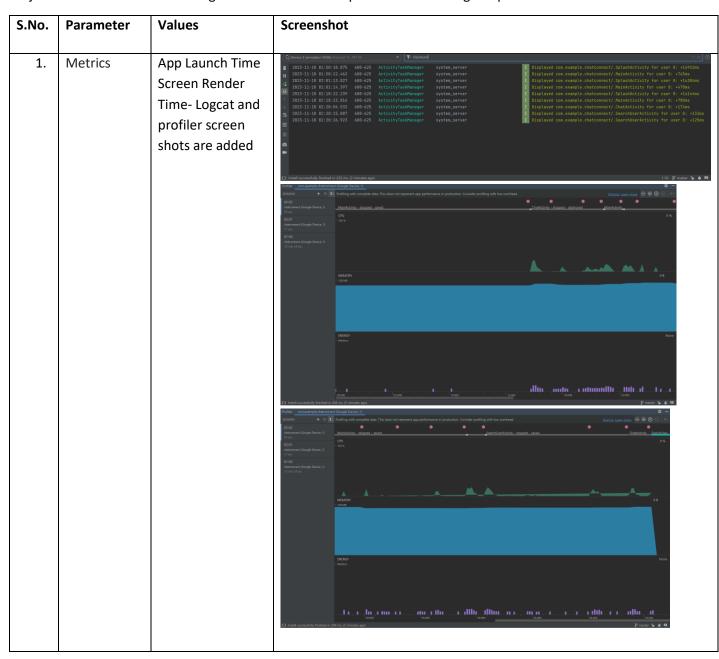
Project Development Phase Model Performance Test

Date	10 November 2023
Team ID	Team-590882
,	ChatConnect- A Real-Time Chat And Communication App
Maximum Marks	10 Marks

Model Performance Testing:

Project team shall fill the following information in model performance testing template.



Code Quality-

As we can see there are some warnings in the Lint about app performance and others but for app performance and others there are no errors and only have suggestions to increase the performance of app So we can overall quality of code is good.

```
✓ Android Lint: Performance 20 warnings

✓ Inefficient layout weight 1 warning

✓ activity_Jogin, phone_number.xml 1 warning

Use a 'layout_height' of 'Odp' instead of 'wrap_content' for better performance

Invalidating All Recycler/New Data 1 warning

✓ © a ChatFragment.java 1 warning

It will always be more efficient to use more specific change events if you can. Rely on 'notifyDataSetChanged'

✓ Nested layout weights 1 warning

✓ @ activity_Jogin_phone_number.xml 1 warning

✓ Mested layout weights 1 warning

✓ Image: Nested weights are bad for performance

✓ Obsolete SDK_INT Version Check 1 warning

✓ Image: Nested weights are bad for performance

✓ Obsolete SDK_INT Version Check 1 warning

✓ Image: Nested weights are bad for performance

✓ Ubused resources 17 warning

✓ Image: Nested weights are bad for performance

✓ Ubused resources 17 warnings

✓ Image: Nested weights are bad for performance

✓ Unused resources 17 warnings

✓ Image: Absolute provides a warning and performance and performance weights and performance and performa
```

- > Android Lint: Accessibility 15 warnings
- > Android Lint: Correctness 9 warnings
- > Android Lint: Internationalization 48 warnings
- > Android Lint: Performance 22 warnings
- > Android Lint: Usability 29 warnings

This is about Lint

The lint tool

A static code scanning tool that you can run on your Android project either from the command line or in Android Studio. The lint tool checks for structural code problems that could affect the quality and performance of your Android app.

