

Category	API
7b276dc	Improving performance by making fewer API calls on map changes
Repository	Cbsoftware/pressureNET
URL link	https://github.com/Cbsoftware/PressureNet/commit/7b276dc04e21ba234fea4fc5e1cabf9f46b76fc5
Description	Developer has changed the time of API call from 1/6 hour to 1 hour. Developer removed the code of API that frequently call (every 1/6 hour) and added the code, which makes fewer API calls (every 1 hour). The idea is may be that data, receive from API call is not update frequently, so developer reduce the API call. That improves the performance of app.

Category	UI
c2db019	Now deletes events and associated data from background thread. Stops slight lag in UI
Repository	phil-lopreiato/frc-notebook
URL link	https://github.com/phil-lopreiato/frc-notebook/commit/c2db0195584cababa27a7d683eeb9cb821ac33c8
Description	Added a class Delete Events that delete the irrelevant or waste background threads/events and also delete the unnecessary raw data collected in the database.

Category	UI
e547c10	Improve logcat PIDs listing performance
Repository	carles-ruis/android-size-m
URL link	https://github.com/walles/batterylogger/commit/e547c10ec1a77709470f18561036c21a8b2184c4
Description	Added the code to improve the performance of logcat of process identifier (PIDs) listing, also added the code of timing difference of the PIDs that are listing in logcat.

Category	DB
024268f	DB access refactor Performance tuning
Repository	fsz570/EasyAccounting_Android_Studio
URL link	https://github.com/fsz570/EasyAccounting_Android_Studio/commit/c33eea4f4b290a9322e5e3c47f3efd7ee991d92f
Description	Added code, to refactor the database access. That tunes the performance of the overall system.

Category	NETWORK
03518ae	BUGFIX: Prevent the telnet server from getting arbitrarily getting stuck when disconnecting.
Repository	onyxbits/remotekeyboard
URL link	https://github.com/onyxbits/remotekeyboard/commit/03518aeb0f7029a3c40aa11610e311a72039999e
Description	<p>Workaround class for something being broken within the telnetd lib: limiting maxcon to 1 may arbitrarily result in the telnet server getting stuck upon disconnecting and not accepting any more connections till the service restarts. This looks like some kind of a race condition on improperly closed sockets. I can't pinpoint the problem, but having a backlog >1 seems to remedy the situation.</p> <p>Since TelnetEditorShell is designed to be a singleton, a shell that immediately finishes after starting is the easiest way to deal with multiple connections if there is already a valid one.</p>

Category	FILE
d79ecc4	Improved file decryption performance trough buffered streams The decryption performance is increased about three to four times!
Repository	SecrecySupportTeam/secrecy
URL link	https://github.com/SecrecySupportTeam/secrecy/commit/d79ecc441e1ed10518ed87e881511923a5bd4cd4
Description	Added code of fixed size of buffer stream and blocksize. That will improve the decryption performance of file decryption three to four times.

Category	MEMORY
7ce417b	Fixed major memory leak; should improve responsiveness on older devices
Repository	Fortyseven/ToneDef
URL link	https://github.com/Fortyseven/ToneDef/commit/7ce417b2973d52bae3237eeaafc06df0b5c0de2f
Description	Added the code of float array names _samples, which will reduce the memory leak of the device and improve the performance.

Category	RDATA/UI
e41660d	Improving app performance by reducing raw data called and displayed
Repository	Cbsoftware/pressureNET
URL link	https://github.com/Cbsoftware/PressureNet/commit/e41660df57f29ae044bdb49815eb9bfe97020fb6

Description	Delete the code for the getting data for each of the user's saved locations. And also reduce the limit of global map call from 3000 to 2000. That will also reduce the raw data saved on device and improve the app performance.
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Category	PERFORMANCE
6eb7885	Performance improvements with huge preference values
Repository	SimonMarquis/Android-PreferencesManager
URL link	https://github.com/SimonMarquis/Android-PreferencesManager/commit/6eb7885e69e4d61df98dee58198d5fc6d50c8a8f
Description	Added a class named as truncate to limit/shorten the size of string value/data stream That will improve the overall performance of app.

Category	FILE
fdc73f7	* improve the performance. * just load images in the required size so we can save on bandwidth and ram
Repository	mikepenz/wallsplash-android
URL link	https://github.com/mikepenz/wallsplash-android/commit/fdc73f7a243b2672fcef04b065114d9e1f2ce8c8
Description	Developers added the code in which they initially defined the width and height of the image, which is going to be load, which saves the excess bandwidth and ram used by app to load the images. This will improve the performance.

Category	DESIGN
4b0f536	new high performance thread framework for dev too
Repository	andaag/ruterandroid
URL link	https://github.com/andaag/ruterandroid/commit/4b0f53653c39e3abda26155f050cb516602e6236
Description	Added the code for the new high performance thread framework for dev too.

Category	IMAGE
3442283	Prepared method to draw all bitmaps on android onto a single bitmap to optimize performance. Delay final implementation until testing on old device
Repository	hinnerkoetting/bumpingbunnies
URL link	https://github.com/hinnerkoetting/bumpingbunnies/commit/34422833a8326d25812fb8c2b101f7ee6e2a28df
Description	Added a code of method, in which developer is drawing all the bitmaps to one bitmap to optimize the performance by using AbsoluteCoordinatesCalculation and objects.ModelConstants. And also converting all static objects to one image.

Category	START/BOOT
082ba20	Fix startup and orientation-change performance
Repository	walles/batterylogger

URL link	https://github.com/walles/batterylogger/commit/082ba205a2c51dd51d71dd501466f6e73f48d628
Description	Developers modified the code and they don't start sampling immediately, this makes them not sample during startup, and thus improves app startup performance a lot. Developers now delay that sampling by at least 30s, improving startup time and orientation-change performance by a lot.

Category	PROGRAMMING
d144ae4	AtUserSuggestionTextView: Add a synchronized method to avoid laggy UI changes
Repository	PaperAirplane-Dev-Team/BlackLight
URL link	https://github.com/PaperAirplane-Dev-Team/BlackLight/commit/d144ae43c2b8036d91c558400496cf32586e7a09
Description	Added the code of synchronized method named as postChangeAdapter which will avoid laggy UI changes and improve the performance.

Category	LOADING
549b300	Fix hanging Loading... Dialog
Repository	nloko/SyncMyPix
URL link	https://github.com/nloko/SyncMyPix/commit/549b3004299b0d45d8ac847b66ba12b66a8cc6b1
Description	Developer modified the code to stop hanging the loading of dialog. The dialog will be hidden, if there is no any activity going on and if any activity is going on, then developers added the code to synchronize the dialog that will improve the performance.

Category	NETWORK
d1f954b	DONE: adjust wait time + async connect
Repository	d355/sms-trial
URL link	https://github.com/d355/sms-trial/commit/d1f954b31e9c872ff20098fd5fb52439a9ab506b
Description	Developers added the code of thread to async connects and for adjusting the waiting time, developers increase the WAITING_FOR_REPLY_TIME from 1000 to 5000.

