## Android Fundamentals Project Self-Evaluation

**Instructions:** Once you’ve completed your Final Project, please respond to the questions below. This is a chance for you to briefly explain to the grader your thought-process during development. Once you are done, include this with the source code and accompanying files you are submitting. Then, give yourself a pat on the back for making a great app!

# Questions about Required Components

## Permissions

**Please elaborate on why you chose the permissions in your app.**

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| I chose internet permission to query RIOT API, and network state access to check if internet connection was present before start the intent service. |

## Content Provider

**What is the name of your Content Provider, and how is it backed? (For example, Sunshine’s Content Provider is named WeatherProvider backed by an SQLite database, with two tables: weather and location.)**

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| My content provider is named FavoriteProvider and is backed on SQLite DB, with just one table called favorite. In the table are stored match stats. |

**What backend does it talk to? (For example, Sunshine talks to the OpenWeatherMap API.)**

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| Udacitylol tolks to the Riotgames API, in particular with league of legends API. It use a subset of all api:   * Conversion from nickname to id * Recent game of a player * Conversion from id to game character * Static picture |

**If your app uses a SyncAdapter, what is it called? What mechanism is used to actually talk over the network? (For example, Sunshine uses HttpURLConnection to talk to the network, but your app may use a third-party library to do the talking.)**

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| To talk over the network I’ve used HttpURLConnection inside an intent service in order to run network call outside main thread |

**What loaders/adapters are used?**

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| I’ve used a cursor loader to retrieve data from db (into FavoriteListFragment  ) with a cursorAdapter (FavoriteAdapter) and an arrayadapter (gameAdapter) |

## User/App State

**Please elaborate on how/where your app correctly preserves and restores user or app state. (See rubric for examples on this question)**

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| It preserve his state on device rotation, it preserve the state when resuming from sleep and restore his state when resuming. Item remain selected on rotation |

# Questions about Optional Components

Answer the questions that are applicable to your final project

## Notifications

**Please elaborate on how/where you implemented Notifications in your app:**

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## ShareActionProvider

**Please elaborate on how/where you implemented ShareActionProvider:**

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## Broadcast Events

**Please elaborate on how/where you implemented Broadcast Events:**

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## Custom Views

**Please elaborate on how/where you implemented Custom Views:**

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