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CPE 436-03
BrewBuddy

The goals of my vertical prototype for BrewBuddy include:

1. Creating, writing to and reading from a singleton SQLite database containing the coffee brewing recipe used
2. Creating a basic brewing recipe input form and writing it to a database
3. Starting a timer based on a given amount of time and ensuring that it persists after app is put in background
4. Updating a view based on the timer progress

The following APIs were used to accomplish these goals:

1. SQLite Database
    a. SQLiteDatabase - to work with read/writable tables
    b. SQLiteOpenHelper - to manage the SQLite Database singleton
    c. Cursor - reading the resulting table of an SQL query
2. Made my own class to handle this
3. Run a timer in background
    a. CountDownTimer - a timer class that counts down and has an onTick method for updates
    b. Service - allows timer to run in background
4. Update view based on timer progress
    a. BroadcastReceiver - listens for broadcasts from the aforementioned timer service and updates the UI based on the given time left