## Android Fundamentals Project Self-Evaluation

**Instructions:** Once you’ve completed your Final Project, please evaluate it against the components of the rubric below. For each criteria that you met, put an “X” in either the “Does Not Meet Specifications” or the “Meets Specifications” box. For some criteria, we ask you to provide an explanation of where and how it was implemented in your app. 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!

### Required Components

To “meet specifications”, your app must fulfill all of the criteria listed in this section of the rubric.

|  |  |  |
| --- | --- | --- |
| **Criteria** | **Does Not Meet Specifications** | **Meets Specifications** |
| Standard Design |  |  |
| App does not redefine the expected function of a system icon (such as the Back button). |  | x |
| App does not replace a system icon with a completely different icon if it triggers the standard UI behavior. |  | x |
| App does not redefine or misuse Android UI patterns, such that icons or behaviors could be misleading or confusing to users. |  | x |
| App includes a tablet layout which takes advantage of the additional space (if possible). |  | x |
| App includes at least two distinct views and uses intents properly to move between these views. |  | x |
| **Navigation** |  |  |
| App supports standard system Back button navigation and does not make use of any custom, on-screen "Back button" prompts. |  | x |
| All dialogs are dismissible using the Back button. |  | x |
| Pressing the Home button at any point navigates to the Home screen of the device. |  | x |
| **Permissions** |  |  |
| App requests only the absolute minimum permissions that it needs to support core functionality. |  | x |
| App does not request permissions to access sensitive data or services that can cost the user money, unless related to a core capability of the app. |  | x |
| **Please elaborate on why you chose these permissions:**  READ\_EXTERNAL\_STORAGE to allow user to attach an image from gallery  At some point, I will request write internal storage to actually make a copy of the image, so that if its deleted from gallery, its still available in the app. |  | x |
| **Performance and Stability** |  |  |
| App does not crash, force close, freeze, or otherwise function abnormally on any targeted device. |  | x |
| **ContentProvider** |  |  |
| App implements a ContentProvider to access locally stored data. |  | x |
| If it regularly pulls or sends data to/from a web service or API, app updates data in its cache at regular intervals using a SyncAdapter.  If it needs to pull or send data to/from a web service or API only once, or on a per request basis (such as a search application), app uses an IntentService to do so. |  | x |
| App uses a Loader to move its data to its views. |  | x |
| 1. **What's the content provider called, and how is it backed?**   Content provider is called EmotionProvider. Emotions in EmotionProvider are a fixed set, added to the table when the table is created. EmotionEntries are user generated content.   1. **What backend does it talk to? What is the SyncAdapter called? What mechanism is used to actually talk over the network?**   It doesn’t talk to any backend and so there isn’t a sync adapter. It doesn’t need to talk to any backend as these entries are supposed to be personal. At some later stage after I have some time to write some server side code to authenticate/login users, I might allow them to sync their entries with the server so that data is not lost if the app is deleted. Maybe I should make it explicit that data will be lost if app is deleted?   1. **What loaders/adaptors are used?**   There are 2 adapters. Emotion adapter is user to populate the loader when a new entry is being created (AdapterNewEntry).  AdapterListEntry is used when showing the list of entries on the first screen. |  | x |
| **User/App State** |  |  |
| App correctly preserves and restores user or app state. |  | x |
| When the app is resumed after the device wakes from sleep (locked) state, the app returns the user to the exact state in which it was last used. |  | x |
| When the app is relaunched from Home or All Apps, the app restores the app state as closely as possible to the previous state. |  | x |
| **Please elaborate on how/where your app correctly preserves and restores user or app state:**  If the app is paused (by locking the device, pressing home button, etc) and the user was viewing an entry, the entry is saved (called in onPause) and the same entry is opened when the user opens the app.  Apart from that, any fragment or activity is resumed from wherever the user left off! |  | x |

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### Optional Components

To receive “exceeds specifications”, your app must fully implement all of the criteria listed under at least two of the four categories below (e.g. Notifications, ShareActionProvider, Broadcast Events, and Custom Views).

|  |  |  |
| --- | --- | --- |
| **Criteria** | **Does Not Exceed Specifications** | **Exceeds Specifications** |
| Notifications |  |  |
| Notifications do not contain advertising or content unrelated to the core function of the app. |  | x |
| Notifications are persistent only if related to ongoing events (such as music playback or a phone call). |  | x |
| Multiple notifications are stacked into a single notification object, where possible. |  |  |
| App uses notifications only to indicate a context change relating to the user personally (such as an incoming message). |  | x |
| App uses notifications only to expose information/controls relating to an ongoing event (such as music playback or a phone call). |  | x |
| **Please elaborate on how/where you implemented Notifications in your app:**  Implemented notification as a reminder for user to add an entry at set time intervals. This time interval can be changed in settings and notifications can be disabled in the settings by selecting time interval to “never” |  |  |
| ShareActionProvider |  |  |
| Uses ShareActionProvider to share content with an outside application. |  |  |
| Makes use of Intent Extras to send rich content (i.e. a paragraph of content-specific text, a link and description, an image, etc). |  |  |
| **Please elaborate on how/where you implemented ShareActionProvider:** |  |  |
| Broadcast Events |  |  |
| App intercepts broadcast events. |  | x |
| App responds to Broadcast events in a meaningful way. |  | x |
| **Please elaborate on how/where you implemented Broadcast Events:**  Intercepts alarm events if user has requested to be notified to add an entry at set time intervals. |  |  |
| **Custom Views** |  |  |
| App creates and uses a custom View. |  | x |
| App uses a novel View that couldn’t sufficiently be satisfied by the core Views in Android. |  | x |
| **Please elaborate on how/where you implemented Custom Views:**  The list view contains a custom FlatColor object, so that a flat color and an alternative flat color can be assigned to be associated with a particular list item and any activities/fragments created by clicking on it.  One of the list views also extends an edited implementation of swipelistview based on code found here https://github.com/47deg/android-swipelistview |  |  |