Welcome, இது வெள்ளிக்கிழமை
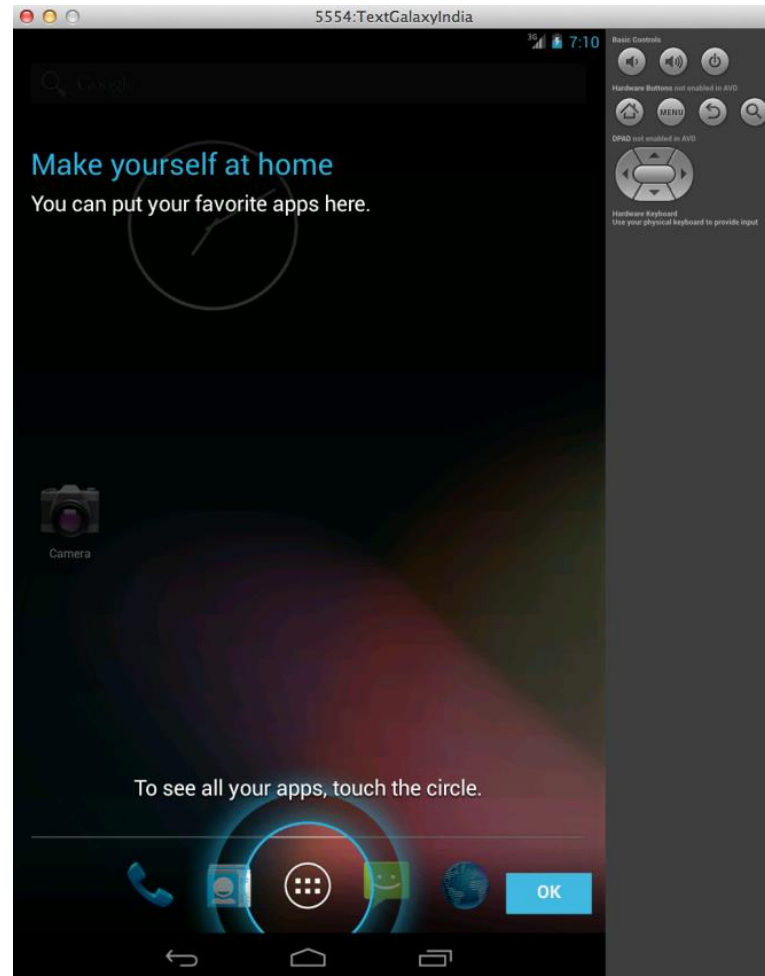
AITI IIT Bombay Class 2013

