

# 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.**

My app, named WiA? (Whats it About?), uses two permissions:  
1) android.permission.ACCESS\_NETWORK\_STATE to monitor for changes in Internet connectivity.  
2) android.permission.INTERNET for retrieving data from the Internet.

### 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`.)

The content provider is the class `osg.susan.moviefinder.data.SearchDataProvider`, and it is backed by an SQLite database with one table: `search`.

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

WiA? fetches data from the OMDb API (<http://www.omdbapi.com>). The API returns 10 search matches, a suitable number for a list view. The app displays some of the data in the main activity view, and the rest in the detailed data view.

**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.)

WiA? does not make use of a SyncAdaptor, since there is no data sync happening. This app is a fetch-on-demand app.

The `osg.susan.moviefinder.service.SearchDataService` is an `IntentService`, which uses `HttpURLConnection` to access the network.

### What loaders/adapters are used?

The `MainFragment` and `DetailFragment` classes both implement `LoaderManger`, using `CursorLoader` for data loading.

The `SearchAdapter` is a `CursorAdapter` for binding data and list views.

### 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)**

In standard Android fashion, a `Bundle` class instance (`savedInstanceState`), created and updated in `MainActivity`, is shared as a parameter by many methods, enabling the app to preserve and restore state.

`DetailFragment.onActivityCreated` is called: when loading detail view, on rotation, returning from a webpage link.

`MainFragment.onCreateView` is called: when initially coming into the app, on rotation, when returning from detail view after rotation.

`MainActivity.onCreate` is called: when loading tablet (`twoPane` view), on tablet rotation.

## 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:**

WiA? does not have a use case for initiating notifications external to app's context.

### ShareActionProvider

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

Within the DetailFragment, ShareActionProvider is used as a social communication. A shared string contains a TV/movie title of interest found by the app user, in the spirit of a recommendation. (See DetailFragment.onCreateOptionsMenu(), and DetailFragment.createShareWiaIntent() methods.)

### Broadcast Events

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

A BroadcastReceiver for detecting Internet connectivity is registered in the Manifest.xml. (See SearchBroadcastReceiver.)

### Custom Views

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

WiA? does not need any special views.