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Mobile and Cloud Development : Final Project

   API: I chose to use the Google Drive API for Android for the Mobile Only option of the final project. The API allows the application to request view, create, and edit files stored to Google Drive. The application accesses the API through requests for creating and viewing files. The API responds to these requests by displaying a file picker to navigate the user's google drive. On saving and modifying the application must contact the API asynchronously in order to not interrupt the user experience. The android version of the google drive API is somewhat limited to file scopes, this means that some operations dealing with directories and organization are not accessible. To use Google Drive with a greater effective scope an application would need to implement Google's Drive REST API.

   In addition to using the Google Drive API, I also used the Google Sign In to handle authentication. The Google Sign In API uses OAuth 2.0 protocol to authenticate a user for use of a service. Much of the authentication protocol is packaged in library methods of Google Sign IN. It will sign in a user and then store the client information for the particular application so that user data persists when the application is closed.

Documentation:

Google Drive for Android: https://developers.google.com/drive/android/
Google Sign In: https://developers.google.com/identity/sign-in/android/