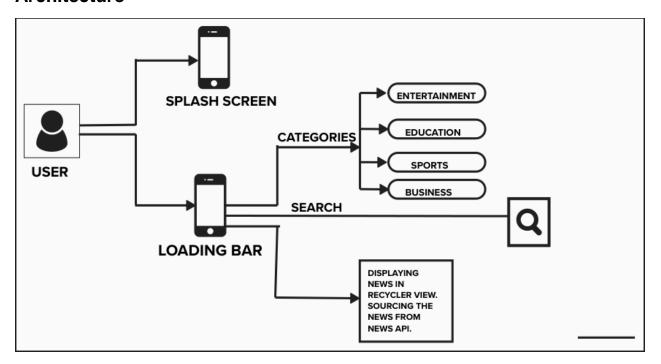
An Android Application for Keeping Up with the Latest Headlines :

In our fast-paced digital age, staying informed about the latest news and headlines has never been more important. With the advent of smartphones and the widespread availability of the internet, people have the world's news at their fingertips. An Android application designed to keep up with the latest headlines is a valuable tool for individuals seeking to stay updated on current events, trends, and breaking news stories. This application serves as a gateway to the vast and ever-changing landscape of news and information, making it easier for users to access, customize, and consume news content according to their interests and preferences.

In this digital era, news applications offer a convenient and user-friendly way to access news articles, videos, and other forms of media from various reputable sources. They provide users with the ability to personalize their news consumption, choosing the topics and sources that matter most to them. Whether it's global affairs, technology, sports, entertainment, or local news, such an Android application allows users to create a tailored news experience that aligns with their interests.

This introduction serves as a stepping stone to explore the world of Android applications for keeping up with the latest headlines. We will delve into the features, benefits, and importance of such applications, as well as the role they play in today's information landscape. Furthermore, we will discuss how these applications have become an indispensable tool for individuals seeking to stay informed, and we will highlight the impact they have on the way we consume news in the modern world.

Architecture



Learning Outcomes:

By end of this project:

- You'll be able to work on Android studio and build an app.
- You'll be able to integrate the database accordingly.
- You'll be able to integrate the API's accordingly.

Project Workflow:

- Users register into the application.
- After registration, user logins into the application.
- User enters into the main page

Tasks:

- 1.Required initial steps
- 2.Creating a new project.
- 3. Adding required dependencies.
- 4. Adding permissions
- 5. Creating the database classes.
- 6. Creating API Service and required classes for integrating API
- 7. Building application UI and connecting to database.
- 8. Modifying AndroidManifest.xml
- 9. Running the application.

Task 1:

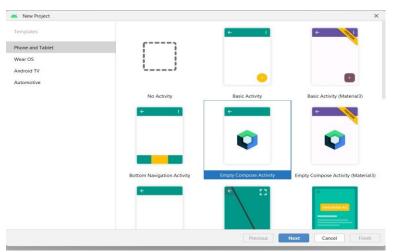
Required initial steps:

Task 2:

Creating a new project.

Step 1 : Android studio > File > New > New Project > Empty Compose Activity

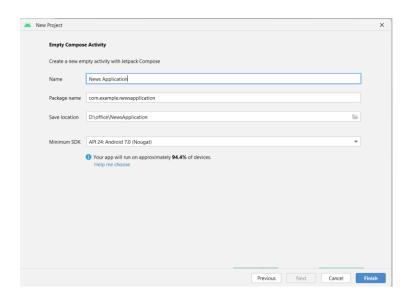
Step 2 : Click on Next button.



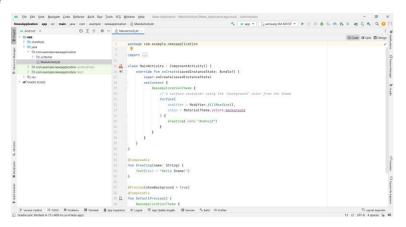
Step 3: Give name to the new project.

Step 4: Give the Minimum SDK value

Step 5 : Click Finish



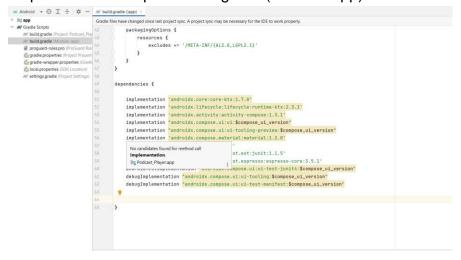
Main activity file



Task 3:

Adding required dependencies.

