## 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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| To decide the permissions that my app requires, I consider internet access to connect to the server, vibration and boot completed for the notification schedule. |

## 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 name is GolazoProvider backed by an SQLite database with three tables: partidos, posiciones and equipos. |

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

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| My friend Daniel Canedo participated in the project developing the web backend that my app uses.  The web platform is not finished but is functional in this url: <http://golazo.cloudapp.net/index.php> |

**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 don’t uses a SyncAdapter but all the data its providing using Http requests on my server. To parsing the data I’m using GSON library. |

**What loaders/adapters are used?**

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| My app has a lot this adapters (located in adapters package):   * **TabsAdapter:**  Used in Tab navigation pattern of my app. * **PartidosAdapter:** Is used in the first tab (home) to show the soccer matches. This adapter is a ReciclerView adapter. * **PosicionesAdapter:** Is used in the second tab (posiciones) to show the scoreboard of Bolivian Soccer teams. This adapter is used in a ListView. * **EquiposAdapter:** Is used in the third tab (equipos) to show the logo and name of each Bolivian team in the Professional League. This adapter is a ReciclerView adapter. * **NavegacionAdapter:** In the team detail screen the app shows a navigation drawer for pick a team. This adapter controls the listview on the left. |

## 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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| This feature will be showed in the team detail section with the navigation drawer tool. I’m saving the list item selected value with onSaveInstanceState method after changing orientation of device.  When the orientation is changing in other screens I'm showing the activities in a different way using the free space of screen. |

# 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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| My app notify to user for each goal when their favorite teams is playing. To activate this feature the user has to select in the checkbox located in team detail section.  The notification service uses a service running in background thread and a Broadcast receiver for initialize. This components are located in “notificaciones” package.  The notification will show the logo (shield) of the team who made the goal. The player name and the time.  For trying this section you can activate the checkbox of one team in the app and make a goal at web platform: <http://golazo.cloudapp.net/matches> with the green button “goles”  In the MainActivity class the user can configure the interval to request the server finding new goals. |

## ShareActionProvider

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

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| When you are looking the match detail section you can share that you are following this important match with your friends using a ShareActionProvider.  The hashtag of this post will be: #golazo  And the text will have this format:  Siguiendo el partido: **HomeTeamName** **HomeTeamScore** - **AwayTeamScore** **AwayTeamName**  The ShareActionProvider is implemented in DetallePartido.class in the root src folder. |

## Broadcast Events

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

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| I’m using a BroadCast to start a background service for notifications. The Broadcast is called: **MiBroadcast** and listen to actions:   * BOOT\_COMPLETED: Used to start the notification service when the device is starting. * proyectos.avdc.notificaciones: Used to start the notification service when the user opened the app or enable the notifications. |

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## Custom Views

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

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