

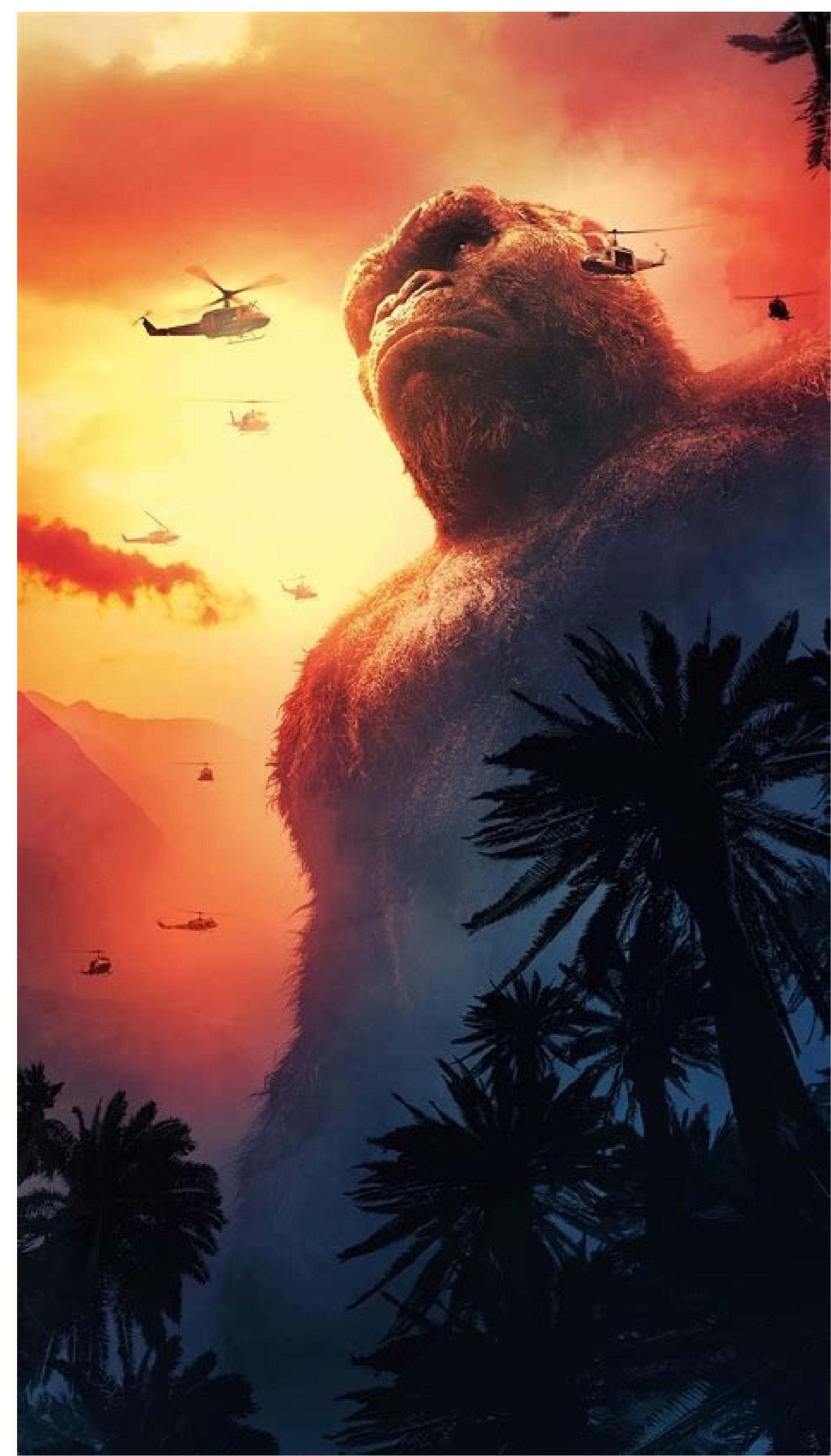


I'm not a robot



Next





His Name Is...
GABE AUL!!

