Description

**Features** 

**User Interface Mocks** 

Register

**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.

Task 1: Project Setup

Task 2: Implement UI for Each Activity and Fragment

Task 3: Schematic

Task 4: Google location service

Task 4: Accessibility

Task 5: Google analytics

Task 6: Widget

Task 7: Build

**GitHub Username**: thejohanmagnusson

# Adomile

# Description

Adomile manages and organizes all your trip records and makes all the calculations for you.

All the details you need for reporting is just a glance away and always updated. Logging trips is no fun so we made it as simple as possible for you so you can do more fun stuff instead. Add a widget to your screen and you can get all the important information without even opening the app.

### **Intended User**

Drivers that need or want to keep a log of all trips for a vehicle for reporting or statistics.

## **Features**

- Logging of trips.
- Set trip as private or work.
- Precalculated values for reporting and statistics.
- Suggestions for destinations so you don't need to enter the same places again.

- Trip records can easily be edited if you made a mistake.
- Export trip records.
- Conforms to the Swedish guidelines by Skatteverket.

# User Interface Mocks

Icons in the mocks are not the final icons that will be used in the app.

### Register



Register trips as work or private. A card is shown with the last trip.

### Valid inputs

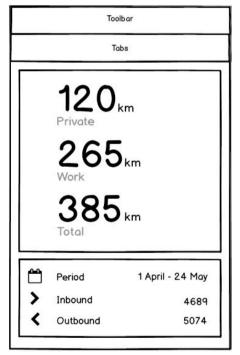
- Date
- Destination
- Mileage
- Notes

## Logg



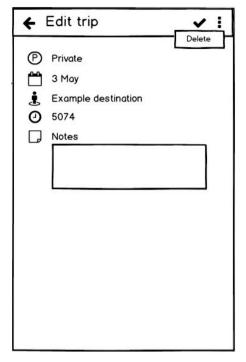
List of trips where each row is a single trip.

## **Summary**



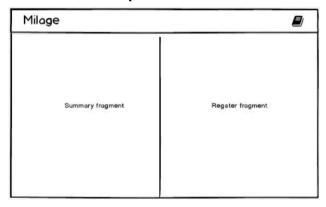
An overview of the trips made during the current month.

### **Edit**



A trip can be edited and deleted.

## **Tablet Landscape**



Summary and registration is placed next to each other on a tablet in landscape, the log is launched via the icon in the toolbar.

# **Key Considerations**

How will your app handle data persistence?

A content provider will be used to store data in a SQLite database.

AsyncTask will be used when calculating values for the summary view.

#### Describe any corner cases in the UX.

If a mileage value is entered that is lower than the previous trip a indication about this will be shown, a snackbar will give info if user still tries to submit with a faulty value.

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

Schematic for generating the content provider with a backed SQLite database. I have not used schematic before but heard a lot of good about it so it's time to try it out.

## Task 1: Project Setup

- Create Android Studio project.
- Add colors, strings and text properties to res.

### Task 2: Implement UI for Each Activity and Fragment

- Main activity UI with tabs
- List item for log fragment with mock data
- Report fragment with mock data
- Summary fragment with mock data
- Log fragment with mock data
- Edit activity

#### Task 3: Schematic

Replace mock data. Use schematic for handling the data.

- Add Schematic to the project.
- Use schematic for the report view.
- Use schematic for the summary view.
- Use schematic with an adapter for the log list view.
- Use schematic for the edit view.

### Task 4: Google location service

Implement location service to get the user's location for saving destinations and suggesting previous visited destinations when registering a trip.

- Add location service to the project.
- When a destination is entered save the name of the destination and coordinates if it doesn't exist.

• Show a destination as default value in registration if users coordinates is close to a saved destination.

## Task 4: Accessibility

- Add support for accessibility
- RTL

# Task 5: Google analytics

Add analytics to be able to information about how the app is used

- Add analytics service to the project.
- Add analytics to each view.

# Task 6: Widget

- Add widget that displays the summary values.
- Tapping on widget launches the app.

### Task 7: Build

- Sign app.
- Make sure app build with installRelease.