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GitHub Username: vikasdesale

News 24x7 - news from every part of the world

Description

News 24x7 is an Android app allows user to read or listen news which comes from every part of the world. Users can read or listen headlines and full news. Users can also save the news for offline listening or reading.

Intended User

The app intended user is anyone who wants to keep himself up-to-date with the help of news about sport, latest technologies, art and culture, etc.

Features

List the main features of News 24x7 app.

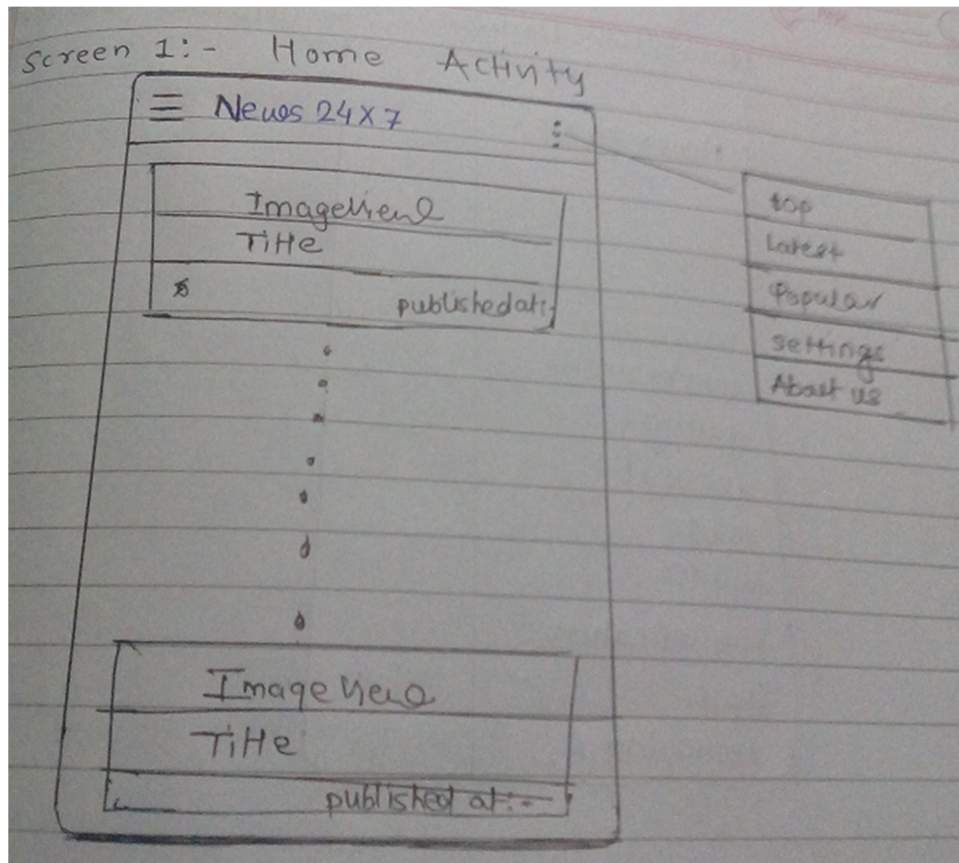
- Read or Listen latest news of every part of world.
- Save news for offline reading.
- Ability to choose from different type of sources of news.
- Sort news by top, popular, latest news.

- Share news with friends.

