

Article feedback

This document gives feedback of the article “The Android Application Development Cookbook” seen in the last class. Feedback is given using “bullets” to each point is direct and concise. Some feedback is related to the prose while other points are related to the depth of the work.

- Second sentence redundant with what explained in the first one.
- Use of term “in our app” may distance the reader; try using “commonly, on applications” or some phrasing where the reader can relate.
- Flow diagram: Quality of diagram image seems low. There is no footer on the diagram. Also, I don’t think this diagram gives an insight of what is expected to do at this point/I don’t think a complete diagram is necessary to showcase the validity of an application flow diagram.
- In guidelines for designing the UI, is it a good idea to abandon prose and list items in bullets?
- Terminology and concepts such as encapsulation, inheritance, interfaces and multithreading may seem out of context in an Android Development Cookbook; those concepts seem more fitting on a Java Development Cookbook. Although they are related, I believe the nuances of programming in Java should be covered by a developer before attempting to develop Android applications. Plus the format and the code snippets are not dully formatted.
- Normalization rules for Database Management (and Databases in Android) should have its own section, since I believe this is an extremely important part of developing Android applications.
- Splash screen is more often used either as a loading mechanism or for videogames applications. For example, when you load, you don’t see a splash screen when you open Whatsapp or Instagram.

In conclusion, I felt that the document, far from serving as a development cookbook, served as a way to explain the application you created ("Sports Social"). It was good that the document showed code snippets, however these snippets were specific to the Sports Social application you developed. I think it is a good idea to put some generic snippets on how to create a certain flow, or deal with fragments or explain the different type of backend databases one can use.

As you said in in your conclusion, the idea of the document is that people with limited to no experience of the Android platform can grab the cookbook and program a decent application; I think if a person reads this article it will leave more unanswered questions than answers.