

Description

Intended User

Features

User Interface Mocks

Screen 1

Screen 2

Key Considerations

How will your app handle data persistence?

Describe any corner cases in the UX.

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

Describe how you will implement Google Play Services.

Next Steps: Required Tasks

Task 1: Project Setup

Task 2: Implement UI for Each Activity and Fragment

Task 3: Your Next Task

Task 4: Your Next Task

Task 5: Your Next Task

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Capstone Project

Description :

Select your favourite books from all categories including Business, Fantasy, Romance, Fiction and Non-Fiction.

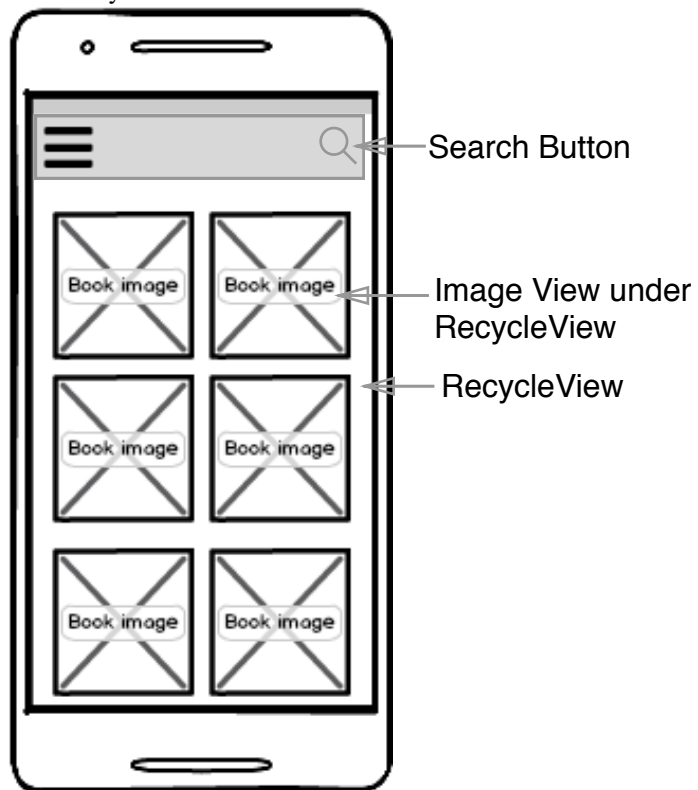
Intended User :

This is an online ebook reading app for Readers, Students, Writers, Kids and Parents.

Features :

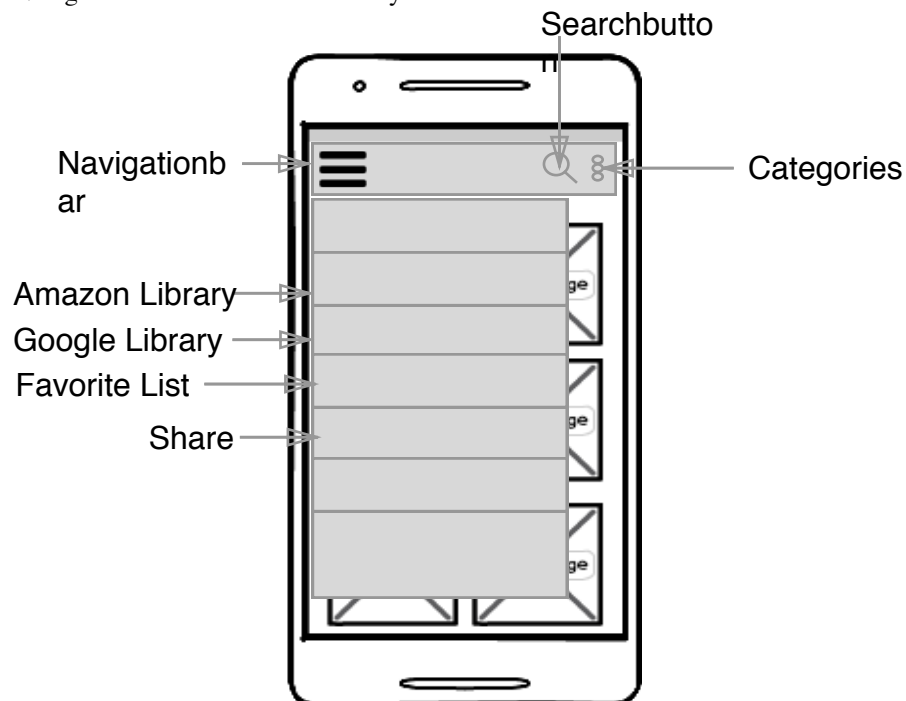
- Google Authentication login feature.
- Specific Product Search feature from Amazon.com.
- Search by category feature.
- Book Details feature.
- Add favourite feature.
- Reviews and Rating feature for paid books and full view for free ebooks.
- Buy feature to open link in web view for paid ebooks.
- Widget feature to show famous books from online firebase database.
- Share feature.

