

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 use permission `android.permission.READ_EXTERNAL_STORAGE` and `android.permission.READ_INTERNAL_STORAGE` in order to read the internal and external storage to attach education documents/transcripts. I use `android.permission.ACCESS_NETWORK_STATE` and `android.permission.INTERNET` to communicate over network/internet for example to facilitate my signup with facebook functionality. I use `android.permission.READ_CONTACTS`, `android.permission.READ_PHONE_STATE` and `android.permission.SEND_SMS` to read phone contacts and also send a message. The remaining permissions are to facilitate GCM.

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`.)

My content provider is named `MyDBContentProvider` and its backed by SQLite database defined in file `DbClass` and it has tables `topSchools`, `login`, `courses`, `registration` and `signUp`

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

The content provider is accessed within the app so any class that is reading or writing or updating data has to go through this content provider which has simplified management of my data.

If your app uses a SyncAdapter, what is it called? What mechanism is used to actually talk over the network? (For example, Sunshine uses `URLConnection` to talk to the network, but your app may use a third-party library to do the talking.)

What loaders/adapters are used?

CursorAdapter, BaseAdapter for my custom list adapters. the adapter classes include MyCursorAdapter, MyListAdapter, MyExpandableListAdapter, MListAdapter, CombListAdapter.

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)

All classes have `onPause()`, `onResume()`, `onStop()`, `onRestart()` methods which are used to save and restore critical information. I save the data in methods `onPause()` and `onStop()` and restore the data in methods `onResume()` and `onRestart()`. I save the data in `SharedPreferences`.

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:

I send a notification when someone successfully submits his admission application and this is implemented in class Submit.

ShareActionProvider

Please elaborate on how/where you implemented ShareActionProvider:

Broadcast Events

Please elaborate on how/where you implemented Broadcast Events:

Everytime someone accesses the apps main page,I broadcast an integer 1 which the broadcast receiver receives and adds on its count to get the cumulative number of times Soma app has been accessed/launched/used. The broadcast is sent out in the MainActivity class when someone clicks on the enter button and my broadcast receiver file is named MyBroadcastReceiver.

Custom Views

Please elaborate on how/where you implemented Custom Views: