

Git Mobile

Lista używanych technologii

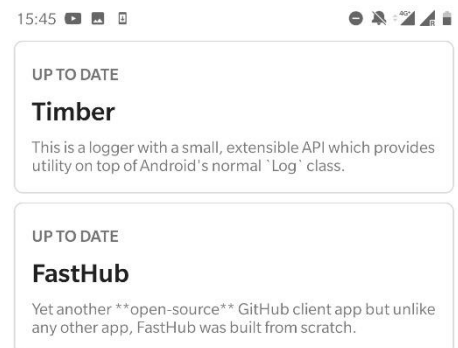
1. Komponenty architekturne:
 - a. Room database
 - b. LiveData
 - c. View Model
2. Dependency injection – Dagger 2
3. Markdown render – Markwon
4. Logowanie zaawansowane – Timber
5. System kontroli wersji – Git (JGit)
6. Material design components
 - a. RecyclerView
 - b. MaterialCardView
 - c. TextInputLayout | TextInputEditText
 - d. TabLayout
 - e. BottomAppBar
7. Preference Library dla zarządzania ustawieniami
8. Figma (do projektowania interfejsu) – [projekt](#)

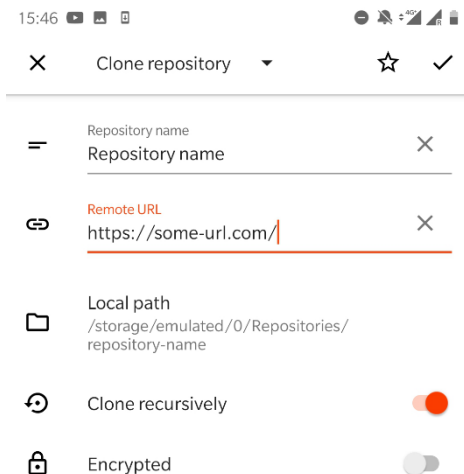
W całej aplikacji jest używany model MVVM (Model View ViewModel) i pattern Dependency Injection z używaniem odpowiednich framework-ów. Aplikacja używa pamięć zewnętrzną urządzenia dla przechowywania repozytoriów

Main Activity

Używane elementy:

- BottomAppBar
- RecyclerView
- Custom RecyclerView Adapter
- MaterialCardView for displaying repository cards with ConstraintLayout as root element
- Automatic search of README.md and loading the description of the repository
- Child Fragments inside repository cards
- Listeners for communication with repository list fragment
- CoordinatorLayout as root element





Add Repository Activity

Używane elementy:

- Spinner inside the Toolbar
- Menu inside the toolbar
- MaterialInputLayout and MaterialInputEditText
- Custom TextWatcher for checking the repository name for previous occurrences
- URI checker for checking the URL of the remote
- PreferenceScreen for configuring cloning or initializing settings
- Usage of custom vector icons
- Automatic updating of Local path property while typing in repository name
- ConstraintLayout as root element

Repository Activity

- PageView for holding fragments
- TabView for displaying current page navigating through pages
- AppBarLayout for collapsing Toolbar
- Nested scroll support for content

Readme Fragment

- RecyclerView with Markwon adapter for rendering README.md via TextView

File Browser Fragment

- RecyclerView for displaying files in current directory
- Custom adapter for loading file names and properties
- Custom listener for updating current path
- LinearLayout as root element