Lecture 4
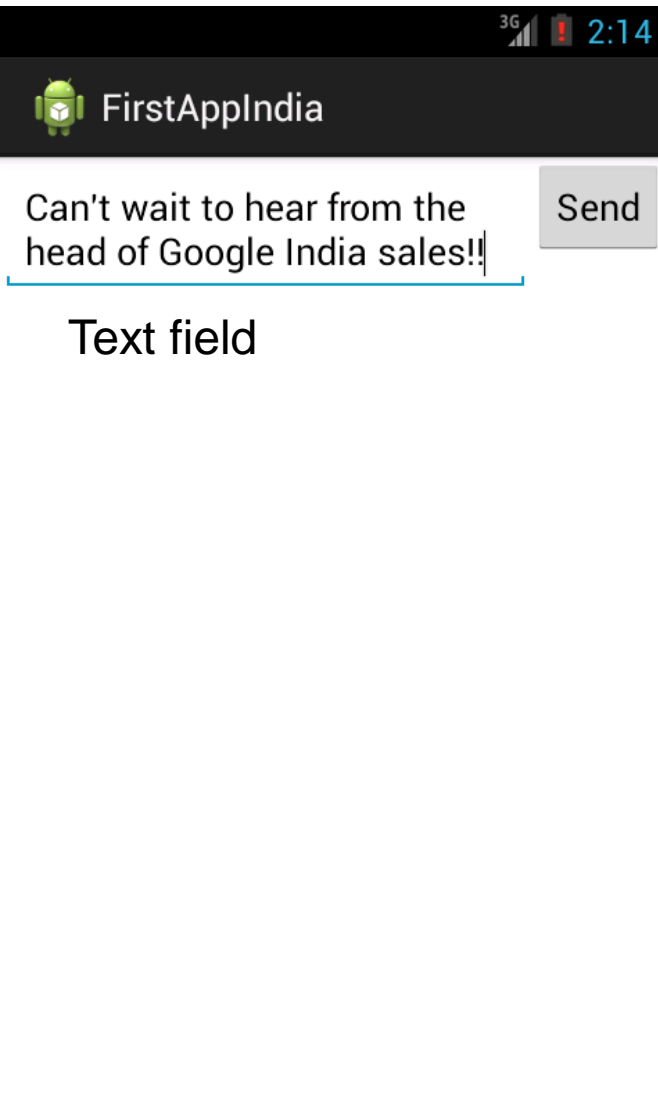
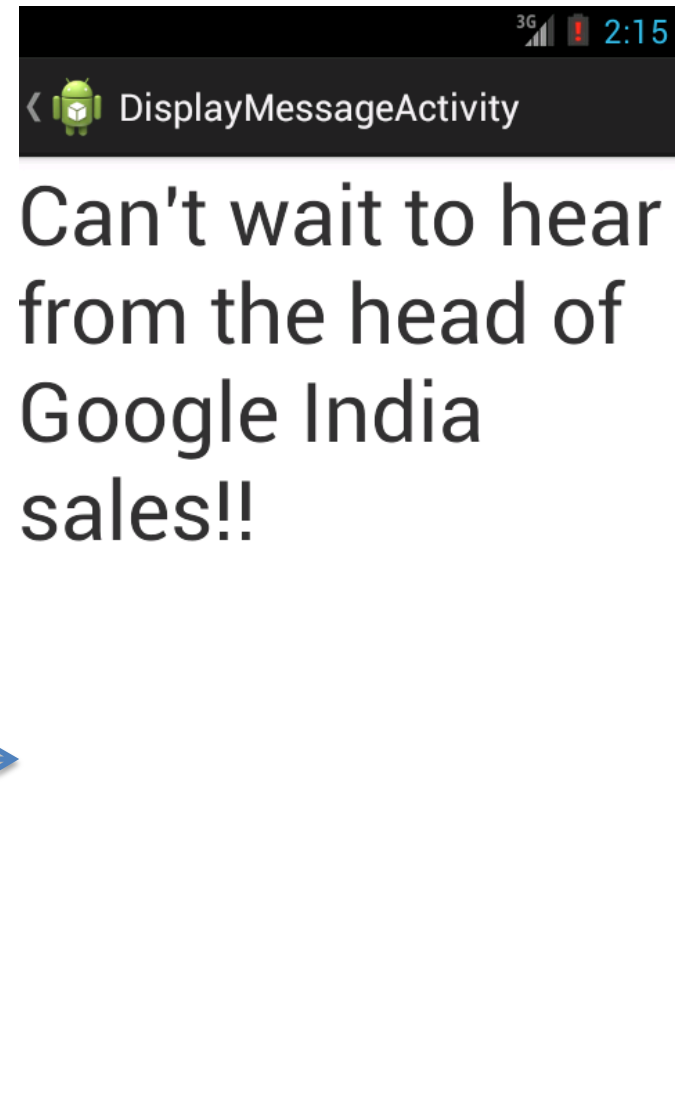# Start your AVD <stretch>