User Interface Mocks :
Screen 1: Main Activity Home screen



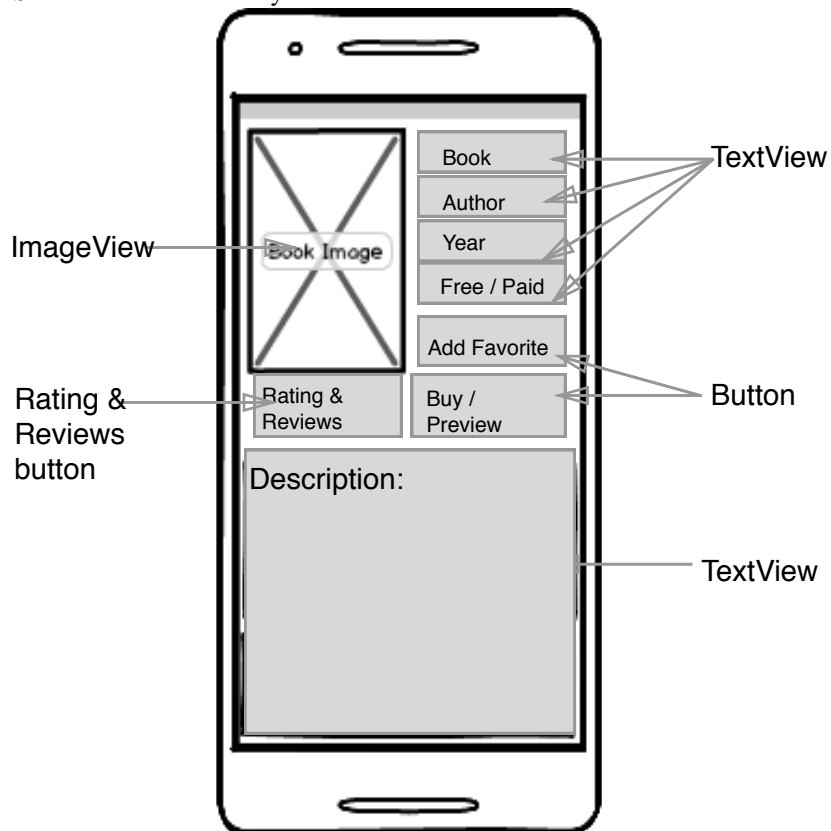
This is the Main Activity that shows book category in grid view.

Navigation Drawer of Main Activity



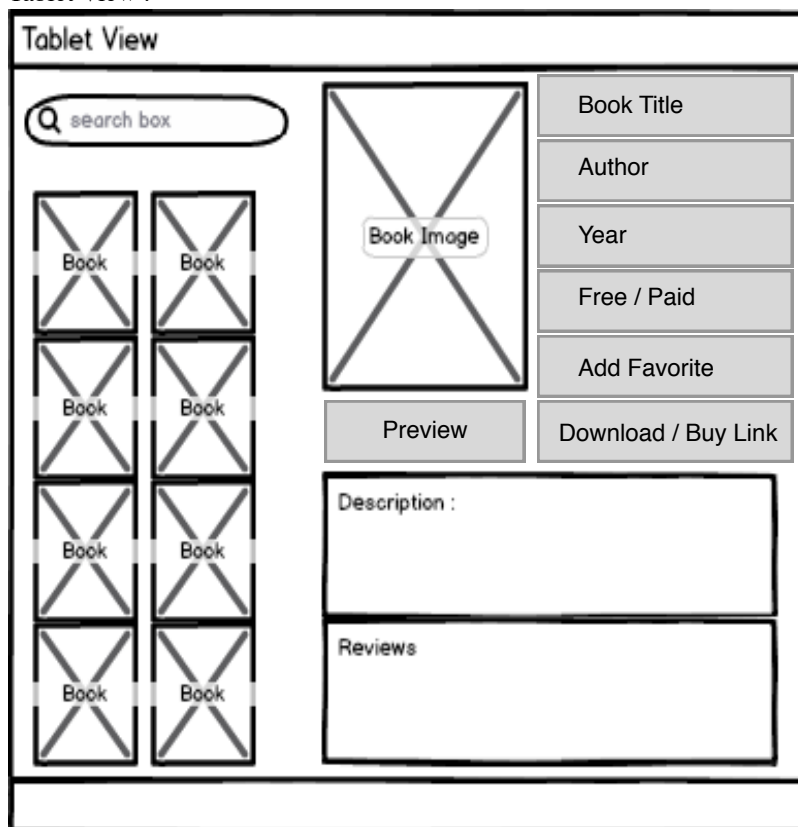
For Open specific category OR user Favourite list.