Step 1 : Gradle scripts > build.gradle(Module :app)



Step 2 : Adding room dependencies. Add the below code in dependencies

```
// Room Database
implementation 'androidx.room:room-common:2.5.0'
implementation 'androidx.room:room-ktx:2.5.0'
```

Step 3: Adding Retrofit dependencies

```
// Retrofit
implementation 'com.squareup.retrofit2:retrofit:2.9.0'
implementation "com.squareup.okhttp3:okhttp:5.0.0-alpha.2"
implementation 'com.squareup.retrofit2:converter-gson:2.9.0'
```

Step 4 : Adding Coil dependencies

implementation("io.coil-kt:coil-compose:1.4.0")

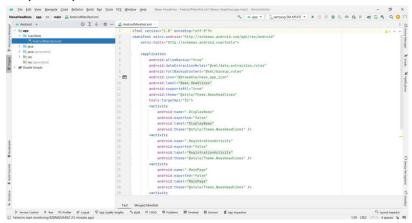
```
dependencies {
    implementation 'androidx.core:core-ktx:1.7.0'
   implementation 'androidx.lifecycle:lifecycle-runtime-ktx:2.3.1'
    implementation 'androidx.activity:activity-compose:1.3.1
   implementation "androidx.compose.ui:ui:$compose_ui_version"
   implementation "androidx.compose.ui:ui-tooling-preview:$compose_ui_version"
   implementation 'androidx.compose.material:material:1.2.0'
   testImplementation 'junit:junit:4.13.2'
   androidTestImplementation 'androidx.test.ext:junit:1.1.5'
   {\tt and roid Test Implementation 'and roid x. test. espresso: espresso-core: 3.5.1'}
   androidTestImplementation "androidx.compose.ui:ui-test-junit4:$compose_ui_version"
   debugImplementation "androidx.compose.ui:ui-tooling:$compose_ui_version"
   debugImplementation "androidx.compose.ui:ui-test-manifest:$compose_ui_version"
   // Room Database
   implementation 'androidx.room:room-common:2.5.0'
   implementation 'androidx.room:room-ktx:2.5.0'
   implementation 'com.squareup.retrofit2:retrofit:2.9.0'
   implementation "com.squareup.okhttp3:okhttp:5.0.0-alpha.2"
   implementation 'com.squareup.retrofit2:converter-gson:2.9.0'
   implementation("io.coil-kt:coil-compose:1.4.0")
```

Step 5: Click on Sync now

Task 4:

Adding permissions

Step 1: Open AndroidManifest.xml.



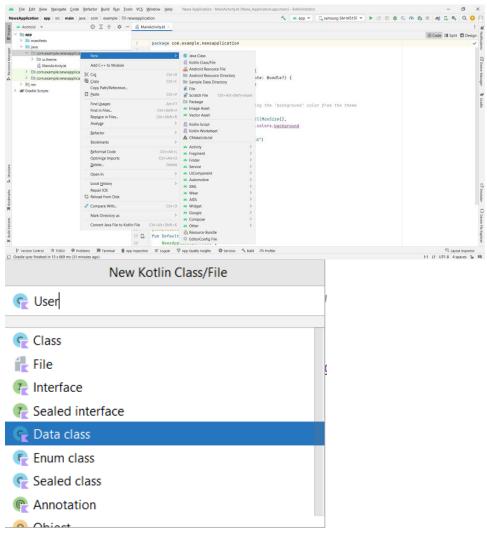
Step 2: Add permission to access wifi and internet

Task 5:

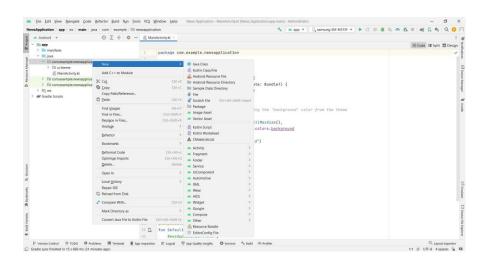
Creating the database classes.