Tutorial Recap

Activity 1

Activity 2

Button

Text field

Click Event

Intent

(Contains message object)
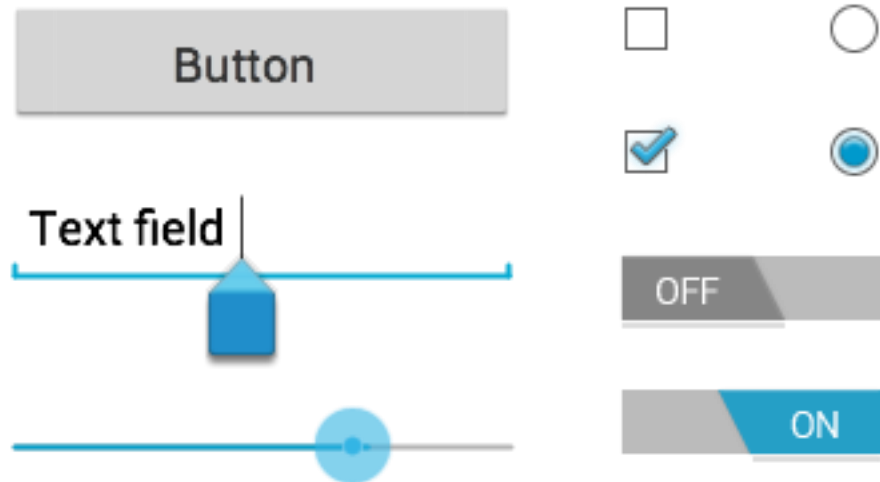
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Troubleshooting

R object error

- Most likely a typo in the strings.xml file

Crash on send button

- We're working on it,
- Check for typos in the intent constructors
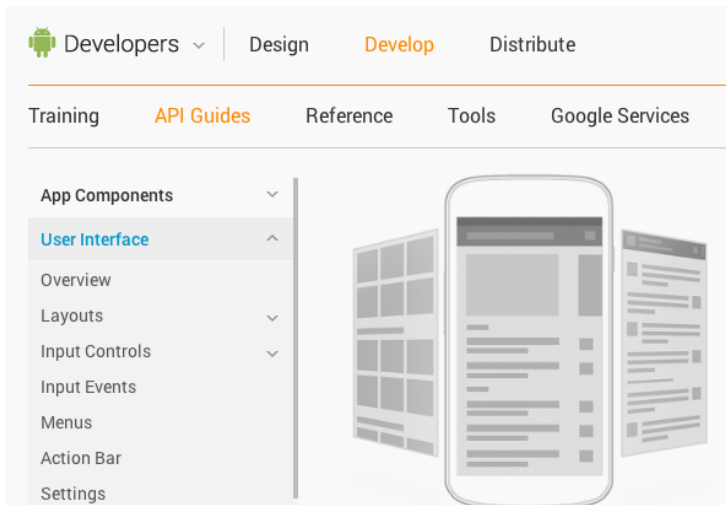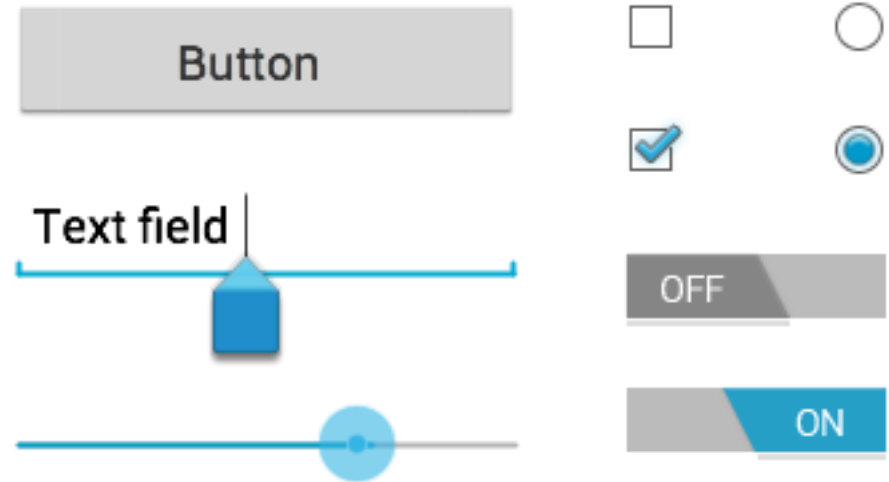
Additional GUI Elements

- Buttons
- Text fields
- Checkbox
- Radio Button
- Toggle Button
- SeekBar

Additional GUI Elements

- References for implementation are in the **API Guides** and **Reference section** on the android developer website:

developer.android.com

Layouts

- Android has various layouts built in to maintain the look/feel/symmetry in your app on difference screen sizes

- Refer to the layouts section in the API Guides

List View
Displays a scrolling single column list.