User Interface Mocks

These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

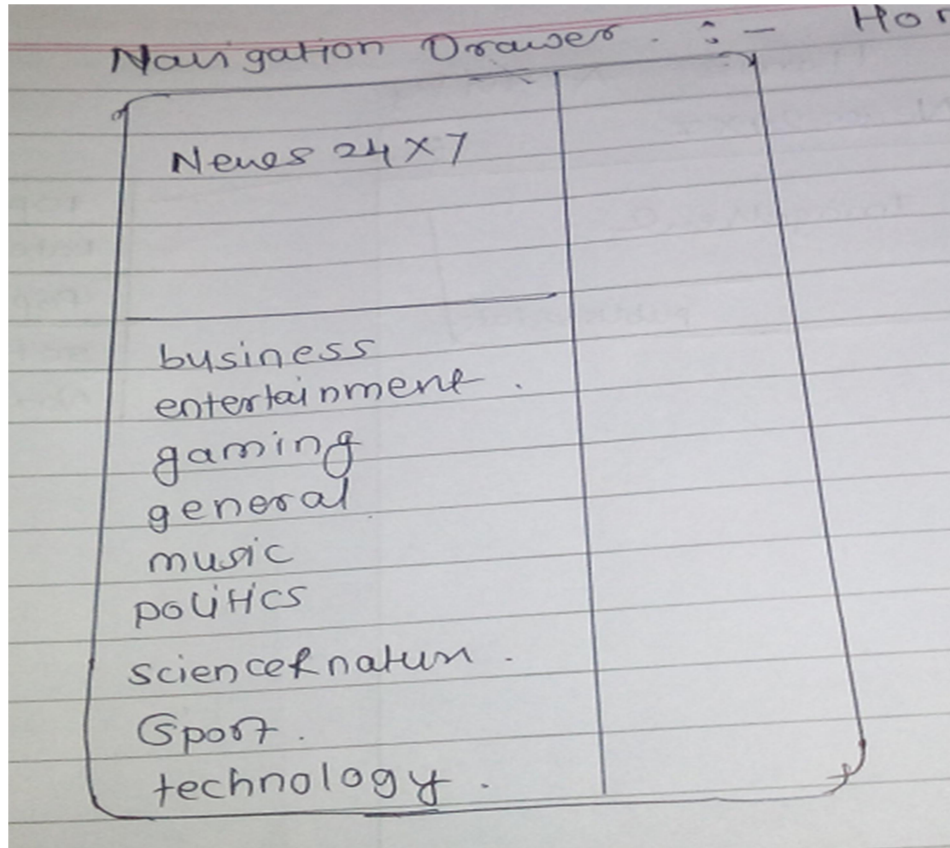
Screen 1: Home Activity



Home screen contain following:

1. Main Content (Card View under Recycler View): displays the set of news with title, image and published time.
2. Overflow menu: contain options to sort news by top, popular or latest news. It also contain settings and about us menu.
3. Navigation Drawer (see Screen 2)

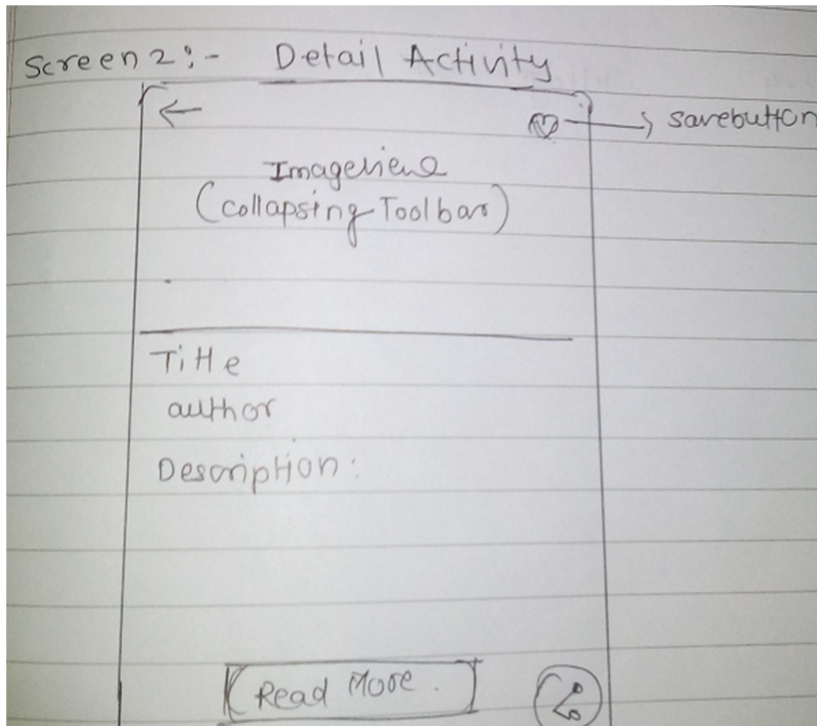
Screen 2: Navigation Drawer Home Activity



