## Android Fundamentals Project Self-Evaluation

**Instructions:** Once you’ve completed your Final Project, please respond to the questions below. This is a chance for you to briefly explain to the grader your thought-process during development. Once you are done, include this with the source code and accompanying files you are submitting. Then, give yourself a pat on the back for making a great app!

# Questions about Required Components

## Permissions

**Please elaborate on why you chose the permissions in your app.**

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| --- |
| <uses-permission android:name="android.permission.INTERNET" />  This is used for making http request and fetching images by url.  <uses-permission android:name="android.permission.ACCESS\_FINE\_LOCATION" />  <uses-permission android:name="android.permission.ACCESS\_COARSE\_LOCATION" />  This is used for get user geolocation.  <uses-permission android:name="android.permission.READ\_SYNC\_SETTINGS" />  <uses-permission android:name="android.permission.WRITE\_SYNC\_SETTINGS" />  <uses-permission android:name="android.permission.AUTHENTICATE\_ACCOUNTS" />  This is the permissions required by the sync adapter |

## Content Provider

**What is the name of your Content Provider, and how is it backed? (For example, Sunshine’s Content Provider is named WeatherProvider backed by an SQLite database, with two tables: weather and location.)**

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| Content Provider is named MediaProvider backed by and SQLite databases with three tables: media, user and location. |

**What backend does it talk to? (For example, Sunshine talks to the OpenWeatherMap API.)**

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| 1. Google map api to get place nearby. 2. Facebook api to get place facebook id by geolocation 3. Instagram api to get media and user info |

**If your app uses a SyncAdapter, what is it called? What mechanism is used to actually talk over the network? (For example, Sunshine uses HttpURLConnection to talk to the network, but your app may use a third-party library to do the talking.)**

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| --- |
| The SyncAdatper called MediaSyncAdapter. It uses HttpURLConnection to talk to the network. |

**What loaders/adapters are used?**

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| Cursor Adapter, Base Adapter, Array Adapter |

## User/App State

**Please elaborate on how/where your app correctly preserves and restores user or app state. (See rubric for examples on this question)**

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| At MainMediaListFragment, I’m using “mPosition” to store list view current position. When device rotates, it will make list stay at the same position. |

# Questions about Optional Components

Answer the questions that are applicable to your final project

## Notifications

**Please elaborate on how/where you implemented Notifications in your app:**

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| At MediaWorker.class. When server got new media and It has been at least one day science last time show notification, the app gonna show the notification. |

## ShareActionProvider

**Please elaborate on how/where you implemented ShareActionProvider:**

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| At MediaDetailActivity.class |

## Broadcast Events

**Please elaborate on how/where you implemented Broadcast Events:**

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| At BootCompleteReceiver.class, I have a broadcast receiver to catch device boot complete event. And then start GymMateMediaSyncService. |

## Custom Views

**Please elaborate on how/where you implemented Custom Views:**

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| --- |
| I have a “GymMate” titile at top actionbar, which has same style as Instagram App. I’m using “billabong.ttf” text style implemented this titile. |