

# Project 3 outline

# Proj 3

- Network comms (binary data and text data)
- Query network state (fail gracefully)
- Query Server (fail gracefully)
- Download a JSON list of Data
- Use this data to populate UI
- Download image associated with pet user selects
- Settings - website to download from

# Project 3 - get pet list



Request JSON data

<http://www.tetonsoftware.com/pets/pets.json>



```
{ "pets": [  
  { "name": "Winston", "file": "p0.png" },  
  { "name": "Higgins", "file": "p1.png" },  
  { "name": "Broccoli", "file": "p2.png" } ] }
```



[www.tetonsoftware.com](http://www.tetonsoftware.com)

You will be downloading text data over the web using an async task  
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# Project 3 - get selected image



User selects one of the pets in the spinner, say Broccoli

App request image <http://www.tetonsoftware.com/pets/p2.png>



Image retrieved, background image set to it



[www.tetonsoftware.com](http://www.tetonsoftware.com)

You will be downloading **binary** data over the web using an async task