## Exercise 9.1: Update Currencies Daily (Currency Converter)

Based on your threaded implementation of updating currency rates from Exercise 7.1, move the functionality to a JobService that is scheduled every 24 hours (daily) by the JobScheduler.

As a result currency rates will update daily, even if your app is not running in the foreground.

Note:

* Calling setPersisted(true) on the JobInfo.Builder will keep the job also between reboots. Additionally, your app will need the permission android.permission.RECEIVE\_BOOT\_COMPLETED.

## Exercise 9.2: Implement Music Playing (MAD Music Player)

Implement requirement 2 from the project description in Exercise 8.4:

1. The app allows to **play** **the song** in an endless loop. Playback can be paused and resumed.

To do so use the MediaPlayer as shown during the lecture.

Optionally, you are free to extend the functionality as you wish, for example…

* a seekbar to show and change playback position (using control SeekBar, a Thread/AsyncTask and getCurrentPosition()/seekTo())
* a button to restart from the beginning
* controls for changing the volume (using method MediaPlayer.setVolume())

Notes:

* To make a single media run in an endless loop call setLooping(true) when the player is in state prepared.
* Alternatively, when you have multiple files to play: Use MediaPlayer.setOnCompletionListener() to register an appropriate listener that will be called once playback is finished and can start the next song.
* Helpful reference documentation about the possibilities can be found at https://developer.android.com/reference/android/media/MediaPlayer.html