## 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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| LINGOZ app is a second language learning tool. LINGOZ app will be deployed with real-world learners dictionary.  Currently, LINGOZ does not require any permission. |

## 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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| LINGOZ content provider is called ‘LingozProvider’. It is backed with SQLite database containing three tables: Lemmas, Translations, and Locales. |

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

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| Currently LINGOZ does not use any backend. Eventually LINGOZ will have web backend for downloading games, opening new features, adding more languages, etc. |

**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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| LINGOZ does not use SyncAdapter. |

**What loaders/adapters are used?**

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| Adapters  =======  DictionayIndexAdapter – used to display lemmas list.  CheckedLanguagesAdapter – used for selecting the languages to display  Loaders  LemmaDetailsLoader  LemmasIndexLoader  LocaleLoader  RandomLemmasLoader  TranslationsLoader |

## 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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| LINGOZ saves user state in both SharedPreferences (App volume, Word Of The Day – Daily notification) and in SQLite database (Translations to display). |

# 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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| Word of the Day – a daily notification at 9am when the user is displayed with a random lemma to learn each day. |

## ShareActionProvider

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

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| ShareAction is implemented for demonstration purposes in the main screen. The user can invite friends to download LINGOZ app. |

## Broadcast Events

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

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| Broadcast is implemented to catch Alarm broadcast and to display the ‘Word of the Day’ notification. |

## Custom Views

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

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| CustomMainMenuButton: button with image for the main menu.  CustomLanguagesCheckedListView: checkbox with TextView for checkbox ListView.  CustomTranslationBox: two TextViews that display some translation in the dictionary. |