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Premises

Description

My Application stores and retrieves Google Map Locations through SQLite Database.

Intended User

People who have much interest in discovering places like Travelers
People who are willing to improve their knowledge in globe by searching places
This is very helpful for people to identify the position of place on map

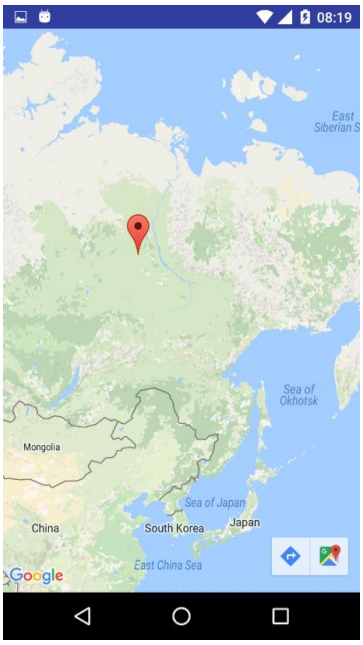
Features

Main features of the App are:

- Saves Information
- Optimizes the problems
- Help in identifying different places in the world

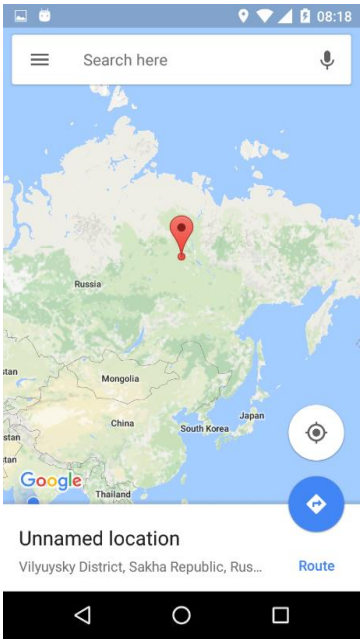
User Interface Mocks

Screen 1



Interface shown above displays marker made by user by hand.
It is a random one which user makes to find respective place
Click on the same marker to find menu at right side bottom
Click on the button at right side bottom to invoke Google Map

Screen 2



The above interface displays the random location name from Screen 1 through Google Maps available on Android Devices

Key Considerations

How will your app handle data persistence?

- My App loads data asynchronously by handling threads at background without affecting Main thread
- It uses API to retrieve Google Places from Google Map
- It uses Google Places API like AutoComplete, details

Describe any corner cases in the UX.

Drawing Marker points according to Coordinates and retrieving the name from Google Maps
Retrieving data by searching in Action bar and displaying it on Maps

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

Use of Markers based on latitude and longitude coordinates

Describe how you will implement Google Play Services.

- Google Maps as a Play Service implemented in my android app
- Use of GCM service to contact with server and retrieve the data
- Location services are also used

Next Steps: Required Tasks

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

Task: Project Setup

Initially I have planned to my My Application in these five sub tasks

List of Sub tasks:

- Implementation of database
- Implementation of UI for fragment
- Invoking Clean, Rebuild and Run the App

Task 1: Implement of Database

List the sub tasks:

- Build Content Provider which provides structured tables
- Build Database Helper which standardizes CRUD operations on tables

Task 2: Implementation of UI for fragment

List the sub tasks:

- Creation of layout

- Create of Main Activity for Fragment Manager
- Use of Fragment Manager to support GoogleMap methods
- I have created several methods like drawMarker to implement markers
- Few of the methods like insert,delete to perform CRUD operations

Task 3: Compile and Run

List the subtasks.

- Build→clean
- Build-> rebuild
- Run->.Run app

Submission Instructions

1. After you've completed all the sections, download this document as a PDF [File → Download as PDF]
2. Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
3. Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"