Screen 2 : Detail Activity

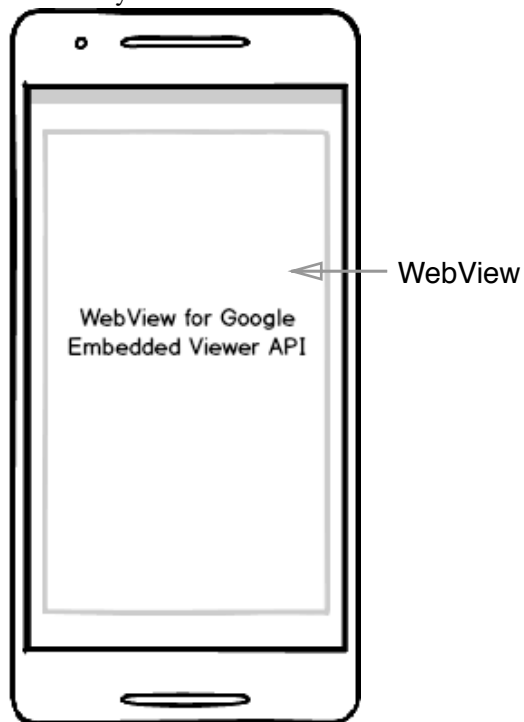


Details Activity shows book details such as Author, Rating, Free or Paid, Description and other options.

Tablet View :

