## Exercise 6.1: Perform API calls in background

Change API calls to occur in the background!

Take the following steps:

* Remove the lines that start with *StrictMode*... from the *onCreate()* method of your *Activity*.
* Create classes for each API call that implement the interface *Runnable*.
* Move the methods that make API calls from the *Activity* classes to the corresponding *Runnable* class. If needed create a constructor that can take references to required objects (f.e. *Activity*) and adjust the code as necessary.
* Implement the *run()* method of your *Runnable*.
* When the users select the menu entry to refresh the recipe list, start this process in the background by instantiating *FetchRecipeListRunnable* and starting a new *Thread*.
* Ask yourself: What would happen, when the user starts a refresh while one is still in progress?

When in doubt, ask the advisor!

Do you notice that the UI stays responsive during the update now?

**Note:** You can simulate a “bad” network connection in the emulator by opening the “Extended controls” (button “…” in the toolbar) and then in the area “Cellular” selecting a worse network type or signal strength.

## Exercise 6.2: Add toast messages

* Create toasts that informs the user about the result of the executed HTTP requests. Do it for the cases where you think it would be suitable (f.e. error messages).
* The toasts are triggered from the *run()* method once the API call has been completed.
* However, a toast can only be started from the UI thread. This means you will need to create a new Runnable that is passed to the UI thread for execution:

**activity**.runOnUiThread(**new** Runnable() {  
 @Override  
 **public void** run() {  
 // Create and show toast!

}  
});

## Exercise 6.3: A Notification for new recipes (optional)

Show an additional *Notification* once the refresh has finished!

## Exercise 6.4: Edit a recipe via the Rest API (optional)

* Add a new menu entry to the *RecipeDetailsActivity* menu that allows you to edit the currently shown recipe.
* The fetch details endpoint returns an *isCreator* variable, which determines if the user has the permission to update or delete the *Recipe*. Make the new menu entry visible only if *isCreator* is true.
* Make the *Recipe* class implement the Serializable interface and pass the *Recipe* object to the *SaveRecipeActivity* as an extra*.*
* Change the *SaveRecipeActivity* and the corresponding *Runnable* to load the recipe data inside the form components if provided. Use the *PUT* endpoint to update the *Recipe*.

## Exercise 6.5: Delete a recipe via the Rest API (optional)

* Add a new menu entry to the *RecipeDetailsActivity* menu that allows you to delete the currently shown recipe. Make the new menu entry visible only if isCreator is true.
* You will need to create a new *Runnable* for the tasks. Use the DELETE endpoint.
* Make sure you call *finish()* on the *RecipeDetailsActivity* upon successful deletion. Optionally, you can show a toast message as confirmation to the user that operation was successful.

## Exercise 6.6: Find out how to deploy your app

Create a signed APK as shown during the lecture.