## VISVESVARAYA TECHNOLOGICAL UNIVERSITY

"Jnana Sangama", Belgaum-590018



### **NEWS APPLICATION**

SUBMITTED IN PARTIAL FULFILMENT FOR 6TH SEMESTER

**BACHELOR OF ENGINEERING** 

IN

## COMPUTER SCIENCE AND ENGINEERING

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#### DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

## SJB INSTITUTE OF TECHNOLOGY

#67, BGS HEALTH & EDUCATION CITY, Dr. VISHNUVARDHAN ROAD, KENGERI, BENGALURU-560060, KARNATAKA, INDIA.

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## SJB INSTITUTE OF TECHNOLOGY

#67, BGS HEALTH & EDUCATION CITY, Dr. VISHNUVARDHAN ROAD, KENGERI, BENGALURU-560060, KARNATAKA, INDIA.

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# Certified that the Mobile Application Development Mini project work entitled "NEWS

**APPLICATION**" is a bonafide work carried out by Sneha C M and Sneha B bearing USN 1JB19CS131 & 1JB19CS130 respectively of SJB Institute of Technology in partial fulfillment for 6th semester in COMPUTER SCIENCE AND ENGINEERING of the Visvesvaraya Technological University, Belagavi during the academic year 2021-22. It is certified that all corrections/suggestions indicated for Internal Assessment have been incorporated in the report deposited in the departmental library. The Mini project report has been approved as it satisfies the academic requirements in respect of MiniProject prescribed by the institution.

(Signature of Guide)	(Signature of Guide)	(Signature of HOD)
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1. Internal Examiner:		
2. External Examiner: —		









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Regards,

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### **ABSTRACT**

As world's technology is rapidly growing, we have fast connection and network to instantly connect to another person. Day to day use in mobile, tablets and laptop is increasing, most of the people already have these facilities. In this fast and information-oriented world we need to stay updated with every incident and news too. This News app is android mobile application where user have access to latest news from 120+ newspapers from 50+ countries. The main focus of this application is to connect news articles from all around the world and deliver it to user as fast as possible in best visualize way. The main objective of the project is to provide people a handy android application through which people can access all types of news and information. Through this application, any user can gain technical knowledge of the world and its surrounding with just one click ahead. User does not have to visit multiple sites for different related information. All information is going to be in one place. Many people generally get the redundancy in the information. Sometimes, people even spread fake news, which circulates and spread more like a disease of false information in WhatsApp and other social media. Various myths are also likely to spread as soon as possible which gives more harm than good to the people. This app while crosschecks the redundancy in the information along with the false and misleading information, which later results in panic in the people.

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News Application Introduction

### **CHAPTER 1**

## INTRODUCTION

#### 1.1 Objective:

The main objective of the project is to provide people a handy android application through which people can access all types of news and information. Through this application, any user can gain technical knowledge of the world and its surrounding with just one click ahead. User does not have to visit multiple sites for different related information. All information is going to be in one place. Many people generally get the redundancy in the information. Sometimes, people even spread fake news, which circulates and spread more like a disease of false information in WhatsApp and other social media. Various myths are also likely to spread as soon as possible which gives more harm than good to the people. This app while cross-checks the redundancy in the information along with the false and misleading information, which later results in panic in the people.

#### 1.2 Description:

In the current scenario, there is no single platform (in application) present right now which provides cyber security information, E-Sport information, Science and Technology Information, etc. in one place. Cyber security users have to visit different websites to gather the news related to the cyber world. Many people do not have the time to visit different sites together information. Ultimately, this would be a waste of time and effort. Visiting different websites, the user might get the redundancy in the information.

## 1.3 Purpose

The purpose is to develop an android application, which will eliminate the problems faced in the current scenario. This application will provide all the information and news related to cyber security, E-sport, Science, and Technology or that are in trend at one place. So, it will save time and efforts of the users by making it more efficient. Using, this application will terminate the possibility of information redundancy.

## **1.4** Motivations and scope

The Motivations and scope behind this project are to connect people through this application and provide a medium to share their views on the topic/news/information. Then, People with the same interest can interact with each other. However, they can even share more information on the topic. Later on, we can publish this application on the Play Store Android provides simple application

News Application Introduction

structure and requires Java and Mark-up languages knowledge to work with. Such as, an discrete movement delivers a solitary screen for a user interface and a service whole completes work in the contextual.

