

# 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

[https://raw.githubusercontent.com/CNUClasses/475\\_web\\_data/master/pets.json](https://raw.githubusercontent.com/CNUClasses/475_web_data/master/pets.json)



```
{ "pets":[  
  { "name":"Winston", "file":"p0.png" },  
  { "name":"Hobbs", "file":"p1.png" },  
  { "name":"Hobbs and Chully",  
    "file":"p2.png" } ] }
```



github.com

You will be downloading text data over the web data over the web using  
Download\_https running in a Java thread

# Project 3 - get selected image

User selects one of the pets in the spinner, say Hobbs  
App request image  
[https://raw.githubusercontent.com/CNUClasses/  
475\\_web\\_data/master/p1.png](https://raw.githubusercontent.com/CNUClasses/475_web_data/master/p1.png)

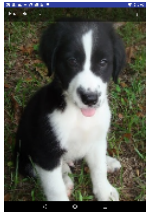


Image retrieved, background image set to it



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You will be downloading **binary** data over the web using  
Download\_https running in a Java thread