Higher-Order Functionalities (Assignment)

PROBLEM STATEMENT:

In this module you have learned about the following topics listed below:

1. Navigation drawer
2. Fragments
3. Recycler View
4. Fetching/Sending data from/to Internet
5. SQLite Database

Hope you are feeling confident and excited about what you have learned till now and are ready to put it to use to build something great. If you are not, no worries, revise the concepts as many times as you need till you feel you have gained a good grasp on the subject.

This assignment would be a continuation of the previous one where we made the splash, login page, registration page and the forgot password page and they all ended up in a blank page where the credentials were displayed. Now it is time to make that app further.

The pages to be made will be the

1. **Home page**
2. **The favorites page**
3. **Profile page**
4. **FAQ page**

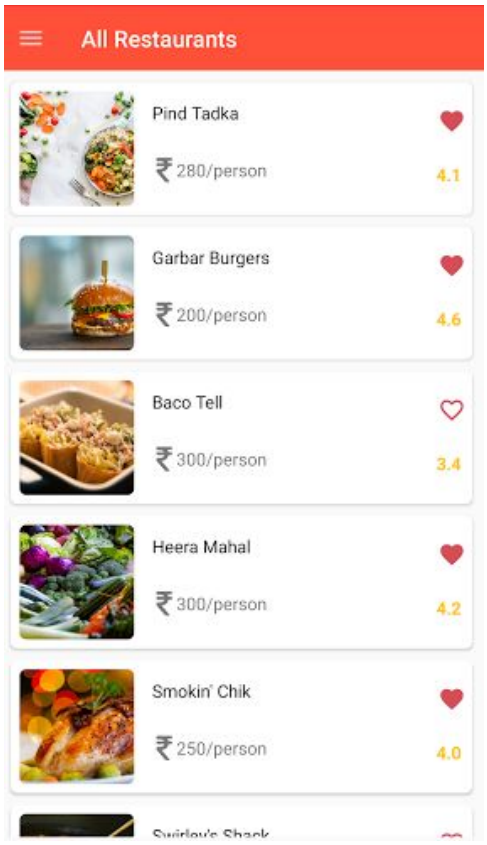
All these pages will be fragments and will open from the navigation drawer and some data will be fetched from an external server just like we did earlier*.

*(*Don't worry we will provide you with the links to fetch the JSON data from the server)*

SPECIFICATIONS:

Home Page

This would be the page which gets displayed when the user logs in to the application. This page would contain the recycler view which contains the list of restaurants. These restaurants will be fetched from an external server by sending a GET request to the below link:
*<**http://13.235.250.119/v2/restaurants/fetch_result/**>
The result obtained would be an array of JSON objects. Kindly use **Postman** to check the result of the request. You need to set up this data into the recycler view in such a way that the page looks somewhat similar to the screenshot below:

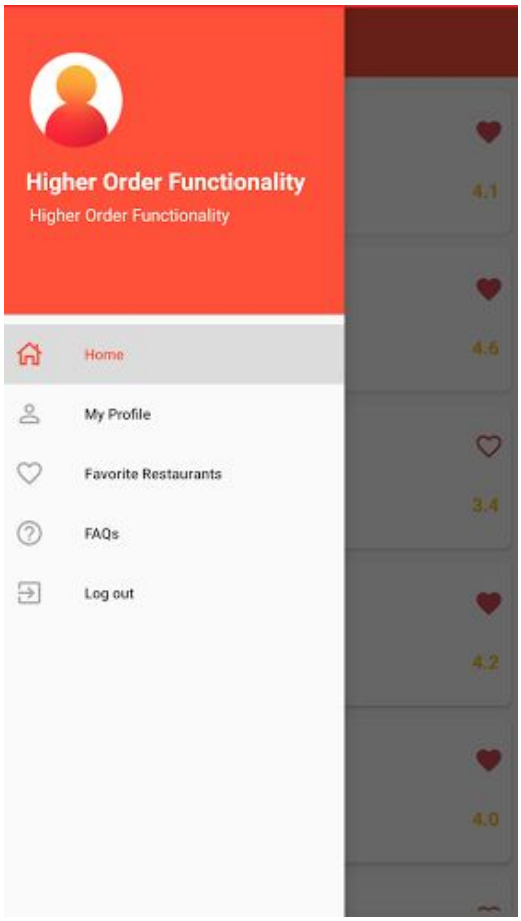


Along with this, the small heart icons are used to save any particular restaurant as favorite. This is explained in more detail in the section for **Favorites Page**.

** You will be required to send the headers along with the request as taught. You can also find the code in the cheat sheet below*

Navigation Drawer

Along with the search bar, the navigation drawer is also attached in the home page. The navigation drawer contains the route to different screens. Refer the screenshot below to get the idea of how this will look.

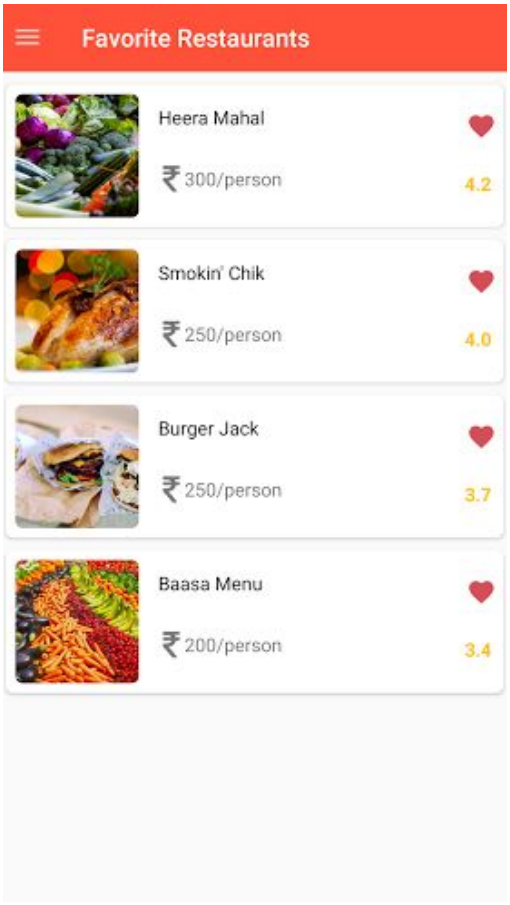


We encourage you to customize this according to your choice.