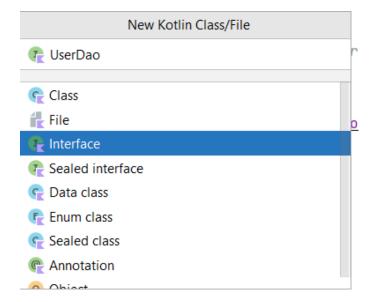
• To learn more about Database follow this link:

Step 1 : Create User data class

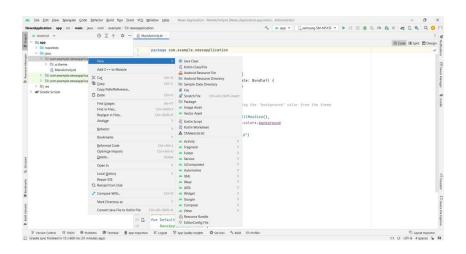


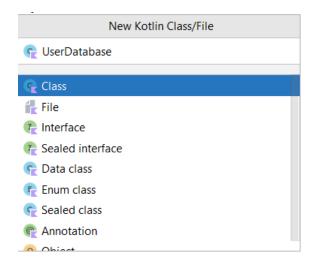
Step 2 : Create an UserDao interface



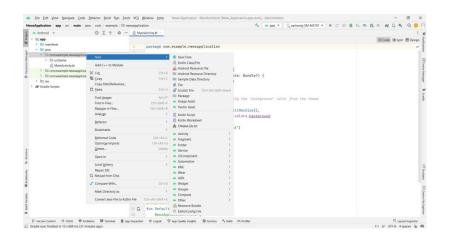


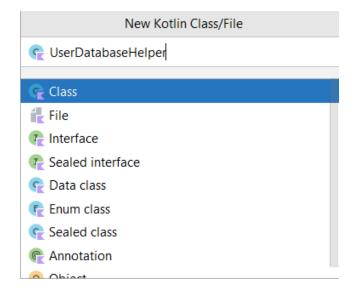
Step 3 : Create an UserDatabase class





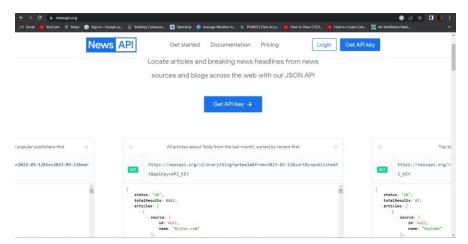
Step 4 : Create an UserDatabaseHelper class





Task 6:

Creating API Service and required classes for integrating API Step 1: Create a API key for the required API

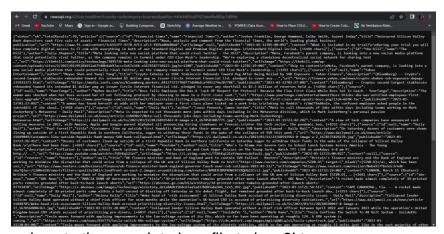


• Code which is needed to copy:



• Enter the API key at API_KEY to get the complete json file.

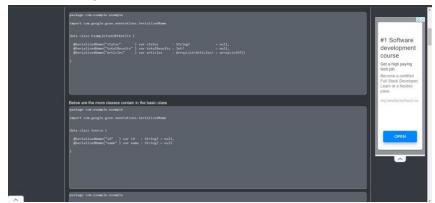
Json File



Step 2: Copy and paste the complete json file to json2kt.com



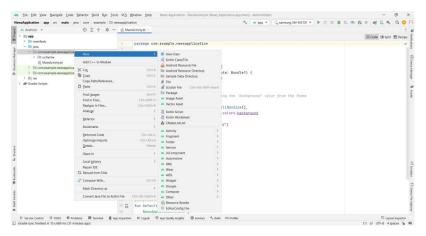
Click on Output Data class

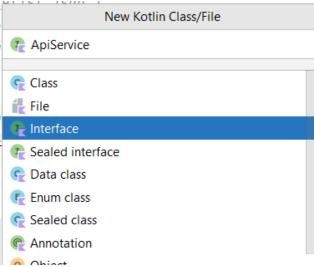


Now use this classes in android studio

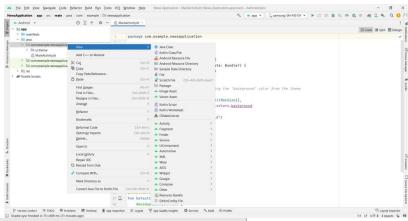
Database for news integration into project