We can work on different module separately and can combine at the end, we can also add future modules easily afterwards. API (Application Programming Interface) which is an intermediate interface between different applications. It provides automation, immediacy, adaption and personalization. News API provides us the source of news articles from many different sources at one place and updates it. To expand the sources old fashioned Admin panel can be used where writers will fill the gap of API. In 2014, a design language has been created by google named Material.

Design which is based on "cards" uses grind based layouts, responsive animation, padding and depth effects like shadow to create an responsive, attractive and easy user interface. With the use of different libraries and material design it is possible to use attractive UI.

#### 1.5 Related work

Native news apps are expensive and difficult to maintain. Native Publishers like BBC News or NY Times uses their own writers to manage articles and manage it. Many native newspaper are divided because of this which causes in lack of resources from one side. Android structure provides great capability with frameworks, libraries and APIs, with the help of it we can provide better user experience and combine this sources at one place while maintaining integrity of its owner. "Newsapi" provides API that returns JSON (JavaScript Object Notation) metadata for headlines and articles live all around the world at any time. In this app we will be using this API for our better experience. Even after using this API it is possible that we can't reach maximum output of resources for that we can use Admin panel where admin or writers can add news of their own, manage and delete it. This contain will have separate database and access bar which will be labelled as "local news". A module can be implemented where user will have different local news based on his location. One of the factors in successful news app development is visualization of news and its feature with user. For the development of an android app material design is very useful.

News Application Introduction

#### 1.6 Introduction

Android studio is the official integrated development environment for Google's Android operating system, built on JetBrains' IntelliJ IDEA software and designed specifically for development. It is available for download on Windows, macOS and Linux based operating systems or as a subscription-based service in 2020. It is a replacement for the Eclipse Android Development Tools (E-ADT) as the primary IDE for native Android application development. Android Studio was announced on May 16, 2013, at the Google I/O conference. It was in early access preview stage starting from version 0.1 in May 2013, then entered beta stage starting from version 0.8 which was released in June 2014. The first stable build was released in December 2014, starting from version 1.0. On May 7, 2019, Kotlin replaced Java as Google's preferred language for Android app development. Java is still supported, as is C++. Android Studio offers even more features that enhance your productivity when building Android apps, such as:

- 1) A flexible Gradle-based build system.
- 2) A fast and feature-rich emulator.
- 3) A unified environment where you can develop for all Android devices.
- 4) Apply Changes to push code and resource changes to your running app without restarting yourapp.
- 5) Code templates and GitHub integration to help you build common app features and import samplecode.
  - 6) Extensive testing tools and frameworks.
  - 7) Lint tools to catch performance, usability, version compatibility, and other problems.
  - 8) C++ and NDK support.
- 9) Built-in support for Google Cloud Platform, making it easy to integrate Google Cloud Messaging adApp Engine.

News Application System Requirements

#### **CHAPTER 2**

## **SYSTEM REQUIREMENTS**

#### 2.1 Introduction

Requirements are during early stages of a system development as a specification of what should be implemented or as a constraint of some kind of on the system. They may be a user level facility description, a detailed specification of expected system behaviour, a general system property, a specific constraint on the system, and information on how to carry out some computation or a constraint on the development of the system. The product of the requirement analysis phase is a requirement specification. The requirement specification is a reconstruction of the result of this analysis phase. Its purpose is to communicate this result to others. System requirements are more detailed descriptions of the user requirements. They may serve as the basis for a contract to the implementation of the system and should therefore bae complete and consistentspecification of the whole system. They are used by software engineers as the starting point of system design. In principle, the system requirements should state what the system should do and not how it should be implemented. However, at the level of detail required to specify the system completely, it is virtually impossible to exclude all design information. Natural language is often used to write system requirements specifications. Further problems with natural language can arise when it is used for more detailed specification:

- 1) Natural language understanding relies on the specification of the readers and writers using the same words for the same concept. This leads to misunderstandings because of the ambiguity of the natural language.
- 2) A natural language requirements specification is over-flexible. You can say the same thing in completely different ways. It is up to the reader to find out when requirements are same and when they are distinct.

### 2.2 Functional requirements

The functional requirements are the statement of services the system should provide, how system reacts to inputs and how system should behave in particular situation. It describes the functionality that the system provides. Our app requires Android Device.

