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GitHub Username: [shabkal5a6](#)

Your Wall

Description

This application is a note app, but these notes will have an icon each and they will be stucked in a wall. In this wall, in addition to sticking notes on it, you can draw or write anything comes in your mind. You will be able to have more than one wall, so that you can separate your notes to different categories. The data of the app will be saved on the device local memory only using sqllite.

Intended User

Students mostly, but anyone may use it.

Features

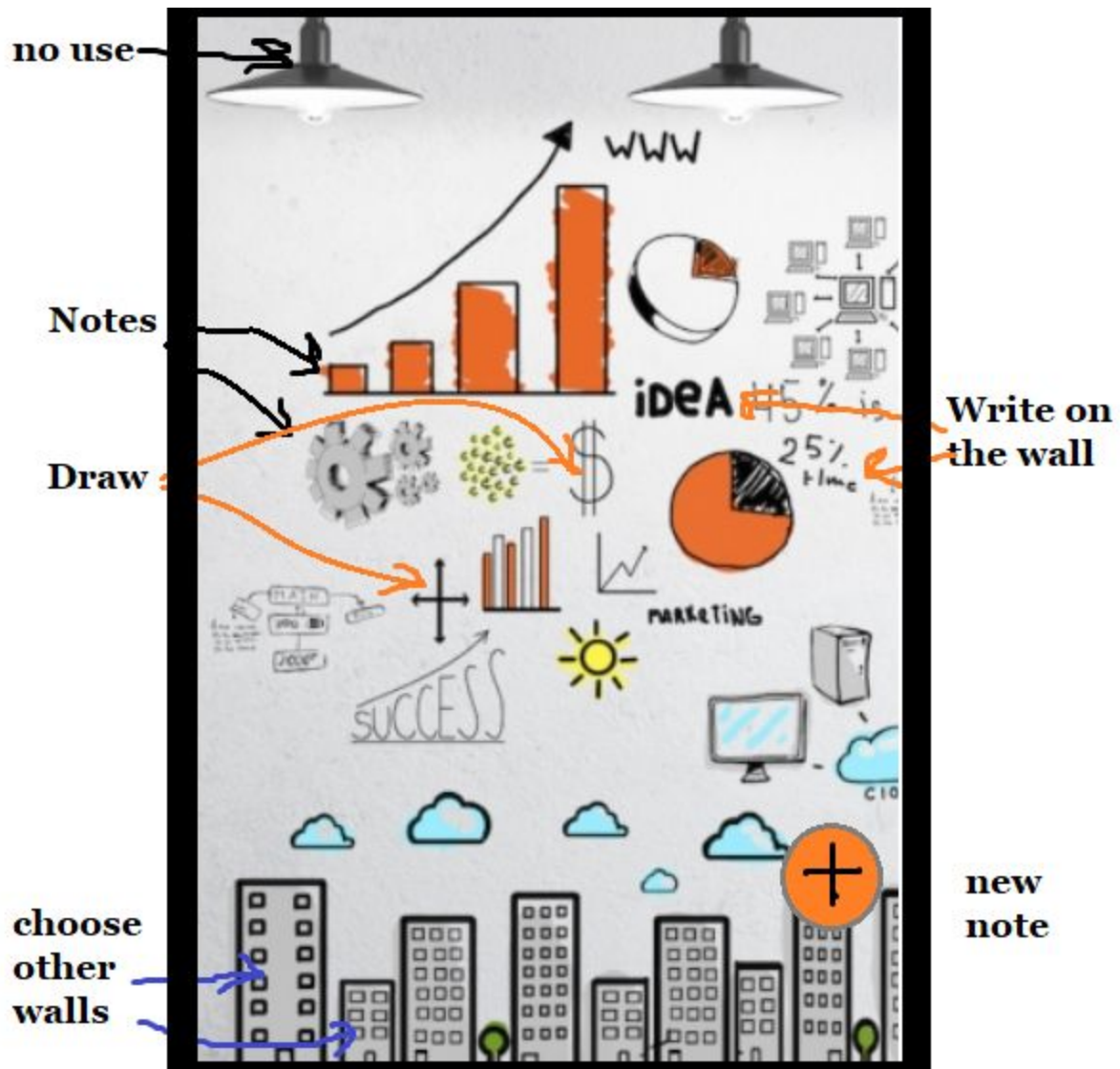
List the main features of your app. For example:

