

How to Use this Template

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Self helper

Description

App contains main 4 pillars of self-help course. All course are free and no need to additional fees. It is best combination of free courses available on YouTube. Also app integrate internal YouTube player so no need to open YouTube app.

Intended User

Those who people who want to changes them life and improves main 4 pillars of life Health, wealth, love , happiness.

Features

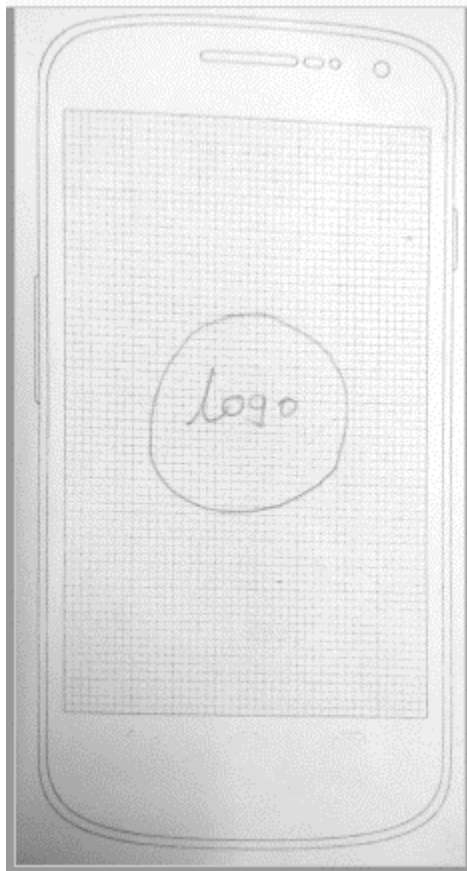
List the main features of your app. For example:

- Provide best courses on self help
- Material design UI
- Integrated YouTube player
- Widget provide current enrolment playlist

User Interface Mocks

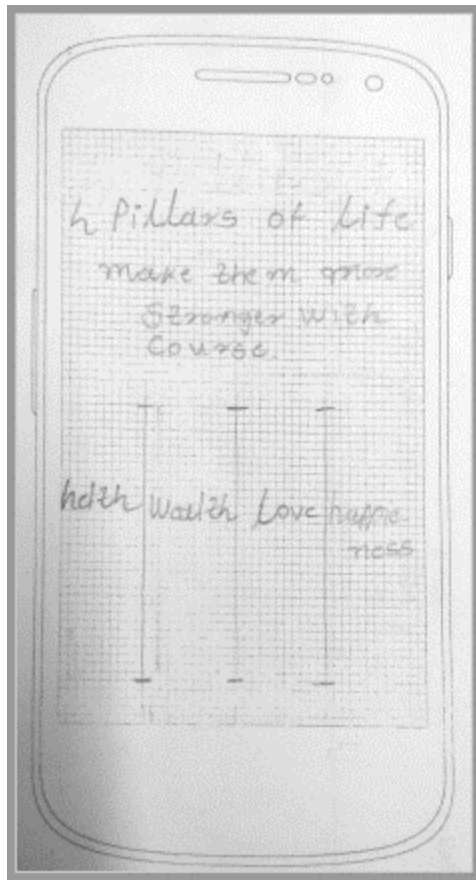
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.

Screen 1



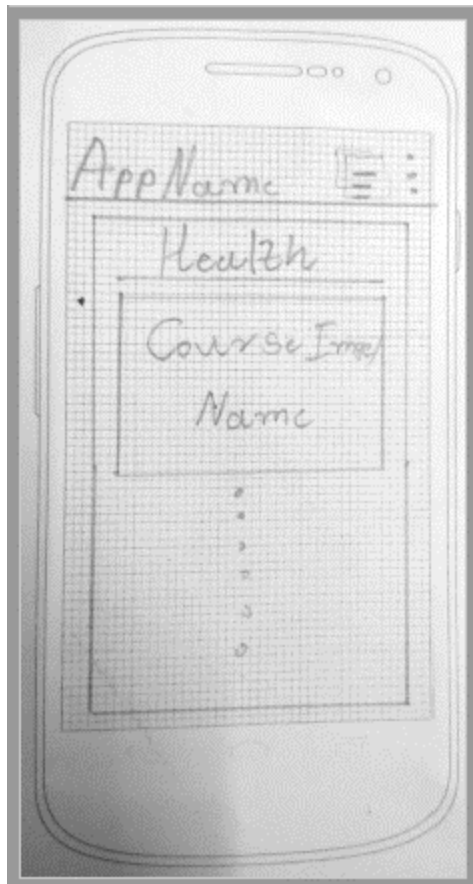
This is logo screen when app start then this screen going to show both same for mobile and tablet layout.

