

CS522 - Assignment 4

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This assignment was a really huge project. First, I have to understand the mechanisms and the APIs of the Android system, then I have to clarify the logic of how to wrap those asynchronous mechanisms. I am getting familiar with how to create menu and how to interact with databases. This assignment really taught me a lot, and I think I will never understand by not doing this by myself.

During this assignment, I have made the queries from ContentResolvers asynchronous by implementing LoaderManager.LoaderCallbacks. Because the LoaderManager can make ContentResolver queries asynchronous, I assume that the rest of the database actions will be asynchronous as well, however, it's surprisingly not. Then I have to implement AsyncQueryHandler to make the rest of database actions asynchronous. I have also wrapping those asynchronous actions into the Manager classes.

The assignment specification had cover almost anything we need to be informed before starting. Few thing it didn't mention and the first thing is not telling how to notify dataset whether changed or not. The assignment spec neither inform us that how to implement Manager classes, but the lecture did, so it's fine.

I would like to thank Professor that thank you for providing the basic project/codes for us. It really helps me understand what I need to learn through every assignments.

The APK files is attached through the separate folder, the folder's name is Assignment4_apks&report.