

Changes Made

- Changed package name
- Added a “Kill Process” button to the UI on content_process_detail
- Removed code that hid the title name of the application
- Removed code that added info and settings buttons
- Reduced unnecessary complexity in some of the calculations
- Removed unused and unnecessary variables and calculations
- Removed unnecessary abstraction
- Simplified text that gets displayed
- Removed refresh() and replaced with recreate()
- Added unregisterReceiver() to onPause ()
- Moved displayInfo() to onResume()
- Moved registerReceiver to displayInfo()
- Consolidated displayInfo() to include all necessary elements
- Reversed the order of the process list
- Removed FileNotFoundException since it’s covered under IOException
- Removed StringBuilder since it was unnecessary
- “Kill Process” triggers killProcess() & killBackgroundProcesses()
 - Due to permission levels, killProcess() will not work on a non-rooted device
- Substantially changed readUsage() to obtain a more accurate CPU Load
 - Calculates current total load instead of calculating change of load in last 360ms
 - Includes usage spent on current user process, where before it didn’t

Suggested App Improvements

- Check to see how many CPU threads are available
- Identify which cores are low power and high power
- Employ Async task management in order to alleviate the burden on the main thread
- For apps, replace process name with app name using resource label
- Identify processes that can be terminated based on permission levels
- Run a check to see if device is rooted