To select different types of news following possible options:

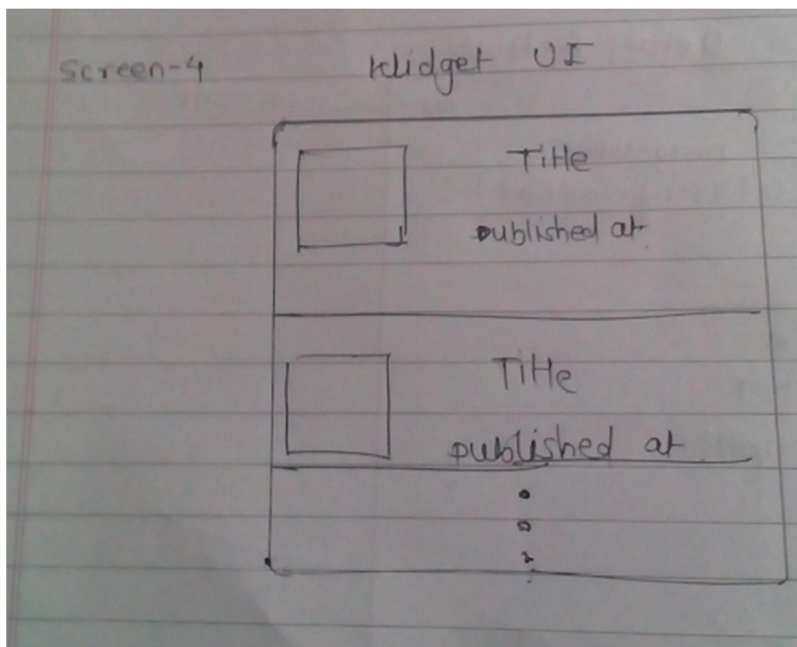
Business, entertainment, gaming, general, music, politics, science-and-nature, sport, technology.

Screen 3: Detail Activity



Detail Activity contains all information about news with read more, sound icon to listen news, share button to share and favorite button to save news to read or listen offline.

Screen 4: Widget Screen



Widget screen contains title, image, and published at time of news.

Key Considerations

How will your app handle data persistence?

Data persistence will be handled using SQLite database and Shared Preferences. In SQLite database data stored and retrieved using Content Provider.

Describe any corner cases in the UX.

-On device rotate not required loading of data again.

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

- Glide to handle the loading and caching of images.
- Butterknife to view binding.
- Retrofit to load news data from api.

Describe how you will implement Google Play Services.

I will use following google play services:

1. Google Admob for showing ads.
2. Firebase for storage, analytics and crash reporting.

Next Steps: Required Tasks

Task 1: Project Setup

- Configure libraries.
- Create a debug and build variant.

Task 2: Database

- Create database
- Content provider
- Data model

Task 3: Network Tasks and Loaders

- Network task for fetching data
- Parsing data
- Loader for loading saved data.

Task 3: Implement UI for Each Activity and Fragment

- Build UI for MainActivity
- Build UI for Detail Activity
- Build UI for Settings activity
- Build UI for Widget
- Share function for sharing news.

Task 3: Implement Google Play Services

- Google Admobs
- Google Firebase

Task 4: Handle Error Cases

- Error cases
- Empty message

Task 5: Clean up the Project

- Move all strings in strings.xml
- Delete build files