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News App, Stage 2

REVIEW

CODE REVIEW 10

HISTORY

Meets Specifications

Congratulations 🎉

Hello there. ☐

You have done a great job after all. You have done everything very well. You have used tools very well to implement your idea.

Everything is working perfectly with no errors and as expected.

Please, take a look on my notes in code review section, where I provided more suggestion and hints to improve your code.

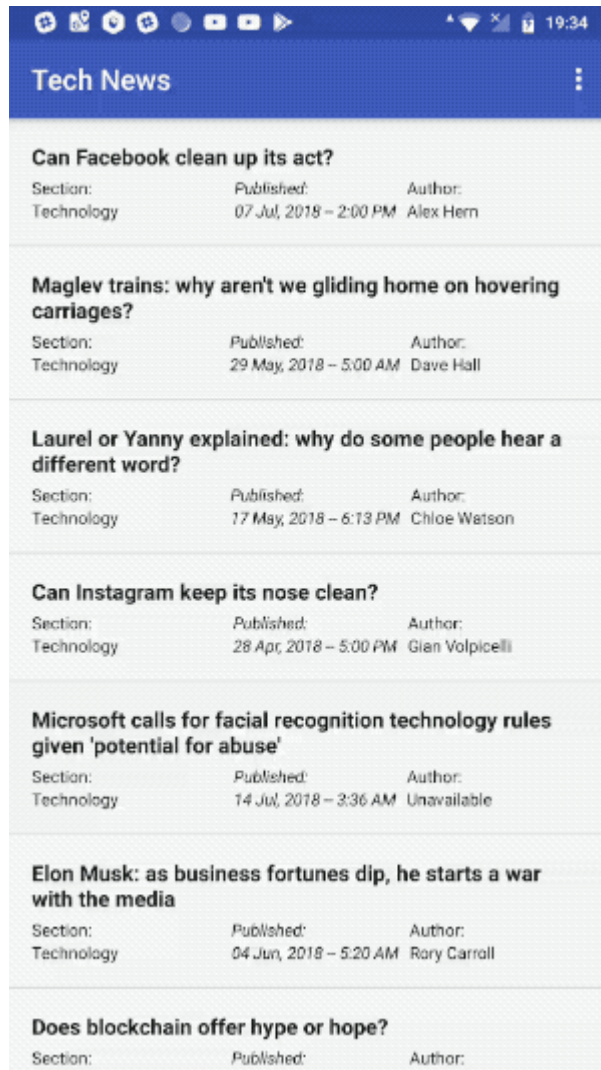
Good luck! 🍀

If you have any comment for me about this review, please leave it in the feedback.

Layout

Settings Activity allows users to see the value of all the preferences right below the preference name, and when the value is changed, the summary updates immediate.

Excellent work. You have defined two preferences. And when value is changed, it updates its summary immediately.



App contains a main screen which displays multiple news stories

The title of the article and the name of the section that it belongs to are required field.

If available, author name and date published should be included. Please note not all responses will contain these pieces of data, but it is required to include them if they are present.

Images are not required.

You have included all elements:




- ☒ article title.
- ☒ section name.
- ☒ author name.

-  date published.

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.

Perfect. You used units appropriately.  

-  **Text sizes** are defined in `sp`.
-  **Lengths** are defined in `dp`.
-  **Padding** and **margin** is used appropriately.

Functionality

Settings Activity is accessed from the Main Activity via a Navigation Drawer or from the toolbar menu.

In accordance with [Material Design Guidelines](#), it should be reached via the "Settings" label. Do not use synonyms such as "Options" or "Preferences."

The code runs without errors.

Great work. There is no errors. The app compiles and runs perfectly. 

App queries the `content.guardianapis.com` API to fetch news stories related to the topic chosen by the user, using either the 'test' api key or the student's key.

The query is narrowed down by the preferences selected by the user in the Settings.

Networking operations are done using a Loader rather than an AsyncTask.

The intent of this project is to give you practice writing raw Java code using the necessary classes provided by the Android framework; therefore, the use of external libraries for the core functionality will not be permitted to complete this project.

Good work. You have implemented it very well by yourself. 👍🚀

Some skilled developers, much like you, in the community have created some libraries that could save your time and helps you handle errors:

- [Retrofit](#) turns your HTTP API into a Java interface.
- [Gson](#) to convert Java Objects into JSON and back
- [Okhttp](#) Doing HTTP efficiently makes your stuff load faster and saves bandwidth.

Code Readability

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

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

The code is properly formatted i.e. there are no unnecessary blank lines; there are no unused variables or methods; there is no commented out code.

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

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

Excellent. All strings are stored in `strings.xml` file.

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[CODE REVIEW COMMENTS](#)



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