

## How to Use this Template

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## 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**”
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[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.](#)

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**GitHub Username:** toddskinner

# News App

## Description

One stop shop news app that shows each day’s top articles from a variety of selectable news sources. The app also provides the ability to save specific articles for later reading.

## Intended User

Anyone interested in reading the news.

## Features

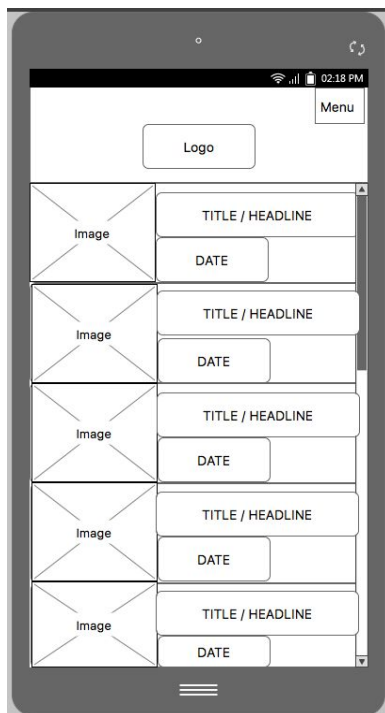
- Provides links to each day's top articles via each news source's API
- Allows user to save articles by swiping (and their web links) to a database to be retrieved and read later.

## User Interface Mocks

These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

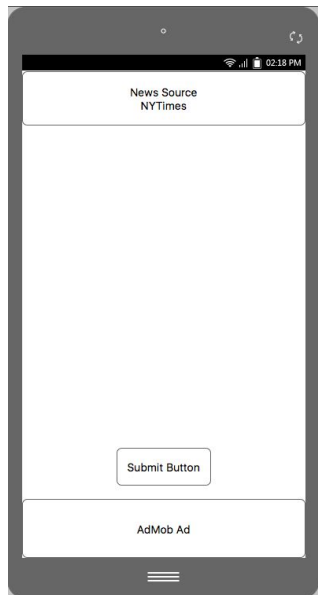
Udacity Reviewer: The UI mocks look cool. The News App is going to have an intuitive navigation!

## News Feed Screen



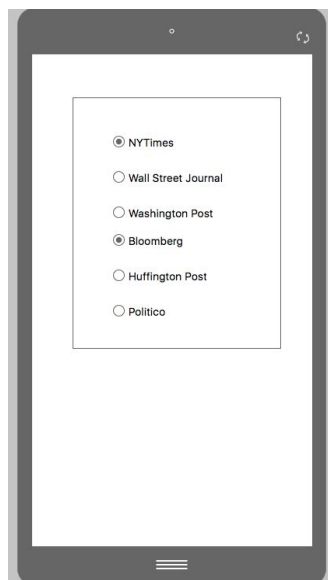
Top articles for the day from say the NYTimes will be displayed in a RecyclerView. If you click on a specific article, it will load that article's webpage. If you swipe left on a specific article, it will save that article to a database.

## Settings / SharedPrefs Screen



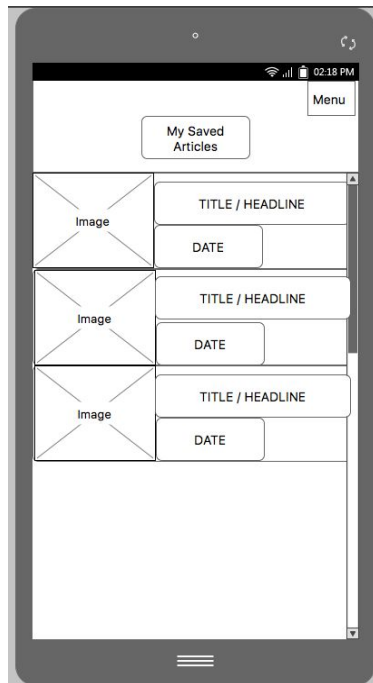
By clicking on the menu, it will take you to the shared preferences screen/menu. Click on the box at the top and will open a list preference menu.

## News Source Selection / SharedPrefs Screen



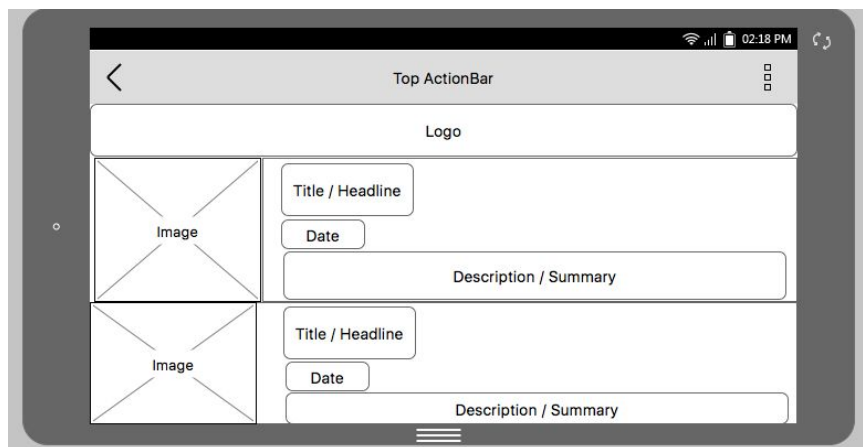
From the above list preferences screen/menu, the user will be able to select which news source he/she would like to see articles from.

## Saved Articles Screen



Articles previously saved by the user will be displayed on this screen. If you click on a specific article, it will load that article's webpage. If you swipe left on a specific article, it will delete that article from the database.

## Tablet Landscape Screen for both Saved Articles Screen & News Feed Screen



Adds an article summary / description TextView and fonts and images are bigger.



Picasso to handle the loading and caching of images.

Butterknife to make binding views easier.

Timber to help make logging and debugging easier.

Udacity Reviewer: [Awesome] Great choice!

BTW, did you know that ButterKnife can be used to bind listeners as well?

Check out the `@OnClick` in the official doc:  
<http://jakewharton.github.io/butterknife/>

Describe how you will implement Google Play Services.

Will use AdMob to show banner ads on one or two screens.

Will use Google Analytics to track which news sources users select most often.

## 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 1: Project Setup

- Configure libraries
- Ensure have proper permissions

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

- Build UI for MainActivity
- Build UI for SavedArticlesActivity
- Build Article List Item UI

### Task 3: Implement the APIs from each news source

- Configure NetworkUtils to connect to internet
- Create Article class
- Implement Article Loader and RecyclerView Adapter to show a scrolling list of articles

### Task 4: Implement Shared Preferences to select News source

- Set proper key-value pairs
- Wire up OnPreferenceChangeListener

### Task 5: Set up Saved Articles database

- Implement Contract, DbHelper, Loader, and Provider
- Implement onswipe save and delete

Udacity Reviewer: [Awesome] The ContentProvider and Loaders are the preferred way to access the SQLite database in Android!

## Task 6: Set up AdMob and Google Analytics

## Task 7: Set up Widget

- [Implement WidgetProvider](#)
- [Implement WidgetRemoteViewsService](#)

## Task 8: Implement UI for Tablet Landscape Screen

- [Add additional TextViews and proper spacing and sizing](#)

Add as many tasks as you need to complete your app.

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