12:00 °

Thursday, April 14

Mobile Flight!
For the Fast Ring 😊🚀
12:00 PM - 12:30 PM

Call icon

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Double-click fragment_first.xml. Use Android Studio and Java to write Android apps You write Android apps in the Java programming language using an IDE called Android Studio. Because it has a little more work to do, have it call a new method, countMe(). It starts out with a skeleton unit test file. >/ Click on the string in the text property, and you'll notice it refers to a string resource, hello, first_fragment. This will fix any other references to the button in the project code. Each visible fragment in an Android app has a layout that defines the user interface for the fragment. How to add string resources. Update the Count button so that when it is pressed, the number on the screen increases by 1. You can download Android Studio 3.6 from the Android Studio page. A ConstraintLayout is one example of a view group. The AVD Manager now shows the virtual device you added. Before adding another button, relabel this button so things are a little clearer about which button is which. Here is what the screen will look like in the design view: The %d indicates that part of the string will be replaced with a number. android:text="@+string/hello_second_fragment" Change the id to textView_header in the Attributes panel. Step 6: Add new constraints. Constrain the right side of the Next button to the right of the screen if it isn't already. The icon will change when your app is already running. A menu pops up offering the predefined color resources: Choose @color/colorPrimaryDark. Step 5: Delete the chain constraints Click on the Next button, and then delete the constraint from the top of the button to the TextView. Remove any bottom constraint. Here is the XML code for the TextView that displays the heading: Step 3: Change the background color of the layout Give your new activity a different background color than the first activity: fragment_second.xml opens a new color resource: #26C6DA in the layout for the second activity, fragment_second.xml sets the background of the ConstraintLayout to the new color. Increase the text size of the TextView to 72sp. In the fragment_first.xml layout file, the layout constraintVertical_bias to 0.45. Click and drag the number 50 that appears on the left side, and slide it upwards until it says 30. In the Attributes panel, find and expand the Layout section. Step 1: Add color resources First, you'll learn how to add new color resources. You have written the code to send the current count to the second fragment. In the Attributes dialog, enter myArg for the name and set the type to Integer, then click the Add button. In the fragment_first.xml layout file, notice the id for the TextView. Other Settings Preferences for New Projects. You can add this property anywhere inside the TextView code. Click the Hide icon at the top right of the Component Tree. Step 7: Explore the app template When you created the project and selected Basic Activity, an AndroidManifest.xml file was created. Open it and scroll down to the application element. You can see the package name here. Step 8: Set the theme for your app. In the manifest, add a new theme for your TextView. Later in the tutorial, you'll look at the Next button and modify this theme. It has no effect on what it does. Your layout might have different themes and perhaps some different vertical or horizontal layout constraints. The exact values of the attributes for the appearance of the TextView might differ for your app. Next, you will update the Random button to display a random number between 0 and the current count on a second screen. Step 1: Open the layout editor. Find and open the layout folder (app>res>layout) on the left side in the Project panel. To work through this code lab, you will need a computer that can run Android Studio 3.6 or higher (or already has Android Studio 3.6 or higher installed). Having the strings in a resource file has several advantages, layout. This folder contains the UI layout files for your activities. AVD Manager, or click the AVD Manager icon in the toolbar. Do any of the buttons have the attribute app:layout_constraintVertical_bias? This should rebuild everything so that Android Studio can find FirstFragmentDirections. Step 2: Show a toast In this step, you will attach a Java method to the Toast button to show a toast when the user presses the button. This will make it harder to translate your app to other languages. Reconnect the device to your computer. Next you will make the Count button update the number that is displayed in the TextView. See the Using Hardware Devices documentation. It includes these subfolders: drawable. All your app's images will be stored in this folder. Take a look at the Constraint Widget in the Layout pane of the Attributes panel. (For this code lab, it really doesn't matter which device definition you pick.) Every layout must have a root view that contains all the other views. Step 3: Explore width and height properties Now that you have a new screen background color, you will use it to explore the effects of changing the width and height properties of views. The errors occur because the button have changed their id and now these constraints are referencing non-existent views. The Arguments section shows Nothing to show. Click on SecondFragment, and look at the Attributes panel. The square represents the selected view. In this task, you will make your buttons respond when the user presses them. Go back to fragment_first.xml so you can see the XML code for the layout. The alpha value is a measure of transparency. To show Developer options and enable USB Debugging: On your device, open Settings > About phone and tap Build number seven times. Add a new property to the TextView called android:background, and