News Application System Requirements

#### 2.3 Non-Functional requirements

Non-functional requirement is a requirement that specifies criteria that can be used to judge the operation of a system, rather than specific behaviors. They are contrasted with functional requirements that define specific behavior or functions. The plan for implementing functional requirements is detailed in the system design. The plan for implementing non-functional requirements is detailed in the system architecture, because they are usually architecturally significant requirements.

#### 2.4 User requirements

All the entities using this application require android device.

#### 2.5 Software requirements

- 1) Operating System: Windows 7/8/10 (32-bit or 64-bit)
- 2) Android SDK
- 3) Android Studio

#### 2.6 Hardware requirements

- 1) Minimum 4 GB required (8 GB recommended)
- 2) 5 GB free disk space
- 3) USB 2.0 or higher

#### 2.7 Android SDK

The Android SDK provides you the API libraries and developer tools necessary to build, test and debug apps for Android. The ADT bundle includes the essential Android SDK components and a version of the Eclipse IDE with built in Android Developer Tools to streamline the Android app development bundle consists of the following components for developing the application:

Eclipse ADT plugin

- 1) Android SDK Tools
- 2) The Latest Android Platform
- 3) The Latest Android System Image for the Emulator
- 4) Android Platform Tool

News Application System Requirements

#### 2.8 Android studio

Android Studio is the official integrated development environment (IDE) for Google's Android operating system, built on Jet Brains IntelliJ IDEA software and designed Specifically, for Android development. It is available for download on Windows, macOS and Linux based operating systems. It is a replacement for the Eclipse Android Development Tools (ADT) as the primary IDE for native Android application development Android Studio was announced on May 16, 2013 at the Google I/O conference. It was in early access preview starting from version 0.1 in May 2013, then entered beta stage starting from version 0.8 which was released in June 2014. The first stable build was released in December 2014, starting from version 1.0. The current stable version is 3.3, which was released in January 2019

#### **CHAPTER 3**

### **DESIGN AND IMPEMENTATION**

#### 3.1 Command

In computing, a command is a directive to a computer program to perform a specific task. It may be issued via a command-line interface, such as a shell, or as input to a network service as part of a network protocol, or as an event in a graphical user interface triggered by the user selecting an option in a menu.

#### 3.1.1 Files Used

- Android Mainfest.xml :- main xml file
- MainActivity.kt :- base file
- Colors.xml :- text colors
- Attrs.xml :- contains all attributes
- Styles.xml :- contains all styles
- Dimens.xml :- contains dimensions
- fragment\_home:- manages navigation
- appPreferences.xml:- Choose between light or dark Mode
- nav\_header\_main
- news\_card\_item
- content\_main
- app\_bar\_main

#### 3.1.2 Java

This layout defines four text input field and one button. Each button uses its onClick attribute to specify which method in the activity should run when the button is clicked. When the Add button is clicked, the onClickStart() method gets called. We will use these methods to add new trips.

- First text field name PlaceName take user input as string.
- Second text field named Start Date take starting date of the trip from user in form of calendar.
  - Third text field named End Date take end date of the trip from user in form of calendar.
  - Fourth text field named cost take estimate cost of the trip from user in form of int.

- Add button when clicked passes the input data to the dataset.
- Handlers allow you to schedule code A Handler is an Android class you can use to schedule code that should be run at some point in the future. You can also use it to post code that needs to run ona different thread than the main Android thread. In our case, we are going to use a Handler to schedule the stopwatch code to run every second.
- To use the Handler, you wrap the code you wish to schedule in a Runnable object, and then use the Handle post () and postDelayed () methods to specify when you want the code to run.
- The post () method the post () method posts code that needs to be run as soon as possible (which is usually immediately). This method takes one parameter, an object of type Runnable. A Runnable object in Android Ville is just like a Runnable in plain old Java: a job you want to run. You put the code you want to run in the Runnable's run () method, and the Handler will make sure the code is run as soon as possible.

