



Pokemon Project Report

My Pokemon Application where user can see all pokemons and also see their information like Moves, forms, images, abilities etc. and also can search the pokemons which different filteration options and in this application user can improve its pokemon info by using pokemon quiz where quiz will generate randomly and here user should have to guess the pokemon name and he/she will get score when the answer is correct and new quiz will appear.

1. MVVM
2. Room Database
3. UI Components Material 3
4. Dependency Injection (using koin)
5. Navigation Components

MVVM

MVVM is the short form of Model View View Model is archetecture is divided into 3 parts Model, View, ViewModel. Here Model is the class which work like repository to do operations on data like get, set, delete, update etc. ViewModel is the lifecycle aware class which extend with viewModel this class works between View and Model which recevice data from the model and send it on View and holds the data when your application configuration changes this class doesn't let your data lose.

Room Database

Room Database is the wrapper class of Sqlite which mean room database is also support DDL and DML. It is much easy and less code to use as compare Sqlite and its work on background thread which is most useful thing and which makes application much smooth.

UI Component Material 3

Material 3 is provided by google ui component which helps to build the application in latest ui components. Which make application looks good, smooth and fast.

Dependency Injection

Dependency Injection is programming technique where we don't need to create class instance class provide it's own instance this technique reduce the code complexity. For using this technique in this application i use (Koin) these components help create dependency to inject.

Navigation Component

Navigation Component is used to navigate between fragments using one activity and it is faster and simple to use.