not provided by places API.

## Required Tasks

### Task 1: Project Setup

1. Create a new Project in Android Studio.
2. Change the minSDK version to 15 and set targetSDKversion to latest sdk.
3. Add following dependencies of project
  - a. Google play services
  - b. Picasso library
  - c. Volley library
  - d. Schematic library



4. Sync project

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

1. UI for MainActivity
  - a. Add coordinator layout
  - b. Add viewpager and tab layout with 2 sections
  - c. Add fragment pager adapter which will replace viewpager sections with fragment
2. UI for ViewPager Fragments
  - a. Add RecyclerView to both fragments
  - b. Add gridlayout to RecyclerView
  - c. Create grid item layout
  - d. Add floating action button
3. Location Details Activity
  - a. Add fragment to this activity
4. Location Details Fragment
  - a. Add Cardview to this fragment which encapsulates all information for a place
  - b. Add a floating action button to remove the place

## **Task 3: Add Database and ContentProvider**

1. Create Content Provider, table columns, database with the help of schematic library
2. Add location POJO named model

## **Task 4: Saving data locally**

1. Add logic to start place picker activity when add button is clicked.
2. Retrieve data from place picker activity.
3. Save data to database asynchronously.

## **Task 5: Retrieve data and populate UI**

1. Create cursor loader to retrieve data from database
2. Create grid adapter to populate UI with data.
3. Retrieve data from cursor and pass it to Grid adapter to populate UI

### **Task 6: Implement Details activity**

1. Create new activity which views the details of the place.
2. Add click listener to grid item which starts the details activity.

### **Task 7: Save and restore application state**

1. Save and restore state of the application on configuration changed.

### **Task 8: Tablet UI and testing**

1. Add Multi pane view layout for tablets.
  2. Update layout of the application if possible
  3. Test application on device.
  4. Optimize application if possible.
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