## 3.2 Functions

Sl.No	Functions	Description
1.	TextView	A TextView displays text to the user and optionally allows them to edit it.  A TextView is a complete text editor, however the basic class is configured to not allow editing.
2.	EditText	A EditText is an overlay over TextView that configures itself to be editable. It is the predefined subclass of TextView that includes rich editing capabilities.
3.	Button	In Android, Button represents a push button. A Push buttons can be clicked, or pressed by the user to perform an action.
4.	RadioButton	Radio buttons allow the user to select one option from a set. You should use radio buttons for optional sets that are mutually exclusive if you think that the user needs to see all available options side-by-side. If it's not necessary to show all options side-by-side, use a spinner instead.
5.	Widgets	widget is a small gadget or control of the android application placed on home screen. Widgets can be very handy as they allow you to put your favorite applications on your home screen in order to quickly access them.
6.	ImageView	Displays image resources, for example Bitmap or Drawable resources. ImageView is also commonly used to apply tints to an image and handle image scaling.
7.	Hint	android: hint is more like a placeholder that sort of explains what type of input the EditText is asking for. i.e. If an EditText is asking for posting a status on social media, the hint like What's on your mind? will be suitable.
8.	Toast	A toast provides simple feedback about an operation in a small popup. It only fills the amount of space required for the message and the current activity remains visible and interactive. Toasts automatically disappear after a timeout.

#### 3.3 Code Snippets

```
CODE: actrivity_main.xml
<?xml version="1.0" encoding="UTF-8"?>
<androidx.drawerlayout.widget.DrawerLayout tools:openDrawer="start"</pre>
android:fitsSystemWindows="true"
android:layout_height="match_parent"
android:layout_width="match_parent"
android:id="@+id/drawer_layout"
xmlns:tools="http://schemas.android.com/tools"
xmlns:app="http://schemas.android.com/apk/res-auto"
xmlns:android="http://schemas.android.com/apk/res/android">
    <include android:layout_height="match_parent"</pre>
android:layout_width="match_parent"
layout="@layout/app_bar_main"/>
<com.google.android.material.navigation.NavigationView
android:fitsSystemWindows="true"
android:layout_height="match_parent"
android:layout_width="wrap_content"
android:id="@+id/nav_view"
app:menu="@menu/activity_main_drawer"
app:headerLayout="@layout/nav_header_main"
android:layout_gravity="start"/>
</androidx.drawerlayout.widget.DrawerLayout>
```

## CODE: app\_bar\_main.xml

```
<?xml version="1.0" encoding="UTF-8"?>
-<androidx.coordinatorlayout.widget.CoordinatorLayout
tools:context="com.example.android.newsfeed.MainActivity"
android:layout_height="match_parent"
android:layout_width="match_parent"
xmlns:tools="http://schemas.android.com/tools"
xmlns:app="http://schemas.android.com/apk/res-auto"
xmlns:android="http://schemas.android.com/apk/res/android">
```

```
-<com.google.android.material.appbar.AppBarLayout
android:layout_height="wrap_content"
android:layout_width="match_parent"
android:theme="@style/AppTheme.AppBarOverlay">
<androidx.appcompat.widget.Toolbar
android:layout_height="?attr/actionBarSize"
android:layout_width="match_parent"
app:popupTheme="@style/AppTheme.PopupOverlay"
<com.google.android.material.tabs.TabLayout
android:layout height="wrap content"
android:layout_width="match_parent"
android:background="@android:color/white"
android:id="@+id/sliding_tabs"
app:tabMode="scrollable"
style="@style/CategoryTab"/>
</com.google.android.material.appbar.AppBarLayout>
<include layout="@layout/content_main"/>
</androidx.coordinatorlayout.widget.CoordinatorLayout>
```

#### **CODE:** content\_main.xml

```
<?xml version="1.0" encoding="UTF-8"?>
-<androidx.constraintlayout.widget.ConstraintLayout
tools:showIn="@layout/app_bar_main"
tools:context="com.example.android.newsfeed.MainActivity"
app:layout_behavior="@string/appbar_scrolling_view_behavior"
android:layout_height="match_parent"
android:layout_width="match_parent"
xmlns:tools="http://schemas.android.com/tools"
xmlns:app="http://schemas.android.com/apk/res-auto"
xmlns:android="http://schemas.android.com/apk/res/android">
android:layout_width="match_parent" android:id="@+id/viewpager">
<FrameLayout android:layout_height="match_parent"
android:layout_width="match_parent" android:id="@+id/content_frame">
android:layout_width="match_parent" android:id="@+id/content_frame">
```

```
</FrameLayout>
</androidx.viewpager.widget.ViewPager>
</androidx.constraintlayout.widget.ConstraintLayout>
```

