UDACITY

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Tour Guide App

REVIEW

CODE REVIEW 9

HISTORY

Meets Specifications

Awesome work! Nice app!

All the functionalities are in place. it was a breeze to check your work.
Your coding skills are exceptional, keep this up 👏🏽

This project's done! Good luck with the rest of the course! Stay

Layout

App contains at least 4 lists of relevant attractions for a location

Awesome! Your app has 4 lists and has items of different places of interest.

User navigates between lists in Fragments using either a Navigation Drawer or a ViewPager plus TabLayout.

Navigation is working fine with `ViewPager` and `TabLayout`

Each list item contains information about an event, restaurant, historical site, or similar.

This looks good. I can see relevant information ✅

At least one list includes pictures of the location.

Can see pictures ✅

The code adheres to all of the following best practices:

- **Text sizes are defined in sp**
- **Lengths are defined in dp**
- **Padding and margin is used appropriately, such that the views are not crammed up against each other.**

The correct units are used for the attributes which require size. The views aren't crammed up against each other.

Functionality

App contains a custom object for storing location information .

Custom object `Location` looks good. It is used very well in the adapter.

App uses a custom adapter to populate the layout with views based on instances of the custom class.

Good work with the custom adapters `LocationAdapter` and `SimpleFragmentPagerAdapter`. Views are properly displayed using them.

All strings are stored in the strings.xml resource file.

Good job using string resources. There are a few more user-facing strings that can be stored as string resources.

Using string resources will allow your app to support multiple languages. Also if you are using some strings in repeatedly in your app, it will be easier to update them at once by just editing its value in string.xml.

All images are stored as drawables.

All drawables are stored at multiple densities.

All the images are stored as drawables and with multiple densities.

The code runs without errors.

Gave me no issues while building or running.

Code Readability

Code is easily readable so that a fellow programmer can understand the purpose of the app.

Great job here! The code is easier to read and understand! 👍

All variables, methods, and resource IDs are descriptively named so that another developer reading the code can easily understand their function.

Looks good to me. Variables/methods are named descriptively.

The code is properly formatted:

- **No unnecessary blank lines**
- **No unused variables or methods**
- **No commented out code**

The code also has proper indentation when defining variables and methods.

The code formatting is done well.

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9 CODE REVIEW COMMENTS ›

RETURN TO PATH