Grid View
Displays a scrolling grid of columns and rows.

Linear Layout
A layout that organizes its children into a single horizontal or vertical row. It creates a scrollbar if the length of the window exceeds the length of the screen.

Relative Layout
Enables you to specify the location of child objects relative to each other (child A to the left of child B) or to the parent (aligned to the top of the parent).

Web View
```
<html>
    <!-- web page -->
</html>
```
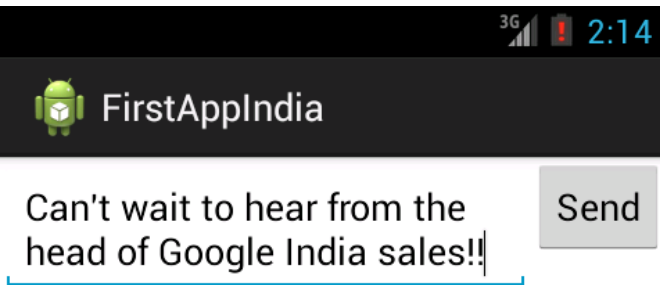Displays web pages.

Lets Hack it!

- Add a button on the second activity to go back to the first screen
  - Use the graphical layout of the .xml file

- Put the send button under text box in the first activity
  - Modify the Layout appropriately
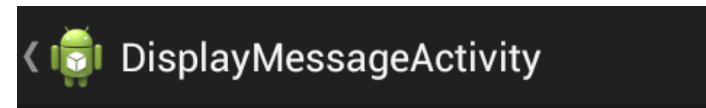 - Refer to layouts section in the API guide

- Commit changes!

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Who wants to demo?

What went wrong?

Text field

Hello world!

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Overriding the TextView

```
//Create the text view
     TextView textView = new TextView(this);
     textView.setTextSize(40);
     textView.setText(message);

     //Put the text in the activity
     setContentView(textView);
```

- Now we need to remove this line!!
- Replace helloworld with textview in activity 2.xml!

Recap

- Remove the setContentView method in activity2.java's on create method & Replace the hello world string with the textview string

- Add a button and an an onClick object in the XML file

- The onClick method in activity 2 should have an intent object that points to activity 1

- Lastly, start activity 1 in the onClick method

Creating GUI Elements

- You can drag gui elements into your activity with the graphical layout in the activity.xml file
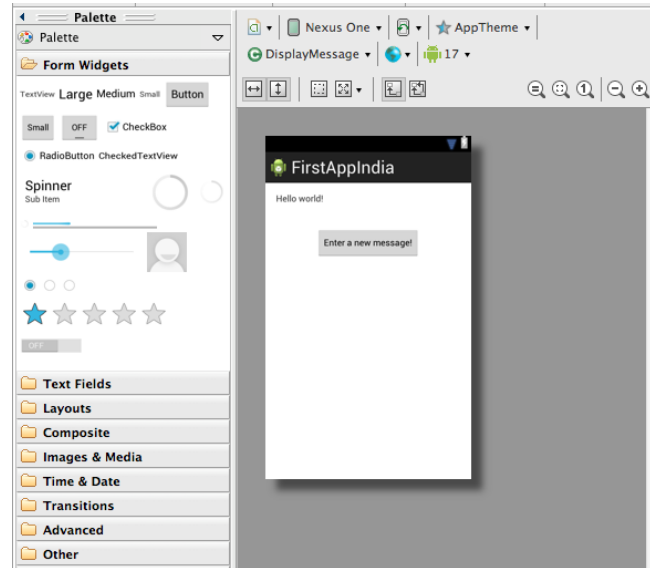
India Votes!!

- Create an app that allows the user to vote on various pop culture topics

- You will need a title activity that lets the user choose which topic (ie sports, movies) they would like to vote on, and enter their name, age, and gender. (use text fields, spinners, and radio buttons!)

- A voting activity that displays a random question (you can hard code these but there should be at least 4 per topic) and allows the user to vote yes/no, agree/disagree. You must also store the users vote.