- Saves Notes

- Write notes about notes on the wall
- Draw simple drawing on the wall

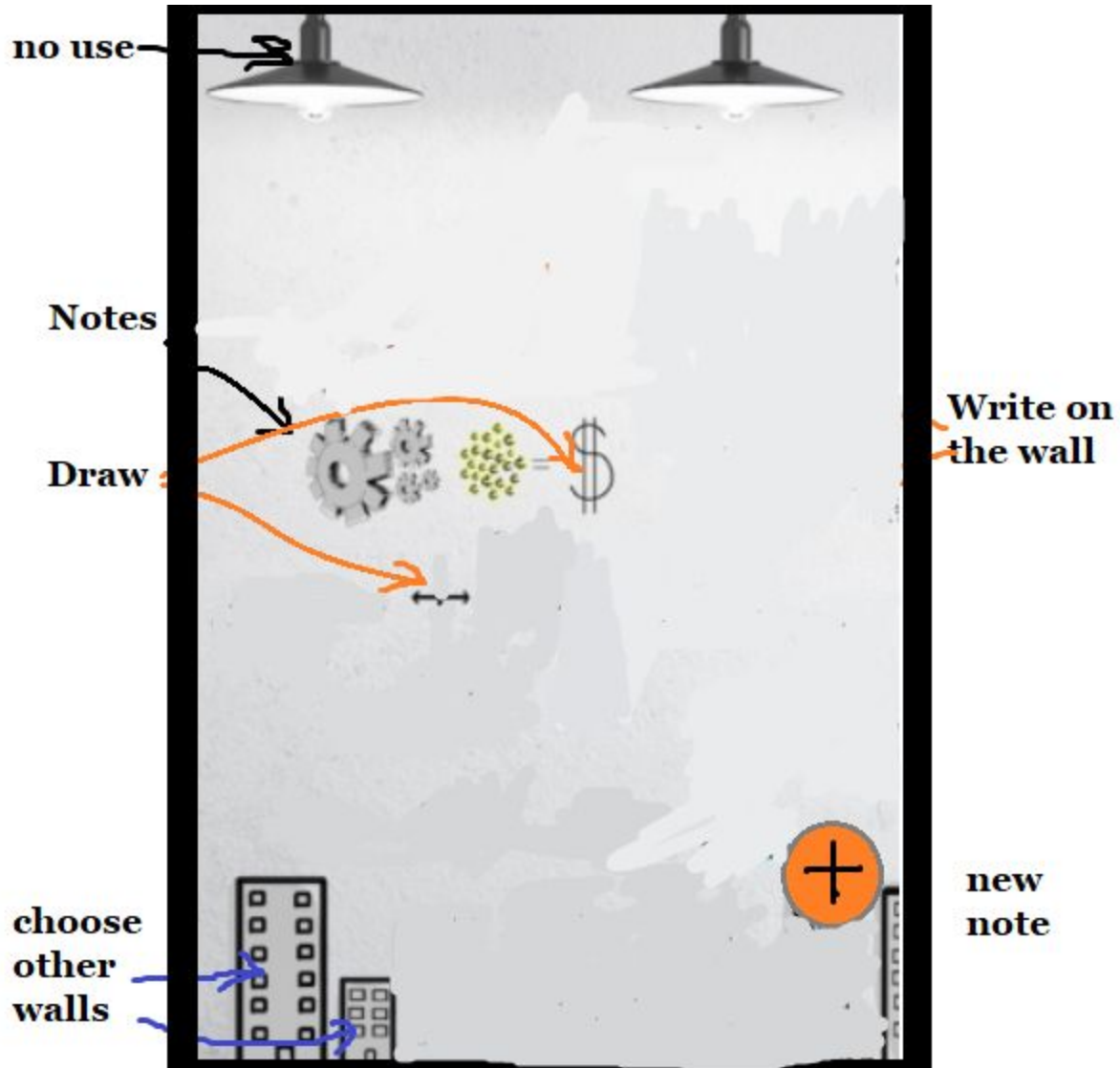
User Interface Mocks

Screen 1



As shown in the image above, you can make notes by double click on the location you like or by the new note button, and you can relocate it by long pressing. Inside the + button you'll find button for drawing, writing on the wall and making a new wall, in addition to new note button.

Screen 2



Less notes are created with less walls shown in image 2.

Key Considerations

How will your app handle data persistence?

A content provider will be built to store data locally using sqlite.
And using AsyncTaskLoader the data will appear on the main ui.

Describe any edge or corner cases in the UX.

No videos.
no internet connection is required.

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

Picasso
ButterKnife
AsyncTaskLoader

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

no services.

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and break them down into tangible technical tasks that you can complete one at a time until you have a finished app.

Task 1: Project Setup

- Download Picasso Library
- Set sdk to 23

Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:

- Build UI for MainActivity
- Build a CustomView to contain the notes in the main_layout
- Build Notes Adapter to draw the notes in the CustomView
- Add icons for images
- Build UI for NewNote activity
- Build a UI for EditNote activity

Task 3: Build Database

- Database should contain two tables, one for notes and the other for walls
- Notes table should have a foreign key that referenced to the wall id

Task 4: Implement onTouchView in the MainActivity

- Double click, makes new note on that location
- To draw lines, you will have to enable using drawing button

Task 5: fixing bugs, improving ui

Submission Instructions

- After you've completed all the sections, download this document as a PDF [File → Download as PDF]
 - Make sure the PDF is named "**Capstone_Stage1.pdf**"
- Submit the PDF as a zip or in a GitHub project repo using the project submission portal

If using GitHub:

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- Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"