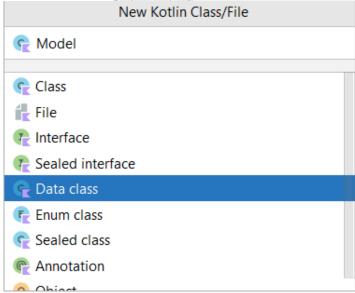
Step 3: Create ApiService interface

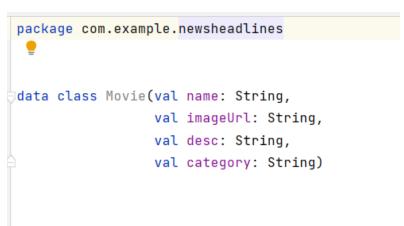




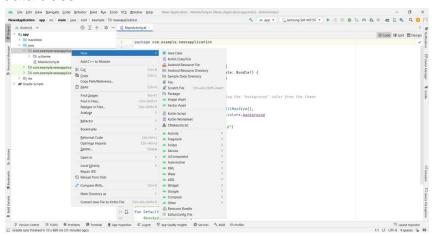
Step 4: Create Model data class

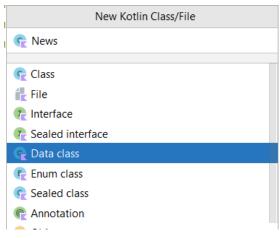






Step 5: Create News data class

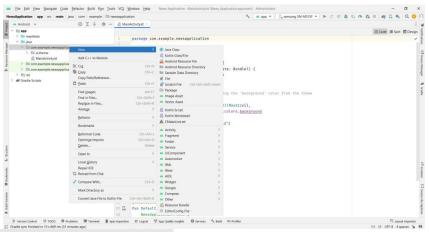




```
package com.example.newsheadlines
import ...
data class News (
  @SerializedName("status") var status:String?= null,
  @SerializedName("totalResults") var <u>totalResults</u> : Int?
                                                                       = null,
  @SerializedName("articles") var articles : ArrayList<Articles> = arrayListOf()
```

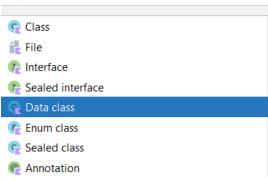
Step 6:

Create Source data class

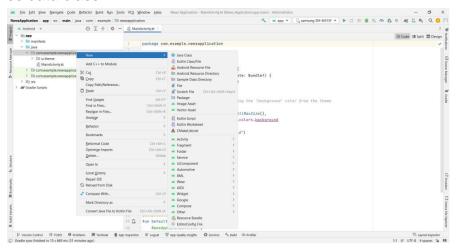


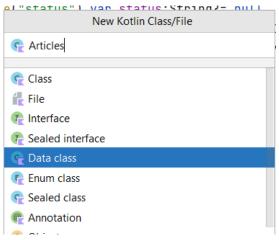
New Kotlin Class/File





Step 7: Create Articles data class





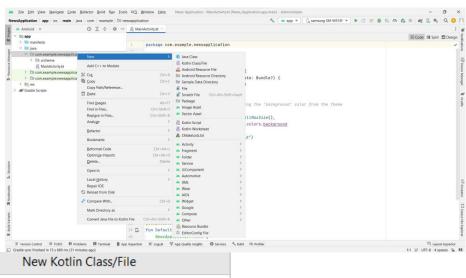
```
package com.example.example

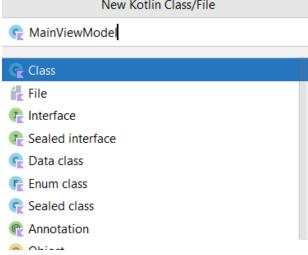
import com.google.gson.annotations.SerializedName

data class Articles 

@SerializedName("title" ) var title : String? = null,
@SerializedName("description" ) var description : String? = null,
@SerializedName("urlToImage" ) var urlToImage : String? = null,
```

Step 8: Create MainViewModel class

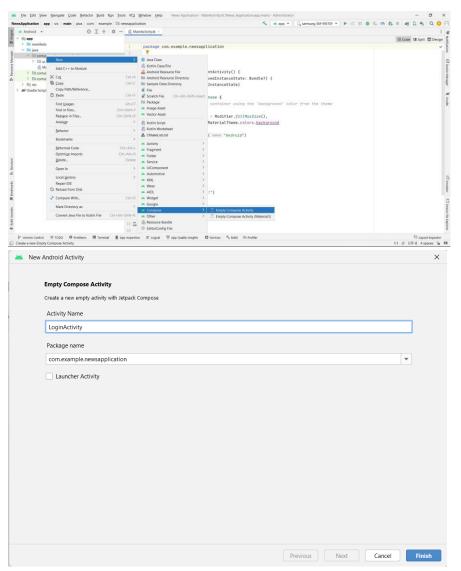




Task 7:

Building application UI and connecting to database.