start typing to set its value to @color. The buttons should now have the following text and ids: Button text id Left button Toast @+id/toast button Middle button Count @+id/count button Right button Random @+id/random button Step 1: Fix errors if necessary If you edited the XML for the layout directly, you might see some errors. In the XML, extract the string resource to count_button text and set the value to Count. These are the colors you can see in your app layout, for example, purple for the app bar. The layout_width and layout_height properties are both set to match parent. The constraint between it and the TextView looks a little different, a wavy line instead of a jagged one, with no arrow. Next, you will learn how to create more resources like the string resources you worked with earlier. app:layout_constraintTop_toBottomOf="@+id/textview_first" You may see a warning, "Not Horizontally Constrained". To delete a constraint: In the design view or blueprint view, hold the Ctrl key (Command on a Mac) and move the cursor over the circle for the constraint until the circle highlights, then click the circle. Add a new color named buttonBackground. app:layout_constraintBottom_toTopOf="@+id/button_first" app:layout_constraintEnd_toEndOf="@+id/random_button" These properties define the position of the TextView. To fix this, click the highlighted code. This menu also appears in the toolbar: Select Button, which is near the top, and drag and drop it onto the design view, placing it underneath the TextView near the other button. It's OK if you do not see that constraint. Step 3: Explore the project structure and layout. The upper left of the Android Studio window should look similar to the following diagram: Based on you selecting the Basic Activity template for your project, Android Studio has set up a number of files for you. mipmaps: This folder contains the launcher icons for your app. Close the settings editing by pressing OK. They may be arranged differently in your version of Android Studio, but the function is the same. NavHostFragment.findNavController(FirstFragment.this).navigate(action); Here is the whole method, including the code you added earlier: public void onViewCreated(@NonNull View view, Bundle savedInstanceState) { super.onViewCreated(view, savedInstanceState); view.findViewById(R.id.random_button).setOnClickListener(new View.OnClickListener() { @Override public void onClick(View view) { Toast.makeText(getApplicationContext(), "Hello toast!", Toast.LENGTH_SHORT).show(); } }); } NavHostFragment.findNavController(FirstFragment.this).navigate(action); }); view.findViewById(R.id.toast_button).setOnClickListener(new View.OnClickListener() { @Override public void onClick(View view) { Toast.makeText(getApplicationContext(), "Hello toast!", Toast.LENGTH_SHORT).show(); } }); } Run your app. Run your app on a device To let Android Studio communicate with your device, you must turn on USB Debugging on your Android device. Step 7: Send the count to the second fragment The Next/Random button was set up by Android Studio to go from the first fragment to the second, but it doesn't send any information. It sets up a click listener for the random button, which was originally created as the Next button. Click Next. Currently, your app has one activity that has a layout file called activity_main.xml. 4. You can change the value of string without having to change any other code. Step 1: Add a TextView for the random number Open fragment_second.xml (app > res > layout > fragment_second.xml) and switch to Design View if needed. Select Basic Activity (not the default). values > strings.xml file. This message space is called a Snackbar, and it's one of several ways to notify users of your app with brief information. Look at the Attributes panel on the right, and notice the id field. app:layout_constraintEnd_toStartOf="@+id/toast_button" Your app's layout is now basically complete, but its appearance can be improved with a few small changes. This is the button you changed into the Random button. Android Studio uses Gradle as its build system. Delete the constraint on the left side of the Next button. Scroll through the list to get an idea of the attributes you could set for a TextView. You'll use this later to find particular views using the findViewById() method in your Java code. We encourage you to keep learning. (You will learn about that later.) Just below that click listener, add code to set up a click listener for the toast button, which creates and displays a toast. On Android 4.2 and higher, the Developer options screen is hidden by default. For example, change the font family, increase the text size, and select bold style. Toast Run the app to make sure it displays as you expect it to. At this point, your screen should look a bit less cluttered, similar to the screenshot shown below. // Get the value of the text view String countString = showCountTextView.getText().toString(); Convert the value to a number, and increment it. The click listener can either: Implement a small amount of code directly. In the Attributes panel, select the background property and press Enter. Change the value of the string from Next to Random. com.example.myfirstapp (test): This folder is where you would put your unit tests. Select textview_first in the Component Tree and look at the Constraint Widget in the Attributes panel. Android Studio has a layout editor where you can create and define layouts. Using resources enables you to use the same values in multiple places, or to define values and have the UI update automatically whenever the value is changed. Unit tests don't need an Android device to run. Troubleshooting: If you don't see the file fragment_first.xml, confirm you are running Android Studio 3.6 or later, which is required for this code lab.

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