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Part 1:

Reflection:

In this section, I learned how to upload and reference custom drawables. I was able to modify the game list fragment to include an ImageView. When the RecyclerView is loading individual games, it determines which team is the winner and sets the appropriate picture in the ImageView.

Screenshots:

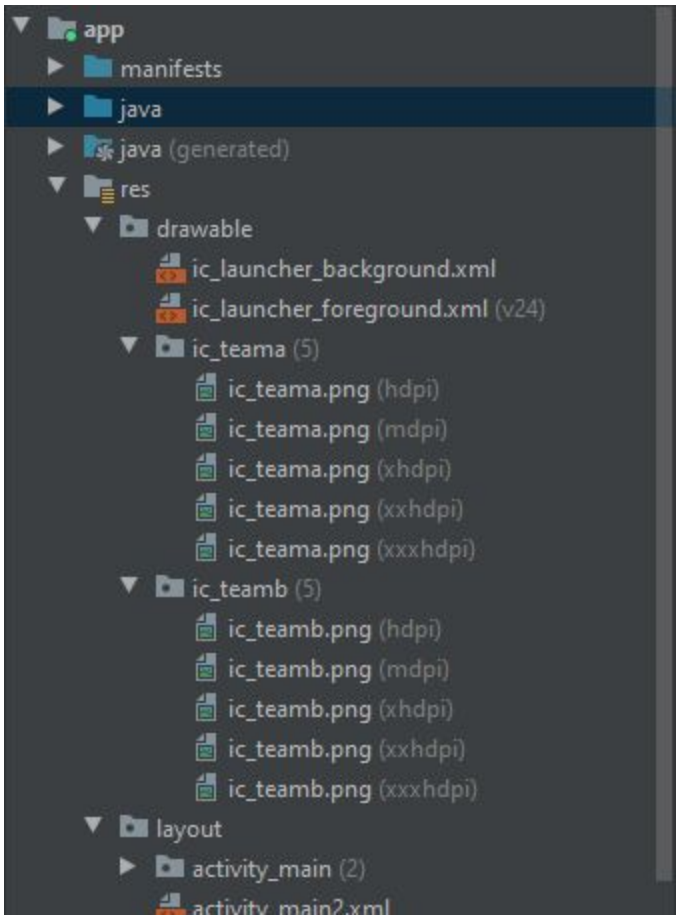

Figure 1: Relative Drawables Directory

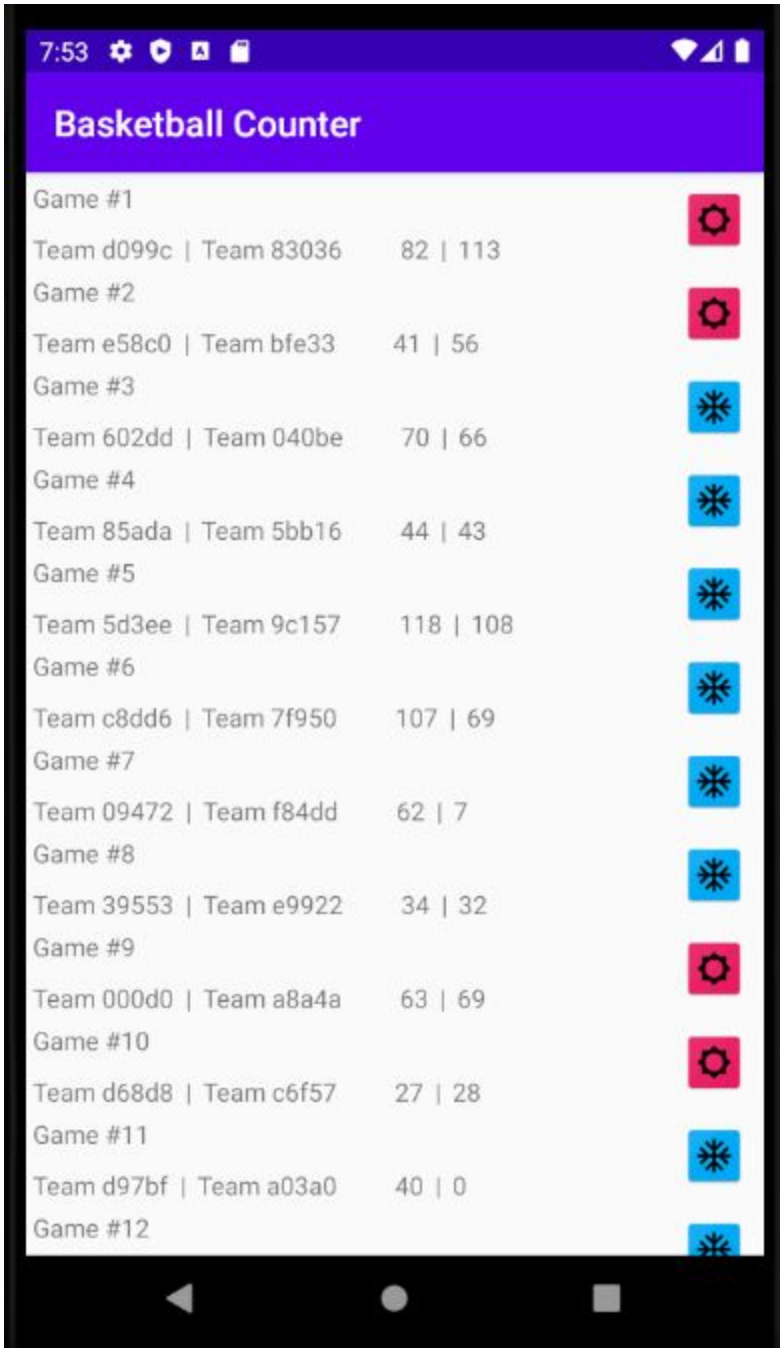

Figure 2: Varied Team Logos (Blue = Team A, Red = Team B)