#### **CODE:** fragment\_home.xml

```
<?xml version="1.0" encoding="UTF-8"?>
-<RelativeLayout android:layout_height="match_parent"
android:layout_width="match_parent"
xmlns:android="http://schemas.android.com/apk/res/android">
-<androidx.swiperefreshlayout.widget.SwipeRefreshLayout
android:layout_height="match_parent" android:layout_width="match_parent"
android:id="@+id/swipe_refresh">
<com.example.android.newsfeed.EmptyRecyclerView
android:layout_height="match_parent"
android:layout_width="match_parent"
android:id="@+id/recycler_view"/>
</androidx.swiperefreshlayout.widget.SwipeRefreshLayout>
<TextView android:layout_height="wrap_content"</pre>
android:layout_width="wrap_content" android:id="@+id/empty_view"
android:textAppearance="?android:textAppearanceMedium"
android:gravity="center" android:layout centerInParent="true"/>
<ProgressBar android:layout_height="wrap_content"</pre>
android:layout_width="wrap_content" android:id="@+id/loading_indicator"
android:layout_centerInParent="true" s
tyle="@style/Widget.AppCompat.ProgressBar"/>
```

#### CODE: nav\_header\_main.xml

```
<?xml version="1.0" encoding="UTF-8"?>
-<LinearLayout android:theme="@style/ThemeOverlay.AppCompat.Dark"
android:paddingTop="@dimen/activity_vertical_margin"
android:paddingRight="@dimen/activity_horizontal_margin"
android:paddingLeft="@dimen/activity_horizontal_margin"
android:paddingBottom="@dimen/activity_vertical_margin"
android:orientation="vertical" android:gravity="bottom"
android:background="@drawable/side_nav_bar"
android:layout_height="@dimen/nav_header_height"
android:layout width="match parent"
xmlns:android="http://schemas.android.com/apk/res/android">
<TextView android:layout_height="wrap_content"</pre>
android:layout_width="wrap_content" android:textStyle="bold"
android:textSize="45sp" android:text="@string/the_guardian"
android:fontFamily="sans-serif" android:id="@+id/textView"/>
</LinearLayout>
```

#### CODE: news\_card\_item.xml

```
<?xml version="1.0" encoding="UTF-8"?>
-<RelativeLayout android:orientation="vertical" android:layout_height="wrap_content"
android:layout_width="match_parent"
xmlns:tools="http://schemas.android.com/tools"
xmlns:card_view="http://schemas.android.com/apk/res-auto"
xmlns:android="http://schemas.android.com/apk/res/android">
-<androidx.cardview.widget.CardView android:layout_height="wrap_content"
android:layout_width="match_parent"
card_view:cardCornerRadius="@dimen/card_corner_radius" android:foreground="?
android:clickable="true" android:layout_margin="@dimen/layout_margin_5"
android:id="@+id/card view">
-<LinearLayout android:orientation="vertical"
android:layout_height="wrap_content" android:layout_width="wrap_content"
android:layout marginBottom="@dimen/layout margin">
<TextView android:layout_height="wrap_content"
android:layout_width="match_parent" android:id="@+id/title_card"
tools:text="title" android:textStyle="bold" android:textAppearance="?
android:textAppearanceLarge" style="@style/TitleTextViewStyle"/>
-<RelativeLayout android:layout_height="wrap_content"
android:layout_width="wrap_content"
android:layout marginBottom="@dimen/layout margin 8"
android:layout_marginTop="@dimen/layout_margin_4">
<TextView android:id="@+id/section_card" tools:text="section"</pre>
style="@style/SectionTextViewStyle"
android:layout_toStartOf="@id/thumbnail_image_card"
android:layout_alignParentStart="true"/>
<TextView android:layout_height="wrap_content"</pre>
android:layout width="wrap content"
android:id="@+id/trail text card"
tools:text="trailText" style="@style/TrailTextViewStyle"
android:layout_toStartOf="@+id/thumbnail_image_card"
android:layout_alignParentStart="true"
android:layout_below="@+id/section_card"/>
<ImageView android:layout_height="@dimen/thumbnail_image_height"</pre>
android:layout_width="@dimen/thumbnail_image_width"
android:id="@+id/thumbnail image card"
android:scaleType="centerCrop"
android:contentDescription="@string/image_des"
android:layout_alignParentEnd="true"/>
</RelativeLayout>
<TextView android:id="@+id/author_card" tools:text="author"
style="@style/AuthorTextViewStyle"/>
-<RelativeLayout android:layout_height="wrap_content"
android:layout_width="wrap_content">
<TextView android:id="@+id/date_card"
tools:text="date" style="@style/DateTextViewStyle"
android:layout_toStartOf="@+id/share_image_card"
android:layout_alignParentStart="true"/>
```

```
<ImageView android:layout_height="@dimen/image_share"
android:layout_width="@dimen/image_share"
android:id="@+id/share_image_card"
android:contentDescription="@string/image_des_ic_share"
android:layout_alignParentEnd="true"
android:src="@drawable/ic_share_black_18dp"
android:background="@drawable/image_button_style"
android:layout_marginEnd="@dimen/layout_margin"/>
</RelativeLayout>
</androidx.cardview.widget.CardView>
</RelativeLayout></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce></arrowce><
```