Screen 2



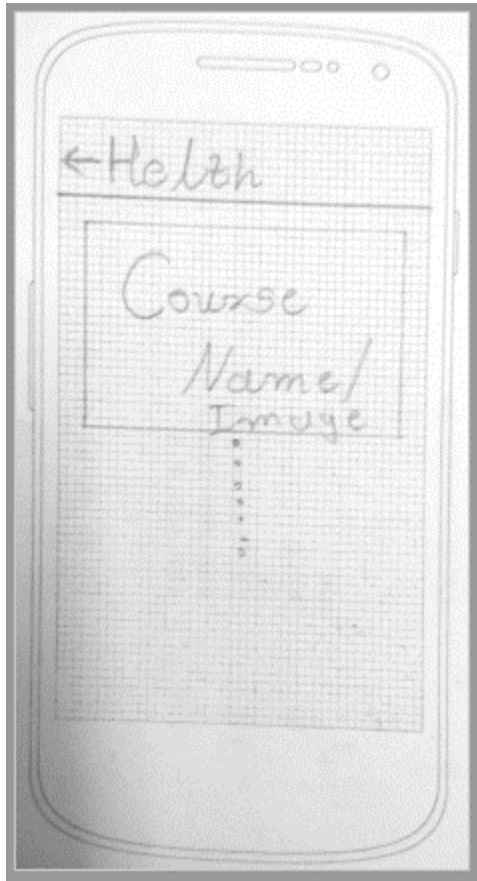
Here user select which subject they want to improve. If they already enrol in some of then it not going to show.

Screen 3



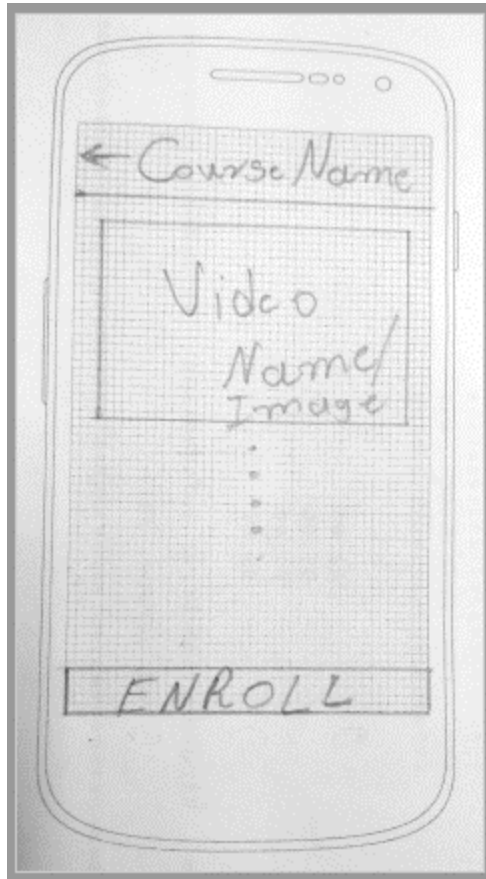
It is main screen which here show enroll courses and on top of right side three dot button contain unenroll course and other setting menus.

Screen 4



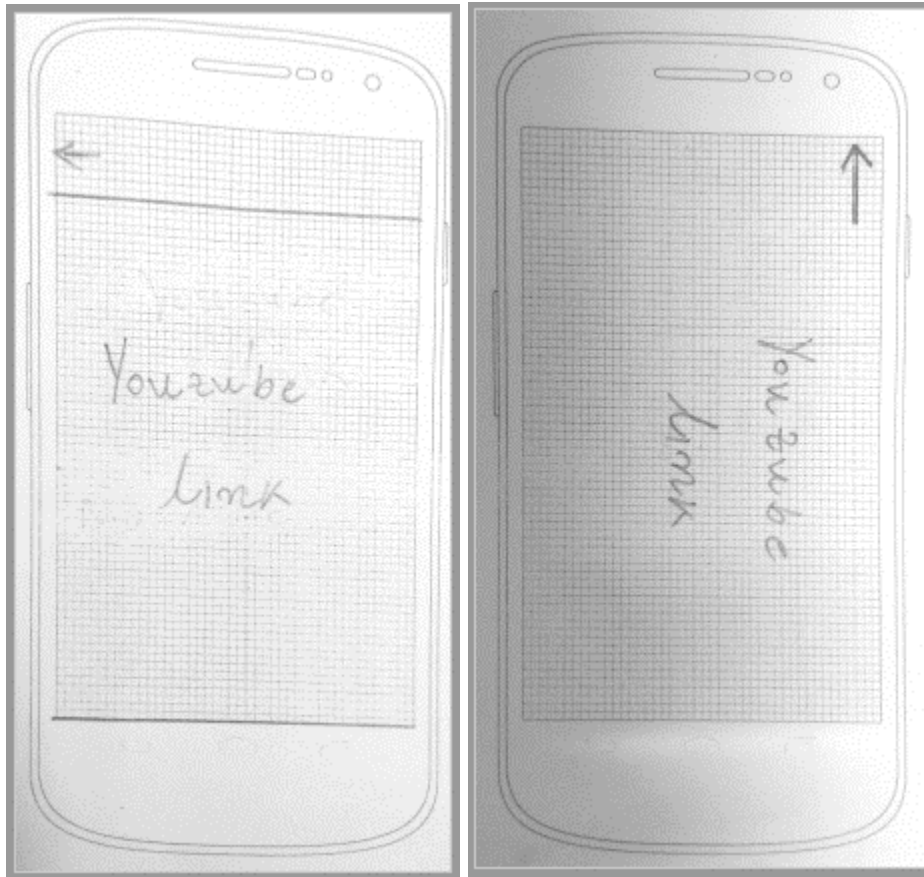
It contains screen which shows course library.