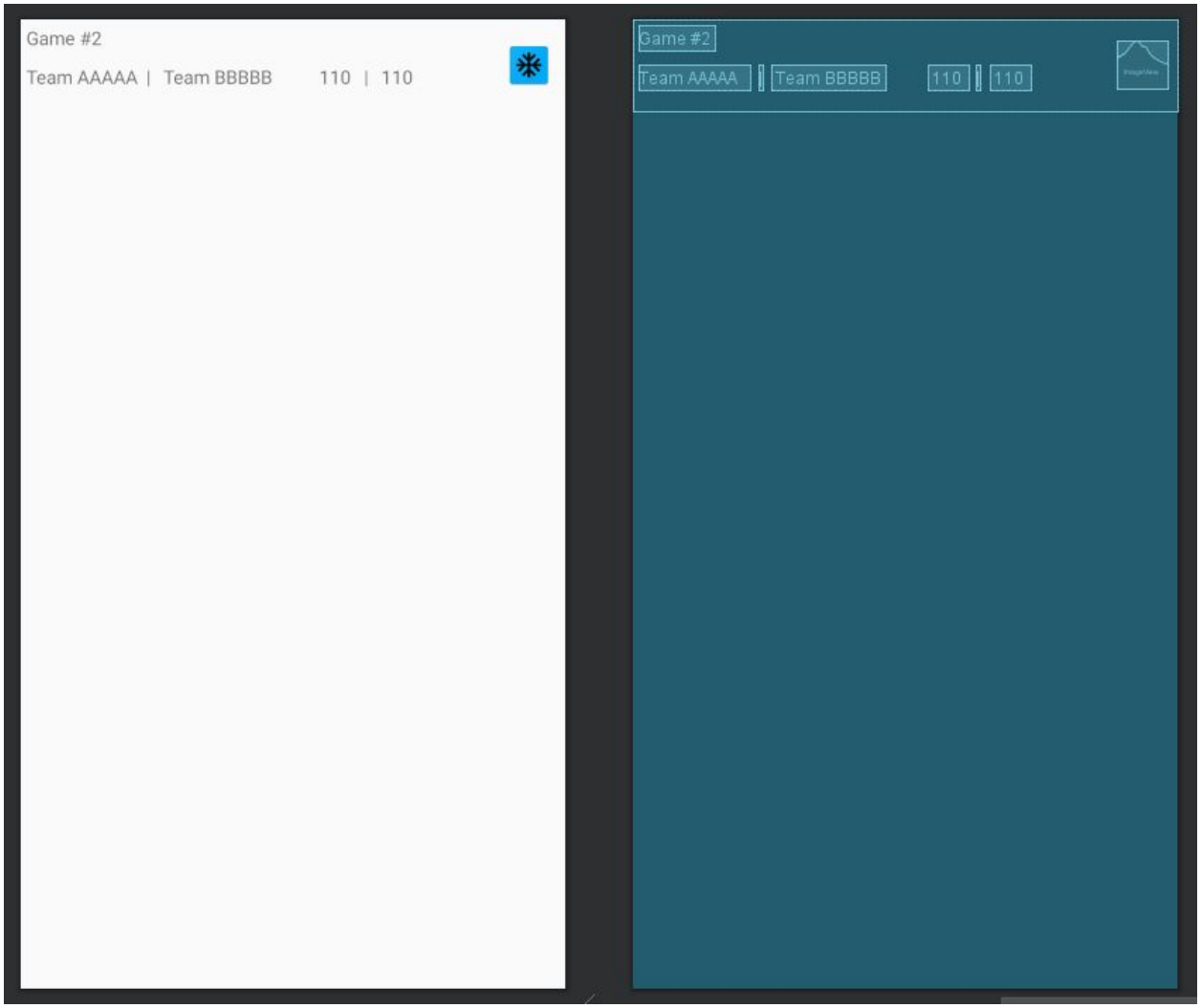

Figure 3: ConstraintLayout Design

Part 2:

Reflection:

In this section I learned how to leverage fragment arguments to pass relevant data between fragments in the single activity architecture. I was also able to learn how to select a single item in a RecyclerView, get its information, and pass it into a function.

Screenshots:

```
2020-09-24 20:03:17.434 15652-15652/com.example.basketballcounter D/BasketballCounter: BasketballCounter instance created
2020-09-24 20:03:17.473 15652-15652/com.example.basketballcounter D/BasketballCounter: BC Fragment set callbacks in onAttach
2020-09-24 20:03:17.473 15652-15652/com.example.basketballcounter D/BasketballCounter: BC fragment created
2020-09-24 20:03:17.475 15652-15652/com.example.basketballcounter D/BasketballCounter: BC fragment view inflated
2020-09-24 20:03:17.569 15652-15652/com.example.basketballcounter D/BasketballCounter: BC fragment started
2020-09-24 20:03:33.974 15652-15652/com.example.basketballcounter D/BasketballCounter: BC Fragment display button clicked