Step 1: Creating LoginActivity.kt with database



Database connection in LoginActivity.kt

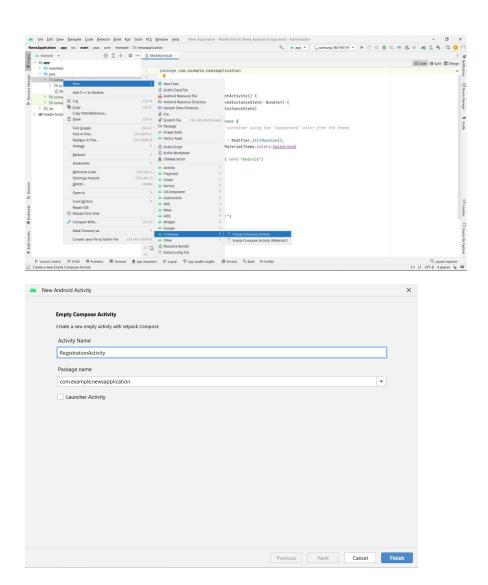
```
package com.example.newsheadlines

import ...

class LoginActivity : ComponentActivity() {
    private lateinit var databaseHelper: UserDatabaseHelper
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        databaseHelper = UserDatabaseHelper(context this)
        setContent {
            LoginScreen(context this, databaseHelper)
        }
    }

@Composable
fun LoginScreen(context: Context, databaseHelper: UserDatabaseHelper) {
    var username by remember { mutableStateOf(value: "") }
    var password by remember { mutableStateOf(value: "") }
    var error by remember { mutableStateOf(value: "") }
}
```

Step 2: Creating RegistrationActivity.kt with database



Database connection in RegistrationActivity.kt

```
package com.example.newsheadlines

import ...

class RegistrationActivity: ComponentActivity() {
    private lateinit var databaseHelper: UserDatabaseHelper
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState) databaseHelper = UserDatabaseHelper(context this)
        setContent {

            RegistrationScreen(context: this, databaseHelper)
        }
    }

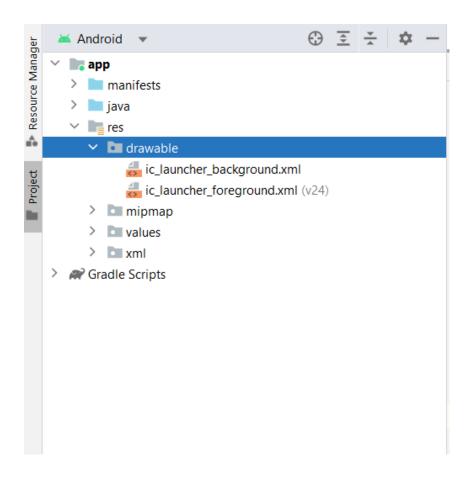
@Composable

fun RegistrationScreen(context: Context, databaseHelper: UserDatabaseHelper) {
        var username by remember { mutableStateOf(value: "") }
        var password by remember { mutableStateOf(value: "") }
        var email by remember { mutableStateOf(value: "") }
        var error by remember { mutableStateOf(value: "") }

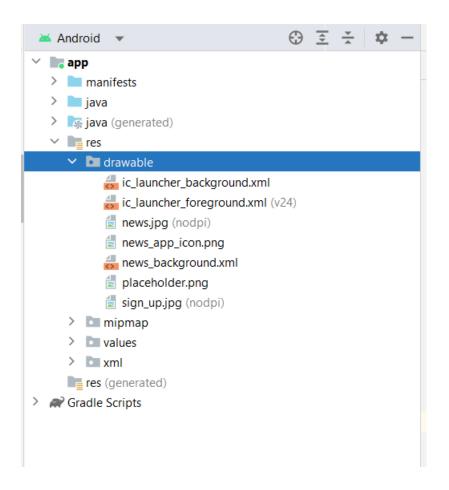
        var error by remember { mutableStateOf(value: "") }
}
```

Step 3 : Creating MainActivity.kt file In MainActivity.kt file the main application is developed