Screen 5



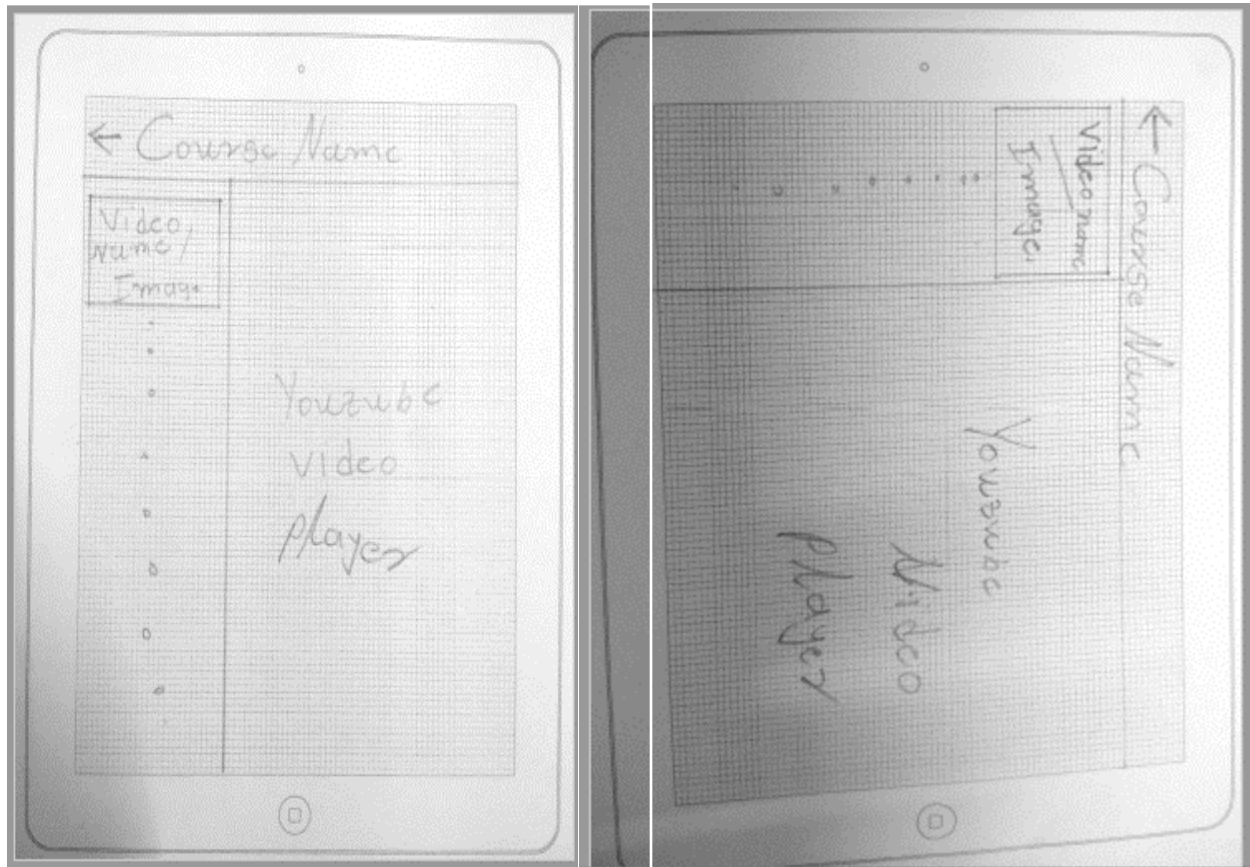
It screen contains video library of courses. If it already enrol in course then it not show Enrol button.

