

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.

Permission for accessing internet to talk with google sheet:

- android.permission.INTERNET

These 2 permissions are used to write an image and then read it for future share:

- android.permission.READ_EXTERNAL_STORAGE
- android.permission.WRITE_EXTERNAL_STORAGE

These 3 permissions are used for sync adapter:

- android.permission.READ_SYNC_SETTINGS
- android.permission.WRITE_SYNC_SETTINGS
- android.permission.AUTHENTICATE_ACCOUNTS

The last 3 permissions are used for future login function:

- android.permission.GET_ACCOUNTS
- android.permission.READ_PROFILE
- android.permission.READ_CONTACTS

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`.)

Score Tracker's Content Provider is named `ScoreProvider` backed by an SQLite database, with two tables: `nilai` and `mata_kuliah`. `mata_kuliah` is used to store subject and `nilai` is used to store score from google sheet

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

Score Tracker talks to google sheet, that has been converted to json format.

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.)

Just like Sunshine, Score Tracker use `HttpURLConnection` to talk to the network.

What loaders/adapters are used?

Score Tracker use `CursorLoader` to load data from `mata_kuliah` and `MakulAdapter` extending `CursorAdapter` to put it on view, it used in `MakulMhsActivity`. In the `NilaiMhsActivity` it use custom loader, `NilaiLoader` extends `AsyncTaskLoader`, to load data from `nilai` and `NilaiAdapter` to put the data on view.

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)

App correctly preserves and restores app state:

- List position remains on rotation.
- When an activity is displayed, the same activity appears on rotation.
- User text input is preserved on rotation.

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:

User will be notified when there is an update in the google sheet. Score Tracker will check and download data from google sheet periodically, when data in nilai table update user will receive a notification.

ShareActionProvider

Please elaborate on how/where you implemented ShareActionProvider:

Score Tracker use ShareActionProvider to share view displayed by NilaiMhsActivity, it works like sharing a screenshot.

Broadcast Events

Please elaborate on how/where you implemented Broadcast Events:

Custom Views

Please elaborate on how/where you implemented Custom Views: