

LIBRERIE ESTERNE

Pokemon by GTPLAY

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1. Premessa

La nostra applicazione fa uso di diverse librerie esterne:

* Volley
* Room
* Picasso
* MPAndroidChart
* Gson

1. Volley

* Nelle dependencies del build.gradle (Module):

dependencies{

implementation **"com.android.volley:volley:1.2.0"**

}

* <https://developer.android.com/training/volley>

1. Room

* Nelle dependencies del build.gradle (Module):

dependencies{

kapt **'androidx.room:room-compiler:2.3.0'**implementation **'androidx.room:room-ktx:2.3.0'**implementation **'androidx.room:room-runtime:2.3.0'**

}

* <https://developer.android.com/jetpack/androidx/releases/room>
* <https://developer.android.com/training/data-storage/room>

1. Picasso

* Nelle dependencies del build.gradle (Module):

dependencies{

implementation **'com.squareup.picasso:picasso:2.71828'**

}

* <https://square.github.io/picasso/>
* <https://github.com/square/picasso>

1. MPAndroidChart

* Nelle dependencies del build.gradle (Module):

dependencies{

implementation **'com.github.PhilJay:MPAndroidChart:v3.1.0'**

}

* <https://github.com/PhilJay/MPAndroidChart>

1. Gson

* Nelle dependencies del build.gradle (Module):

dependencies{

implementation **'com.google.code.gson:gson:2.8.6'**

}

* <https://github.com/google/gson>
* <https://github.com/google/gson/blob/master/UserGuide.md>