

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.

I'm using android.permission.INTERNET permission to fetch information about english words from a public API.
In particular I'm getting: word pronunciation, word hyphenation and definitions.

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`.)

Mine is call Pronunciation provider and is backed by an SQLite database with 1 table called PHRASE.
(Actually I have 2 tables but the table named ATTEMPTS is not currently being used).

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

It talks to Wordnik APIs: <http://developer.wordnik.com/docs.html>

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.)

The class named `FetchCommand` is the one containing the logic to talk over the network. It uses `HttpURLConnection` just as Sunshine does.
I don't use a `SyncAdapter` because I don't need the sync schedule capabilities.

What loaders/adapters are used?

I have an adapter called `PhrasesCursorAdapter` used to Populate the list of phrases that the user has saved to practice.
`PhraseListFragment` is the fragment that implements the Loader methods that sets the cursor in the adapter once the load has finished.

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)

The app preserves state across configuration changes (such as screen rotation) because by default their views (`TextView` and `EditText`) automatically preserve their state.
Also by using `FragmentManager` transactions the app remembers the fragments it was displaying and the ones in the backstack.
The only special thing I do is to shut down the TTS engine on destroy view to free resources and be a "good citizen".

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:

Not yet implemented.
I'm planning on adding a "word of the day" notification.

ShareActionProvider

Please elaborate on how/where you implemented ShareActionProvider:

I didn't.
But I do have an intent-filter so that a user can select a word on any application and using the share option open that word in my app and hear how it is pronounced.

Broadcast Events

Please elaborate on how/where you implemented Broadcast Events:

Not implemented

Custom Views

Please elaborate on how/where you implemented Custom Views:

Not implemented yet.
I have an idea of doing one to display the Stress in a word.