- A confirmation activity that shows the user has voted and the results of other users (you can make up the data)

User Interface design

- Make sketches of each activity BEFORE coding

- Make sure the sketches include buttons and directional arrows that show how to navigate between each activity

Be Creative!

- This should be fun for the user
- Use gui elements that are fun and intuitive to interact with

What you need to know

- Managing the Activity Lifecycle
- Building a Dynamic UI with Fragments
- Saving Data

Activity Lifecycle

Download and try the example!
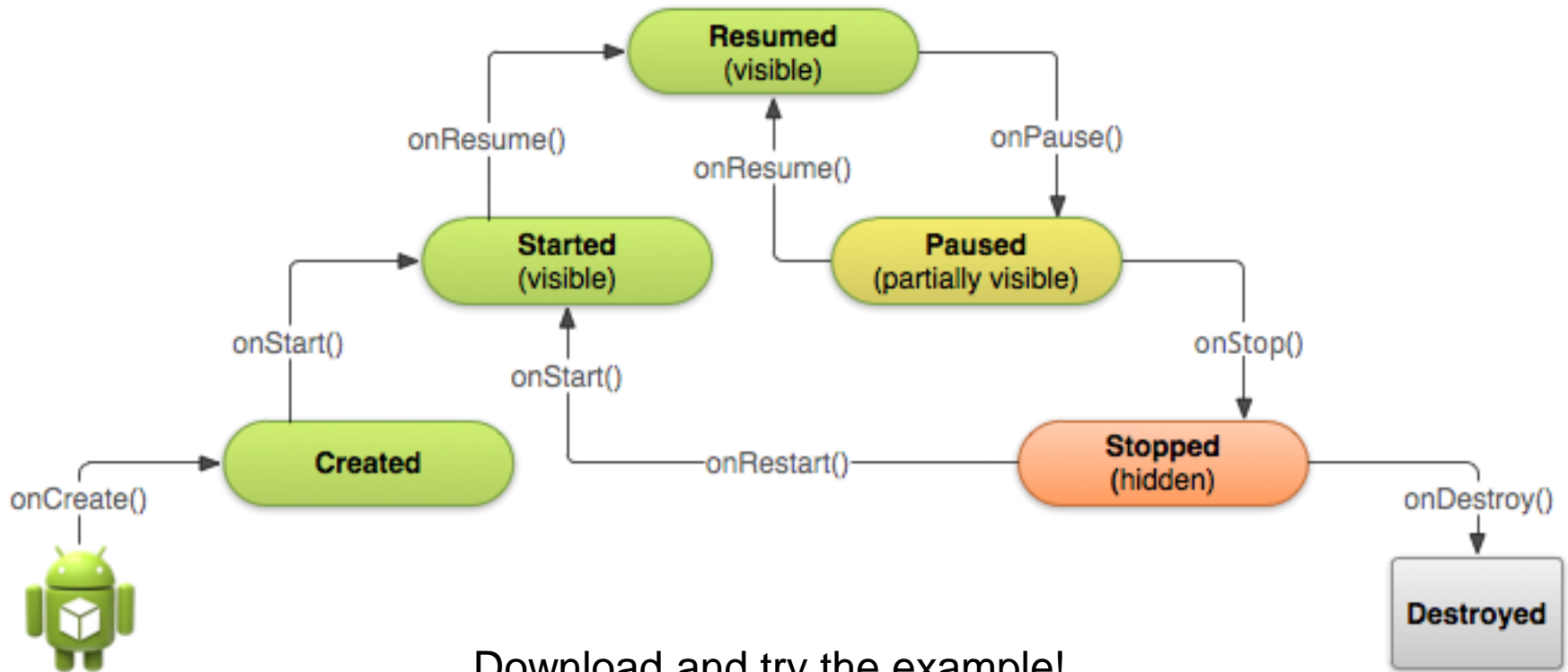
Importing tutorial downloads

- Download the zip file from the tutorial website
- File -> Import
- Select "Import an existing Android project"
- Find the folder
- *Make sure to check Copy projects into workspace*