2020-09-24 20:03:33.978 15652-15652/com.example.basketballcounter D/BasketballCounter: BasketballCounter displaying game list
2020-09-24 20:03:33.979 15652-15652/com.example.basketballcounter D/BasketballCounter: GLF: Attached and Callback set
2020-09-24 20:03:33.979 15652-15652/com.example.basketballcounter D/BasketballCounter: GLF: Team A is winning - false
```

Figure 1: Display Button Sequence Calls

Figure 2: Game List Displayed

Figure 3: First Game Selected

Part 3:

Reflection:

In this section I was able to learn how to utilize the repository pattern and Room library to insert, update, and select information from a database. I also learned how to use the Device File Explorer to add dummy data into an AVD's file system for use in testing queries. LiveData was also used to run queries in the background and automatically update the UI once results were available.

Screenshots:

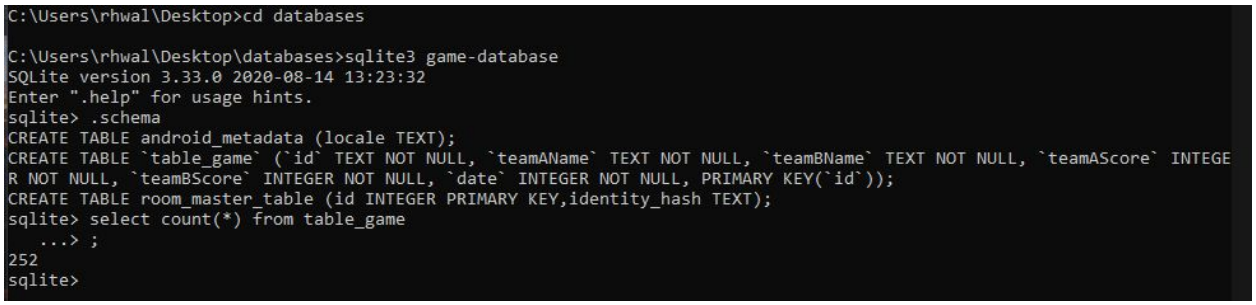

Figure 1: Console Output from SQLite Commands