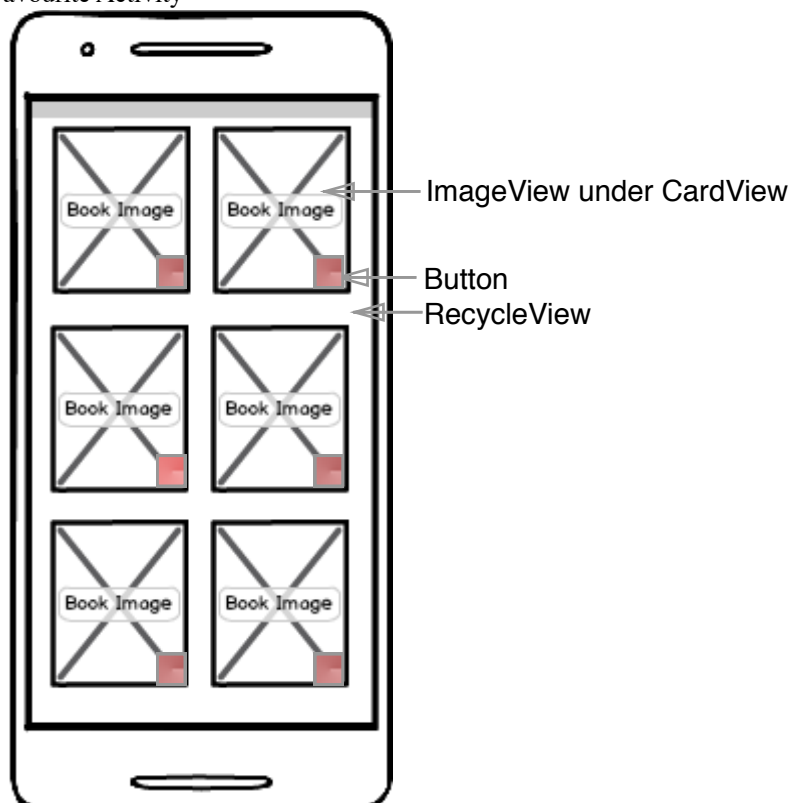


Screen 3 : View Activity



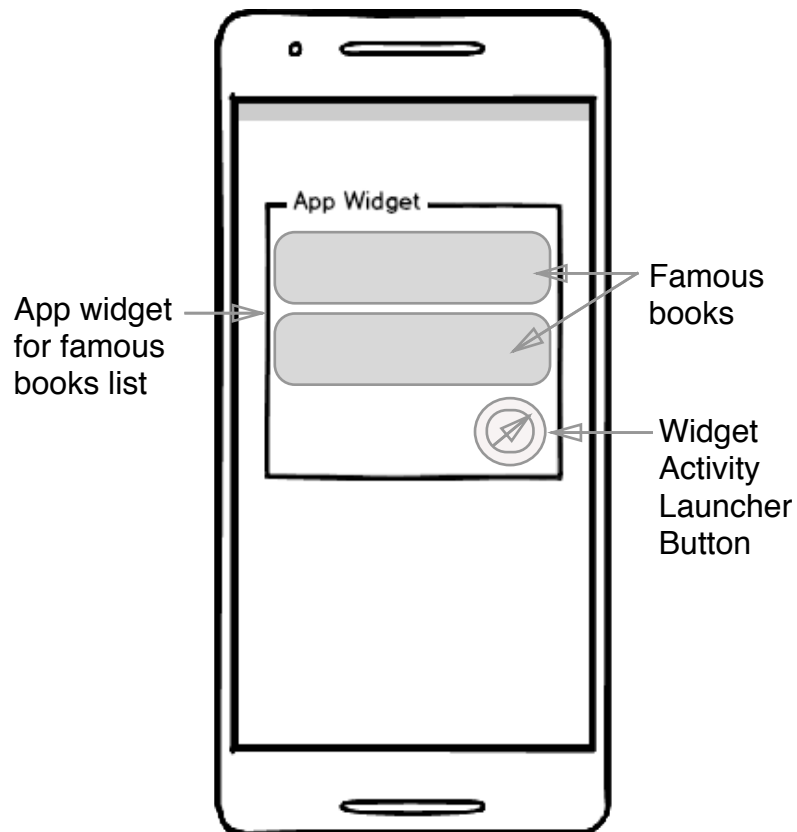
This is View Activity for book preview through Google Embedded View API.

Screen 4 : Favourite Activity



Favourite Activity shows the list of favourite books which added by user.

Screen 5 App Widget



App widget that collect famous books list from firebase database and shows into Home screen as well as it has an widget activity launcher button in bottom-right corner.

Key Considerations

How will your app handle data persistence?

I'll use custom content provider with realm database.

Describe any corner cases in the UX.

As a refresh option, add a swipe to pull new data from server, as well as use cache objects (like ArrayList) to save cache while app not destroyed. So user can navigate back again without reloading the images or text data from server.

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

- Retrofit - for fetching JSON data from web.
- Realm - for local data storage.
- Butterknife

Describe how you will implement Google Play Services.

I'll use some Google play services listed below:

- For Firebase Realtime Database for getting famous books
- For Ads : Firebase AdMob

Next Steps: Required Tasks

Task 1: Project Setup

- Create new project Named Capstone Project.
- Commit first commit.
- Add required libraries.
- Enable and Initialise other needs. (like Data Binding and Realm)

Task 2: Implement UI for Each Activity and Fragment

- Main Activity and its Fragment
 - Build UI for Main Activity and its Fragment.
 - Add widgets as per requirement.
 - Bind data with view.
 - Implement RecyclerView and its adapter.
 - Implement Retrofit methods for fetching data.
 - App provides a navigation drawer to provide relevant information to the user on the home screen and Open favourite Activity.
 - It uses AsyncTask to perform short duration, on-demand requests (such as search).
- Build UI for Detail Activity with Fragment
 - Build UI for Details Activity
 - Add widgets as per requirement.
 - Bind data with view.
 - Implement RecyclerView and its adapter.
 - Bind data with details view.
 - Implement Add favourite method with Content provider.
 - Implement Download and Buy methods.
 - Implement Preview method.

- Build UI for Preview Activity
 - Build UI for Preview Activity
 - Add widgets as per requirement.
 - Bind data with view.
 - Implement google **Embedded Viewer API** for online book preview.
 - Implement html, css and javascript files into Assets folder and linked them with activity.

- Build UI for Favourite Activity
 - Build UI for Favourite Activity
 - Bind local storage data with view.
 - Implement needed methods with custom Content provider.

Task 3: Implementation of Google Play Services (Required)

- Implement Firebase auth for user login in Main Activity.
- Create Build variant Free and Paid.
- Firebase Realtime database for reading famous books data.
- Firebase Invits
- Firebase AdMob.