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.**

**I need Internet permission to connect to the « colour lovers » API (http://www.colourlovers.com/api/patterns) and get back background patterns to my app. And that’s all.**

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.)**

**The name of my ContentProvider is MemonimoProvider, is backed by an SQLIte database which contains 3 tables. « game »,« game\_card » to persist state of games and pattern to persist background patterns got from the « colour lovers » API.**

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

**Backend of « colour lovers » API (http://www.colourlovers.com/api/patterns) to get nice background patterns. But it’s optional, because the app don’t need background patterns to work, it’s just to improve quality of the app.**

**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.)**

**The app doesn’t use a SyncAdapter, but uses an Intent Service called « BackgroundPatternService ». The data are optional, so it was more appropriate to use this mechanism. There is not many calls if we rotate the device.**

**What loaders/adapters are used?**

**A CurserLoader is used in « GameListFragment » to get list of games apply with « ListGameAdpater ».**

**There is 2 adapters : « ListGameAdpater » which build a list of games and « GridGameAdapter » which build a game with cards.**

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)**

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:**

**Not done**

ShareActionProvider

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

**There is a ShareActionProvider in the navigation to send a message about the game in all the Activities except settings.**

Broadcast Events

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

**Not done**

Custom Views

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

**The « CircularImageView » show a drawable like a circle and not a square. This view appears when we want to show the list go unfinished games (cf. list\_item\_game.xml)**