Week 1

Activity, Layout, RecyclerView,

Adapter, ViewHolder, LayoutManager

Viewholder holds the views in a tree – so finding views by id is an expensive operation!

Types of layouts – linear, relative and constraint

Making network requests – use AsyncHTTP calls so UI thread is not used -> main thread is free

Week 2

When changing from one activity (main feed) to another (the description page), have to pass the data correctly.

Covered concepts – how to handle a click, intents

Intents – ActivityA.this->context

* Context is the state of the application as a whole.
* Intent is an object which can hold data; can pass between activities

**Activity Lifecycle**

* Activity launches – onCreate where system creates the activity
* onResume
* Activity runs
* onPause
* onDestroy