## **Android Development Class Task**

Provide description of following by focusing on their primary purpose:

## **Classes:**

- 1. Application
- 2. Context
- 3. Intent
- 4. Bundle
- 5. SharedPreferences
- 6. ViewModel
- 7. LiveData
- 8. Service
- 9. BroadcastReceiver
- 10. AsyncTask

- 11. Handler
- 12. ExecutorService
- 13. FragmentManager
- 14. RecyclerView.Adapter
- 15. WorkManager
- 16. ConnectivityManager
- 17. AlarmManager
- 18. LocationManager
- 19. NotificationManager

## Packages:

- 1. android.content
- 2. android.os
- 3. android.app
- 4. android.view
- 5. android.widget
- 6. androidx.lifecycle
- 7. androidx.recyclerview.widget
- 8. androidx.work
- 9. androidx.navigation

## Libraries:

- 1. Retrofit
- 1. OkHttp
- 2. Volley
- 3. Glide
- 4. Picasso
- 5. Fresco
- 6. Room (AndroidX)
- 7. Realm
- 8. SQLDelight
- 9. Lottie (for animations)
- 10. MotionLayout
- 11. Material Components
- 12. RxJava
- 13. JUnit
- 14. Espresso
- 15. Mockito
- 16. Firebase Crashlytics
- 17. Sentry
- 18. Google Analytics
- 19. Firebase Authentication
- 20. Facebook SDK
- 21. Google Sign-In
- 22. Timber
- 23. Stetho
- 24. LeakCanary (for memory leak detection)