Favorites Page

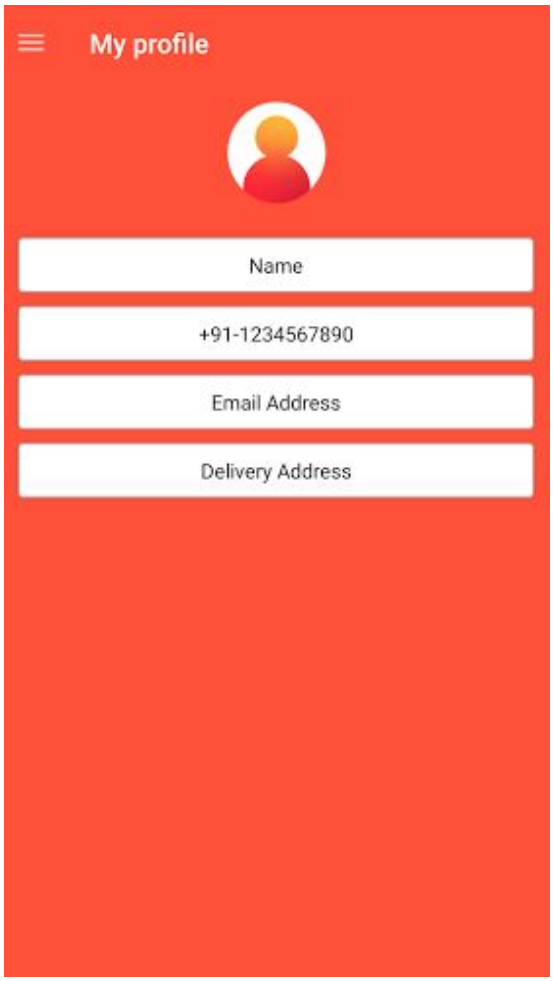
This page will contain the list of the restaurants which were marked as a favorite by you. The favorite restaurants will be saved in the local DB i.e. the SQLite database. The database will contain the list of the restaurants saved as favorites and in the favorite fragment, we can directly populate our recycler view with the data from the DB.

The favorite fragment will look and behave exactly similar to the home page but the restaurants listed there would be the user's favorite restaurants. Refer the screenshot below:



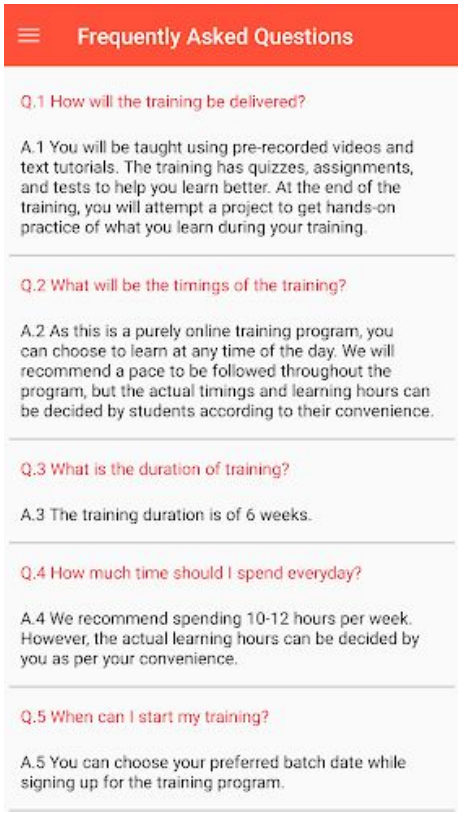
Profile Page

This page also opens up from the navigation drawer. The page contains the details you entered during the registration for the application. A sample profile page would look like the screenshot below:



Frequently Asked Question(FAQ) page

This page will contain a static list of questions. It is up to you as to what questions you want to put there. This page will contain static data i.e. some questions and answers. You can hardcode these questions and answers. Refer the sample screenshot below:



Note:

The given screenshots are just for better understanding. Feel free (we recommend) to customize the look and feel of the app. You can choose your own icons, colors, and images in the app. Only the data sent from the API is sent by us and cannot be edited.

Submission

Create the project in Android Studio and after completing it, **Click on File -> Export to Zip file**. Now upload the created zip file to the progress tracker.

After uploading it, you will get the solution for the assignment. Steps to open the assignment:

1. Unzip the folder
2. Open Android Studio
3. Click Open
4. Now select the folder inside the unzipped solution folder. Make sure the folder you are selecting has this() icon.

Important :

Kindly try to complete the assignment as it will help you in completing the final project of the training

Cheat Code:

Use the below code along with the request for headers:

```
override fun getHeaders(): MutableMap<String, String> {
  val headers = HashMap<String, String>()
  headers["Content-type"] = "application/json"
  headers["token"] = "9bf534118365f1"
  return headers
}
```

Also, the above token will not work. Kindly use the token provided to you in the training.