News App

Project Overview:

In this project you will be making your own app that connects to the Internet to provide news articles on a topic of your choice.

The goal is to create a News feed app which gives a user regularly-updated news from the internet related to a particular topic, person, or location. The presentation of the information as well as the topic is up to you.

Why this project?

In the most recent portion of the Diploma program, you worked to build the Earthquake app. Along the way, you learned about connecting to the internet in Android, parsing responses from an API, updating the information in your app, and properly displaying that information. Practicing these skills is imperative in order to build apps that delight and surprise users by anticipating their needs and supplying them with relevant information.

What will I learn?

This project is about combining various ideas and skills we've been practicing throughout the course. They include:

- Connecting to an API
- Parsing the response of the API
- Handling error cases gracefully
- Updating information regularly
- Doing network operations independent of the Activity lifecycle

Build Your Project:

To Learn about the Guardian API, take a look at this page. Also, try modifying this example query or this example query.

Your project will be evaluated using the News App project rubric shown below.

Additional Criteria

The intent of this project is to give you practice writing raw Java code using the necessary classes provided by the Android framework; therefore, the use of external libraries will not be permitted to complete this project.

Project Rubric:

Content Review

CRITERIA	MEETS SPECIFICATIONS
Main Screen	App contains a main screen which displays multiple news stories
List Item Contents	Each list item on the main screen displays relevant text and information about the story. Required fields include the title of the article and the name of the section that it belongs to. Optional fields (if available) : author name , date published
Layout Best Practices	The code adheres to all of the following best practices: ● Text sizes are defined in sp and Lengths in dp ● Padding and margin is used appropriately, such that the views are not crammed up against each other.

Functionality

CRITERIA	MEETS SPECIFICATIONS
Main Screen Updates	Stories shown on the main screen update properly whenever new news data is fetched from the API.
Errors	The code runs without errors.
Story Intents	Clicking on a story opens the story in the user's browser.
Api Query	App queries the content.guardianapis.com api to fetch news stories related to the topic chosen by the student, using either the 'test' api key or the student's key.
Use of Loaders	Networking operations are done using a Loader rather than an AsyncTask.
External Libraries and Packages	The intent of this project is to give you practice writing raw Java code using the necessary classes provided by the Android framework; therefore, the use of external libraries for the core functionality will not be permitted to complete this project.

Code Readability

CRITERIA	MEETS SPECIFICATIONS
Readability	Code is easily readable such that a fellow programmer can understand the purpose of the app.
Naming conventions	All variables, methods, and resource IDs are descriptively named such that another developer reading the code can

	easily understand their function.
Formatting	The code is properly formatted i.e. there are no unnecessary blank lines; there are no unused variables or methods; there is no commented out code. The code also has proper indentation when defining variables and methods.

Prepare for Submission:

Clean Your Build

Before submitting, please follow the instructions for cleaning your project files. This removes some temporary files and greatly decreases the size of your project.

Clean Your Project Files

Final Submission Checklist

Before submitting your project for evaluation, we recommend that you check that each of the following is true:

1. Your app compiles and runs as expected.
2. You are proud of your app and its output.
3. You completed this project according to instructions.
4. You cleaned the project using the instructions above.
5. You checked your project against the rubric.