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Homework 5

All compiled APKs can be found in the apk/ directory. All demonstration videos can be found in the videos/ directory.

Bookstore
I created a menu, default_menu, that contains two options: OK and cancel. This is used on activities such as adding a book and checking out. One issue I had to overcome, that I messed up on the last assignment, is overriding SQLiteOpenHelper's onOpen() method, to enable foreign keys. I had this in onCreate() for the last assignment, which I didn't realize isn't a database option, but rather a connection-specific option. This is why ON DELETE CASCADE wasn't working for me. Similar to the last assignment, I had to re-add the "THE CART IS EMPTY" text. I also moved some hardcoded strings to the string resource file.

Another problem I had was when I tried to delete multiple books via the CAB, the entire database would be deleted. This was due to code I reused from the last assignment that wasn't compatible with the new code. My provider's delete function, when given a URI with no ID, would delete everything. This was used when checking out in assignment 4.

One thing I'm a little unclear about is, in the QueryBuilder, how do we incorporate selection, projection, etc into the loader callback functions? They can be passed as parameters to executeQuery(), but how does onCreateLoader() receive them? Via the Bundle?

Chat App
For both the bookstore and chat app, I had to add <T> to the definition of the SimpleQueryBuilder and QueryBuilder classes. Note that these classes are the same between the bookstore and chat app, since they implement generic functionality. The base Manager class is also the same as in the bookstore. I've also again removed the Next button from the view_peers layout.

I did have an error here, as in the previous projects. When I would send a message to the server, the server wouldn't automatically display it. As the professor suggested on the discussion board, I forgot to register the cursor to receive update notifications.