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English Dictionary & Translator

Description

The English Dictionary & Translator app enables you to search English words with definitions powered by oxford API , and Yandex api for translation .

Intended User

This app for native english and non-native english who want to improve their english skills and help them communicate aboard when they are travelling

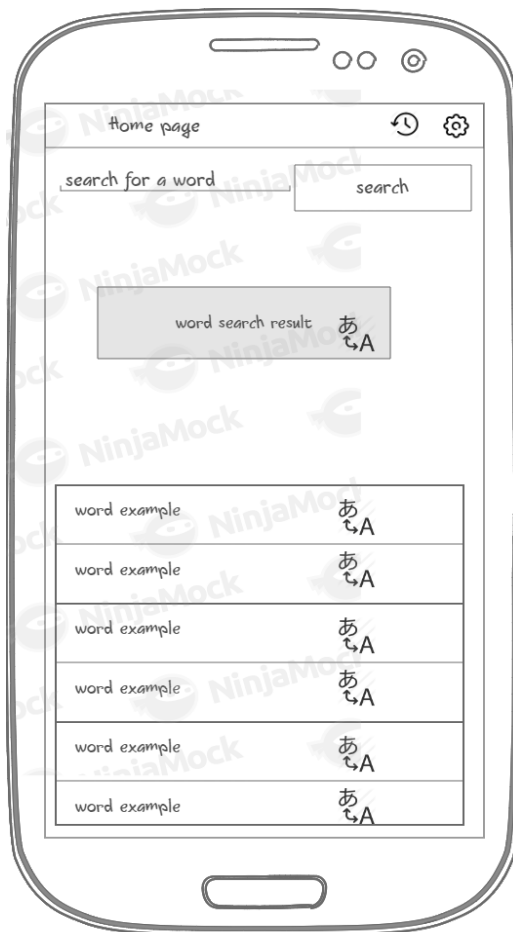
Features

List the main features of your app. For example:

- Search for any english word exist in the oxford dictionary
- Translate the antented word through Yandex API
- View search history
- Widget to view search history

