## 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.**

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| **My app uses Syncadapter to get data from the internet.**  **So I need the following permissions:**  *<!-- This permission is necessary in order for MetalsExchange to perform network access. -->* <**uses-permission android:name="android.permission.INTERNET"** />  *<!-- Permissions required by the sync adapter -->* <**uses-permission  android:name="android.permission.READ\_SYNC\_SETTINGS"**/> <**uses-permission  android:name="android.permission.WRITE\_SYNC\_SETTINGS"**/> <**uses-permission  android:name="android.permission.AUTHENTICATE\_ACCOUNTS"**/> |

## 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.)**

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| **MetalsProvider** **backed by an SQLite database, with one tables: metals** |

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

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| The web site that I take the info from is  http://מחיר.זהב.net/index.php |

**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.)**

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| **sync.MetalsExchangeSyncService**  **MetalsExchange uses HttpURLConnection to talk to the network** |

**What loaders/adapters are used?**

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| **SyncAdapter** |

## 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)**

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| The app store the last metal that was shown i.e. the tab index is saved.  We save it in the ViewPager  onPageSelected  and restore it in the  onCreate()  viewPager.setCurrentItem(  Also in case that the user see the list of rates in the main activity then rotating the device will save its scroll position  We save it in the following:  onSaveInstanceState of the ExchangeRatesFragment  we restore it on:  onLoadFinished() |

# 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:**

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## ShareActionProvider

**Please elaborate on how/where you implemented ShareActionProvider:**

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| In the DetailFragment I added ShareActionProvider which generate a text with the current rate. |

## Broadcast Events

**Please elaborate on how/where you implemented Broadcast Events:**

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## Custom Views

**Please elaborate on how/where you implemented Custom Views:**

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