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Importing tutorial downloads
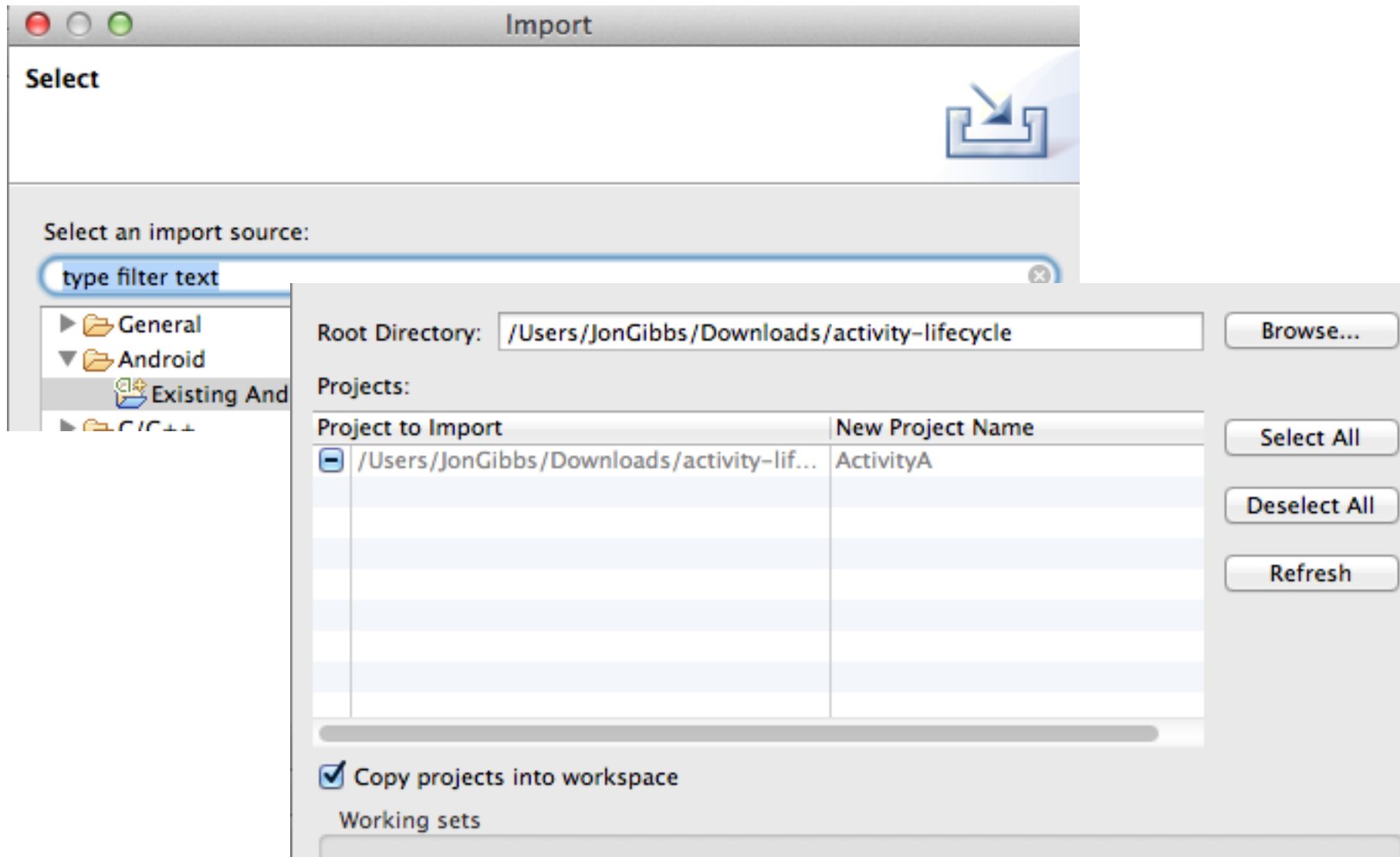
Using the Piazza forum Effectively

The Site

Forum

Key Components

Asking a question

America Votes??

Will the Spurs win??

Yes

No