## 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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| In the app use the following permissions:  **android.permission.INTERNET**  I use it for Internet access and access to web service that provides me the data in the score game.  **android.permission.READ\_SYNC\_SETTINGS**  **android.permission.WRITE\_SYNC\_SETTINGS**  **android.permission.AUTHENTICATE\_ACCOUNTS**  They use them to handle the sync adapter to synchronize data periodically. |

## 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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| The Content Provider app NBAScoreboard is named ScoreboardProvider which is backed by a SQLite database with two tables: Team and Event. |

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

**API.)**

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| The App communicates with Web services throughout the api: <https://erikberg.com/api/methods/nba-box-score>  <https://erikberg.com/events.json?date=20150501&sport=nba>  Authorization -> Bearer 763ab7a0-f772-47a9-9cc4-50f931c1b7db |

**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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| My App used HttpURLConnection to talk to the Web Service.  ScoreSyncAdapter method callApi. |

**What loaders/adapters are used?**

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| **Loaders**  For loaders implement the interface **LoaderManager.LoaderCallbacks<Cursor>** and use both the fragment score list to download the result as in the fragment to display detailed information about the scoreboard.  **Adapters**  Use a CursorAdapter to load the data in the ListView of the fragment score list. |

## 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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| * When a list item is selected, it remains selected on rotation. * When an activity is displayed, the same activity appears on rotation. * 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. * When the app is relaunched from Home or All Apps, the app restores the app state as closely as possible to the previous state. |

# 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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## ShareActionProvider

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

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## Broadcast Events

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

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## Custom Views

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

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