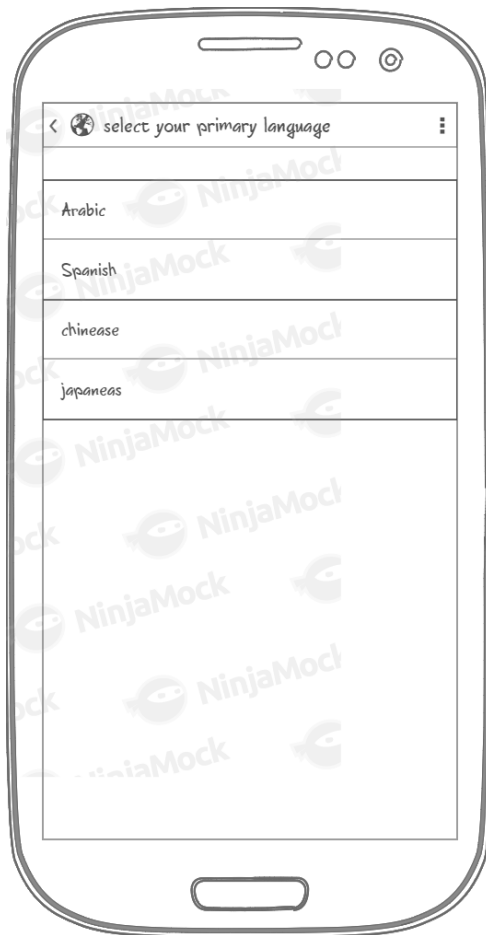
User Interface Mocks

Screen 1



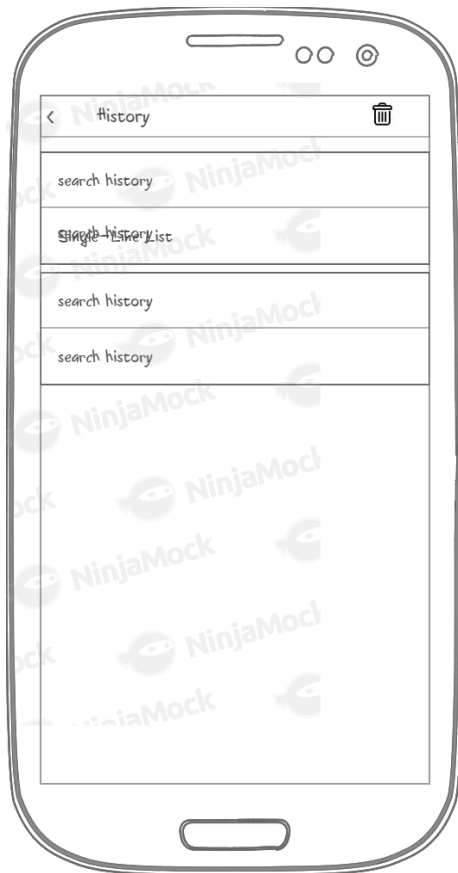
Home screen which has the search functionality the user will search for a word then the examples and the result that returned from the Oxford API will be showed in list items each example and the word will has a translate button that will be translated to the user primary language that can be changed from the settings icons, and each word that has a result will be saved in the history screen that can be accessed from the history icon

Screen 2



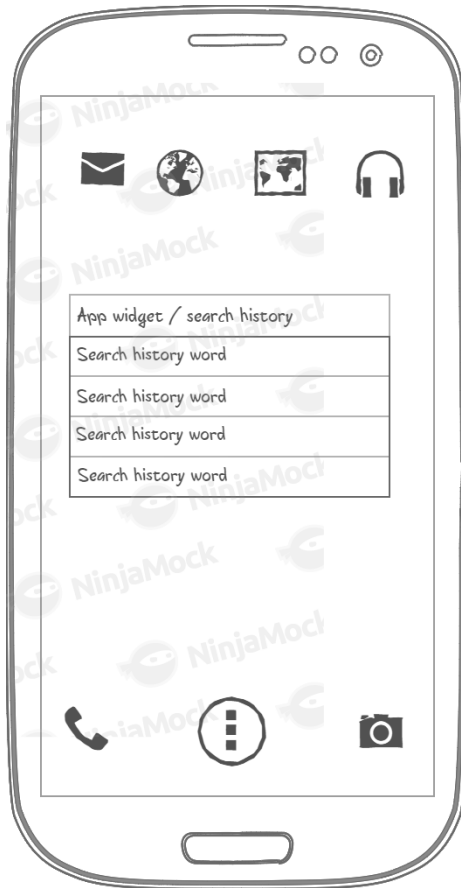
This screen can be accessed from the home page through the settings icon to pick primary language for the user that need to be translated too so it will be saved and used as long as the user didn't change it.

Screen 3



Search History screen which displays history records. When search entry is clicked, HomeActivity will be opened with that entry search.

Screen 4



App Widget screen which displays last history records. When search entry is clicked, screen 1 will be opened with that entry search prefilled.

Key Considerations

How will your app handle data persistence?

Room persistence library will be used to save history records.

The app will save the last word that the user search for only when it has result

If the word has no result the word will not be saved.

Describe any edge or corner cases in the UX.

No edge case.

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

Android Architecture Components :

(LiveData, ViewModel, Room) A collection of libraries that help you design robust, testable, and maintainable apps. Start with classes for managing your UI component lifecycle and handling data persistence

Butterknife :

Bind Android views and callbacks to fields and methods.

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

Firebase Ads :

Display a banner ad in screen 1

Firebase Analytics :

Log events to see which features are used in the app

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

Write out the steps you will take to setup and/or configure this project. See previous implementation guides for an example.

You may want to list the subtasks. For example:

- Add library dependencies
- Configure build file and organize it

Task 2: Implement UI for Each Activity and Fragment

- Build UI for screen 1 , search result
- Build UI for screen 2 , the setting screen
- Build UI for screen 3 , history screen
- Build UI for app widget

Task 3: Implement Third party API

- Implement Oxford API
- Implement Yandex API for translation
- Create models to fetch them from API
- Create an manager to handle requests

Task 4: Implement Local Data Persistence

- Create Dao model
- Create Dao Interface
- Create TypeConverter for Date
- Create AppDatabase

Task 5: add google play services

- Create a Firebase project and add google-services.json to app
- Add a banner ad to the bottom of Home Activity.

Task 6: Add SignIn Configuration

- Create a keystore
 - Add SignIn Configuration
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