#### CODE: AndroidManifest.xml

```
<?xml version="1.0" encoding="UTF-8"?>
-<manifest package="com.example.android.newsfeed"
xmlns:android="http://schemas.android.com/apk/res/android">
<uses-permission android:name="android.permission.INTERNET"/>
<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE"/>
-<application android:theme="@style/AppTheme" android:supportsRtl="true"
android:roundIcon="@mipmap/ic launcher round"
android:label="@string/app_name" android:icon="@mipmap/ic_launcher"
android:allowBackup="true">
-<activity android:name=".MainActivity"
android:theme="@style/AppTheme.NoActionBar"
android:label="@string/app name">
-<intent-filter>
<action android:name="android.intent.action.MAIN"/>
<category android:name="android.intent.category.LAUNCHER"/>
</intent-filter>
</activity>
-<activity android:name=".SettingsActivity"
android:theme="@style/SettingsTheme" android:label="@string/action_settings"
android:screenOrientation="portrait">
<meta-data android:name="android.support.PARENT_ACTIVITY"</pre>
android:value="com.example.android.newsfeed.MainActivity"/>
</activity>
</application>
</manifest>
```

#### **CHAPTER 4**

## **SNAPSHOTS**

#### 4.1 Screenshots:

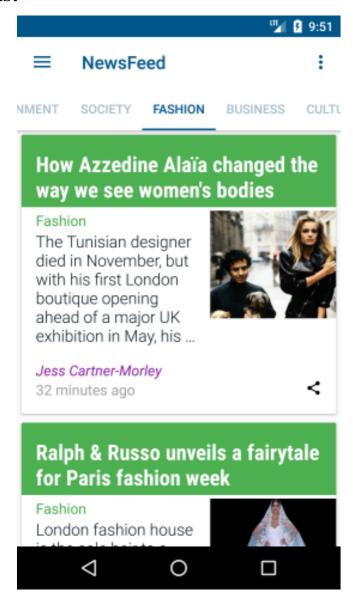


Figure 4.1 – Fashion page

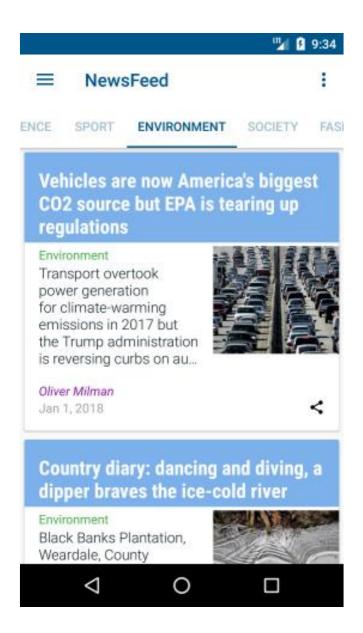


Figure 4.2 – Environment page

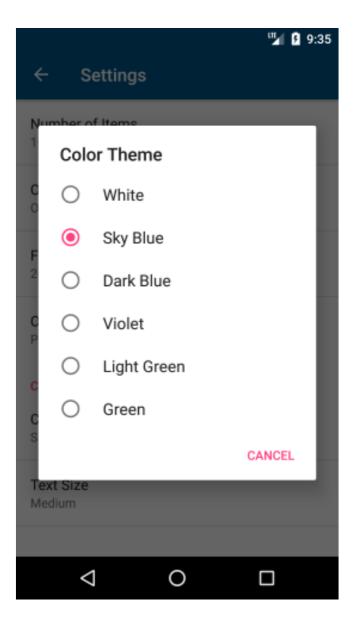


Figure 4.3 – Color theme

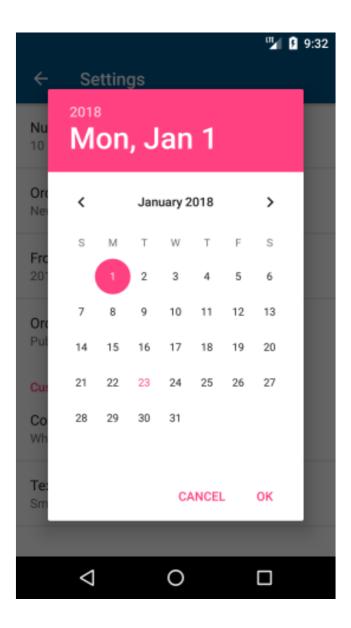


Figure 4.4 – Calendar

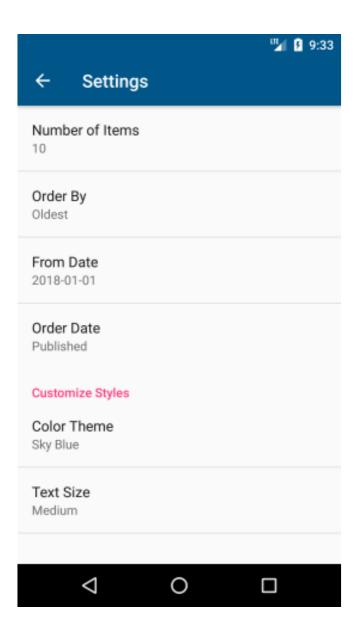


Figure 4.5 – Settings page

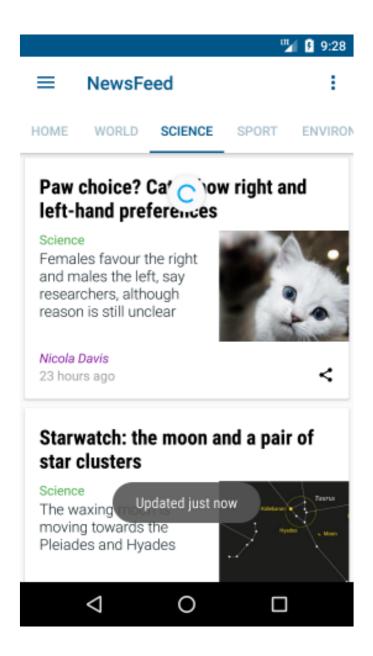


Figure 4.6 – Science page

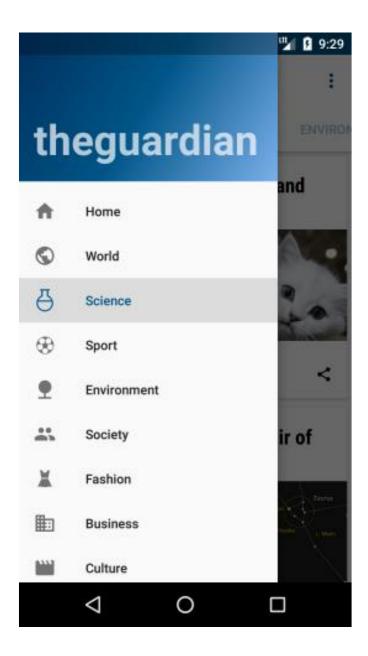


Figure 4.7 – Menu page

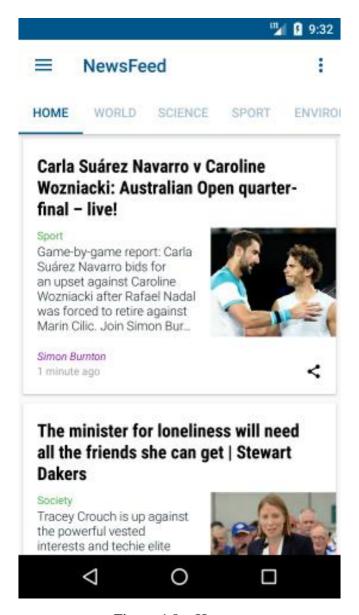


Figure 4.8 – Home page