Screen 6



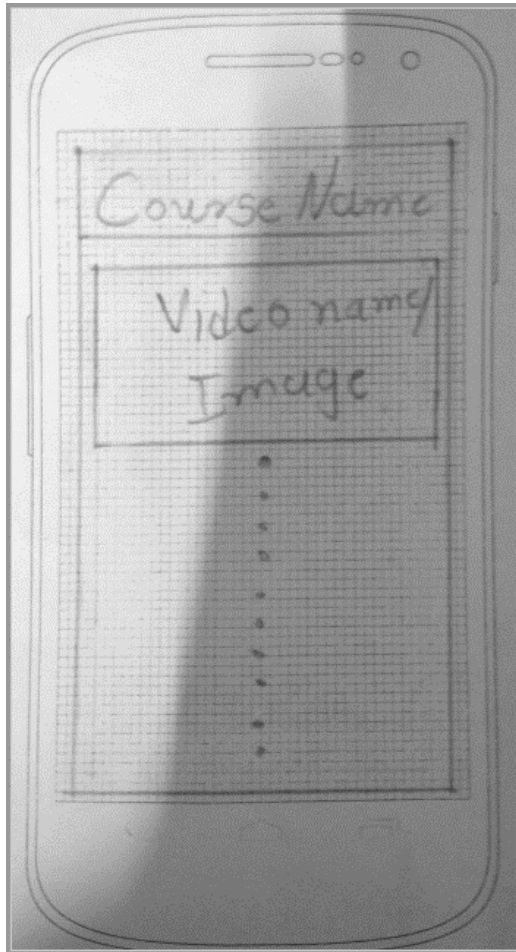
When user click on one of the video then it start this video activity.

Screen 5 & 6



Tablet view for screen 5 and 6.

Widget layout



Widget screen show course list in list view with images.

Key Considerations

How will your app handle data persistence?

Course data store in SQL database. But for YouTube playlist, thumbnail and video link get from using AsyncTask. User can enrol in course so user data store in SQL database using content provider.

Describe any edge or corner cases in the UX.

Everything store in onSaveInstanceState so if user come back it retrieve all data from onSaveInstanceState.

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

Glide for getting image from YouTube thumbnail image and set in imageview.

Admob for show ad in free app version.

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

App only going to use google ads mobile services and it only need to implement dependencies and few lines of code it's simple. also it use Firebase Authentication service to authenticate user.

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

Create project with basic activity setup in android studio.

Download YouTube jar file then copy in android jar file also add glide dependency and ad mobi dependency.

Task 2: Implement Logo and Subselect screen

- Build UI for splash screen
- Build java file for splash screen
- Build UI for subselect screen
- Build java file for subselect screen

Task 3: Create database for courses

- Create CourseDbhelper
- Create CourseContentProvider
- Create CourseContractor

- Create UserDbhelper
- Create Usercontentprovider
- Create UserContractor

Task 4: Create Asytask

- Build Asytask for Youtubeapi

Task 5: Implement Courselib screen

- Build UI for Courselib
- Build Java file for Courselib

Task 6: Implement CourseWindow screen

- Build UI for CourseWindow
- Build Java file for CourseWindow
- Build UI for VideoListfragment
- Build Java file for VideoListfragment
- Build UI for Youtubefragment
- Build Java file for Youtubefragment

Task 7: Implement YouTube screen

- Build UI for Youtubevideo
- Build Java file for Youtubevideo
- Build Java file for standaloneActivity

Task 8: Implement Mainwindow screen

- Build UI for MainWindow
- Build java file for Mainwindow

Task 9: implement setting screen

- Build UI for settingscreen
- Build java file for settingscreen

Task 9: implement widget provider

- Build UI for widgetlist

- Build java file for ListItem
- Build java file for ListProvider
- Build java file for WidgetProvider
- Build java file for WidgetProviderConfigureActivity
- Build java file for WidgetService

Task 10: implement Firebase Authentication

- Implement firebase:auth dependency
- Import necessary files(classes)
- Authentication process implement in MainWindow screen (screen 3).
- Gmail and facebook will be use for Authentication.

Note: - more changes could be need when implementing app.

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

Submission Instructions

- After you've completed all the sections, download this document as a PDF [File → Download as PDF]
 - Make sure the PDF is named "**Capstone_Stage1.pdf**"
- Submit the PDF as a zip or in a GitHub project repo using the project submission portal

If using GitHub:

- Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
- Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"