

## Mini Project 2 Report

My app, Mini Project 2 for Android, displays a map. The blue pointer on the map is the phone's current location. You can zoom using the buttons, or you can pinch to zoom. Also, you can double tap and drag up or down to adjust zoom. This satisfies the first and second requirements of the mini project. I have also included other pointers on the map, and these are various nearby attractions and establishment that were obtained using the Google Places API. It displays a selection of restaurants and bars (green markers), churches (violet markers), stadiums (yellow markers), school and university buildings (orange markers) within 1km of the user's location. The user can tap on the various pins, and the place's name and address appear in the box above the pin. This satisfies the third requirement. The user can drop a red pin/marker by pressing and holding (long tap) on a location. Then, if the red tab is tapped on, a text box above the pin will display the longitude and latitude of the pin, serving as a label. This satisfies the fourth and final requirement of the mini project. I have no implemented any additional features in this app, but there is plenty of space to grow with this app!

Some heads up:

The app will only return 20 nearby places. This is because the Google Places API will only return 20 nearby places if you are using the free access. If you want more nearby places, you can enable billing in the Google account. I didn't think that was necessary for this project.

Also, my app is, as I write this on Friday evening, not showing any markers for nearby places. This is because I have filled my daily quota for Google Places requests with this app. It should reset daily. If you don't see any pins besides your current location, please let me know! I promise the Places integration actually works.

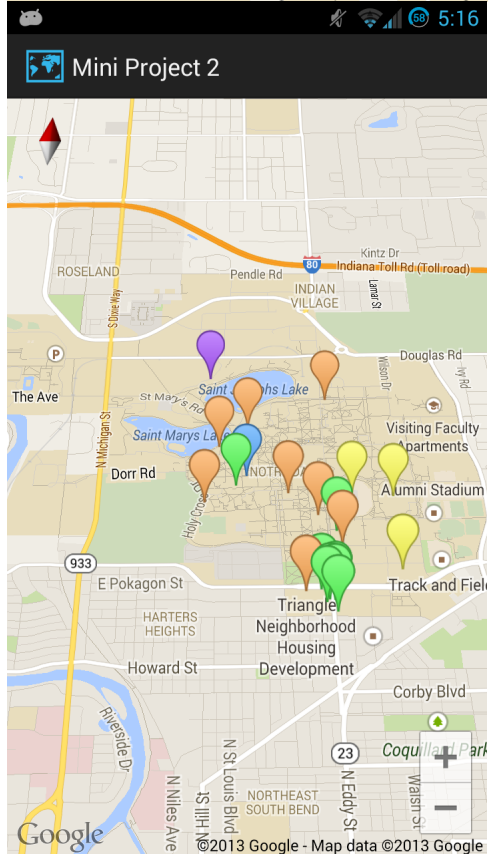
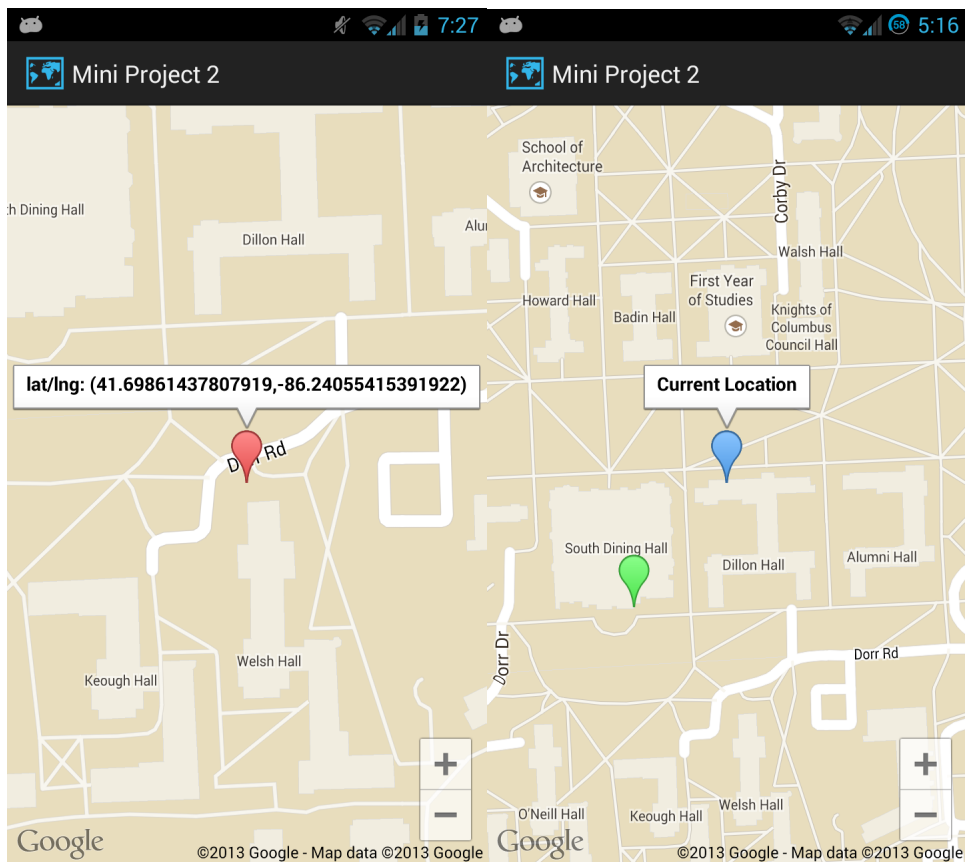
I HIGHLY suggest running the app with Wifi on and connected. This will make the app run faster and smoother. Otherwise, what occurs on my phone is that the current location in the app just around very quickly and drastically, and this causes some major lag in the app.

Also, please keep in mind that you cannot run apps that use Google Services API's like Maps and Places in a simulator, it has to be run on a real device.

Screenshots:

The first screenshot shows the ability to drop a pin (press and hold) then to tap on it to see the label. The next screenshot shows the current location of the user. The last screenshot shows all of the labels that mark nearby attractions. Refer to documentation above for the color coding. You can tap on the labels to see the name of the place and the address.


The final two screenshots are about the Google Places API. This first is from my Google API console, and it shows how I have maxed out my Google Places API requests for my app during my development process. I am pretty sure that it will be reset by the time you grade this. Also I have no idea how I submitted 1,000 requests in one day. The last is what the Google Places API JSON current returns:




Traffic Reports for API Project

Total requests 1.11k    Requests/day 1.07k peak 39.54 average    Start Date Aug 24, 2013    Sample Period 28 days



☒  Google Maps Android API v2 # of requests  
28-day total: 102  
[Download Historical Quota Usage Data](#)

☒  Places API # of requests  
Daily quota: 1k  
28-day total: 1.01k  
[Download Historical Quota Usage Data](#)

Select:

— Current quota

```
{
  "debug_info" : [],
  "html_attributions" : [],
  "results" : [],
  "status" : "OVER_QUERY_LIMIT"
}
```