LAB3

1. HTTP

Last week we studied how to create network requests inside AsyncTask.

Luckily we have easier way to do requests with a official helper library Volley.

Create a copy of the previous http asynctask project and change it to use volley library.

Read first these documents:

Information how to integrate Volley to your project here: https://developer.android.com/training/volley

And example how to create a simple request: https://developer.android.com/training/volley/simple.html

2. Football competitions (leagues)

Create an app which can be used to list soccer competitions (leagues)

We will use this data in this assignment: https://www.football-data.org/documentation/quickstart

You can get leagues in UK with this request:

http://api.football-data.org/v2/competitions?areas=2072 (areas 2072 means UK). Of course, if you wish, you can remove the filter and get all available leagues / tournaments around the world: http://api.football-data.org/v2/competitions

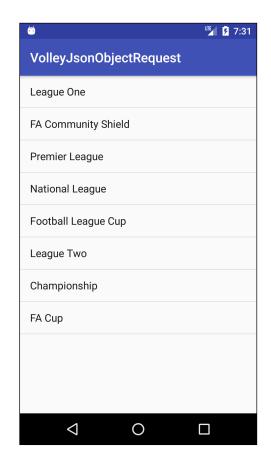
If you want to have more developer friendly version of the data, you can use json formatter services such as https://jsonformatter.curiousconcept.com/

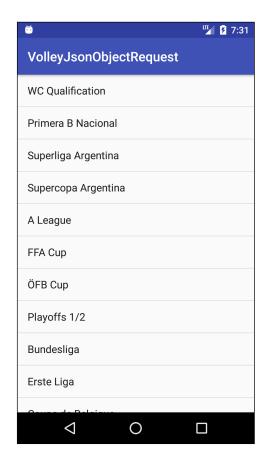
Use Volley library's JsonObjectRequest class to create the request. See example from here:

https://developer.android.com/training/volley/request.html

As a result you will get a JSONObject. https://developer.android.com/reference/org/json/JSONObject.

Try to make the app in a way that you can expand it later on. We will develop it further to have features to display more information about the competition when user clicks one item on the list.





UK tournaments / leagues

All tournaments / leagues

3. Corona Virus in Finland App (Not mandatory, vapaaehtoinen)

Luo sovellus jolla voidaan seurata koronaviruksen leviämistä Suomessa. Katso rajapinnan kuvaus osoitteesta: https://github.com/HS-Datadesk/koronavirus-avoindata