Android networking problem areas:

Thread pool management

(and many others)

Origins of Volley:

Internally developed to support Google play refactoring

Subsequently released to general public

Features

Memory and disk caching

JSON, image and text management

Android networking Model

Main thread: ui thread, should never perform blocking operations (ui gets stuck)

Solution: spawn background thread

Volley class architecture

1. Request queue
   1. Manages request objects
2. Request objects
   1. Post/get
   2. Error/success handlers

Before Volley

Use background thread + http url stack

If version <2.3 then it is advisable to use the Apache Stack

Advantages of Volley

Automatic stack management

Ease of migration

Related to destroyed view are deleted automatically

Requests are executed in parallel

Response is accessible from ui thread

Supported Android versions ALL OF THEM ☺