• Before creating UI we need to add some images in drawables which are in res



Required drawables



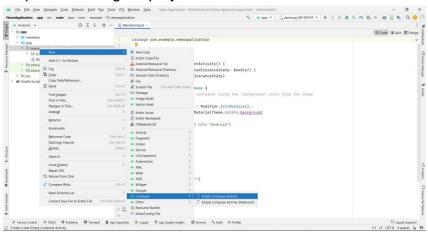
After add all this we need to create the UI in MainActivity.kt file

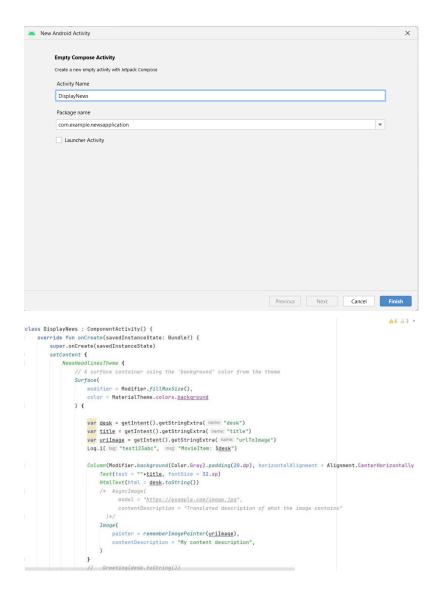
Mainpage.kt file

Linking MainActivity with DisplayNews.kt

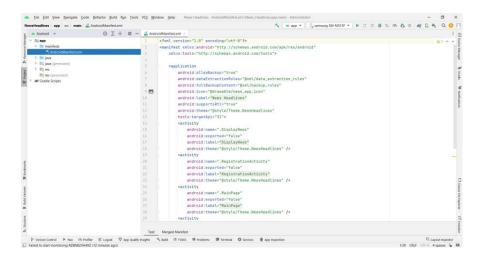
```
modifier = Modifier
                                                                                                                A5 A6 ±2 ^
         .fillMaxHeight()
         .weight(0.3f)
    verticalArrangement = Arrangement.Center,
    modifier = Modifier
        .padding(4.dp)
         .fillMaxHeight()
         .weight(0.8f)
         .background(Color.Gray)
        .padding(20.dp)
         .selectable( selected: true, enabled: true, role: null,
                 Log.i( tag: "test123abc", msg: "MovieItem: $index/n${movie.description}}")
                  context.startActivity(
                       Intent(context, DisplayNews::class.java)
                           .setFlags(Intent.FLAG_ACTIVITY_NEW_TASK)
.putExtra( name: "desk", movie.description.toString())
                           .putExtra( name: "urlToImage", movie.urlToImage)
.putExtra( name: "title", movie.title)
) { this: ColumnScope
```

Step 4 : Creating DisplayNews.kt file





Task 8: Modifying AndroidManifest.xml



When we run the app we will get the MainActivity.kt file as our first screen, but we want LoginActivity.kt, So we need to change in AndroidManifest.xml.

```
android:theme="@style/Theme.NewsHeadlines"
tools:targetApi="31">
            <activity
                 android:name=".DisplayNews"
android:exported="false"
android:label="DisplayNews"
            android:theme="@style/Theme.NewsHeadlines" /> <activity
                  android:name=".RegistrationActivity"
                  android:lname .registrationactivity
android:sported="#flse"
android:label="RegistrationActivity"
android:theme="@style/Theme.NewsHeadlines" />
            <activity
android:name=".LoginActivity"
                  android:exported="false"
android:label="LoginActivity"
android:theme="@style/Theme.NewsHeadlines" />
           <activity
android:name=".MainPage"
                  android:exported="true"
                 android:label="News Headlines"
android:theme="@style/Theme.NewsHeadlines">
<intent-filter>
                       <action android:name="android.intent.action.MAIN" />
                       <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
</activity>
      </application>
</manifest>
```

Changed AndroidManifest.xml.

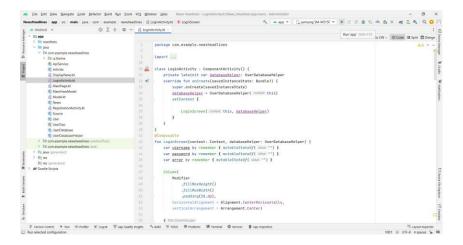
Task 9:

Running the application.

Step 1: Run apps on a hardware device

Step 2: Run the application in Mobile





Final Output of the Application : https://github.com/smartinternz02/Sl-GuidedProject-587502-1696857144

Register Page:

