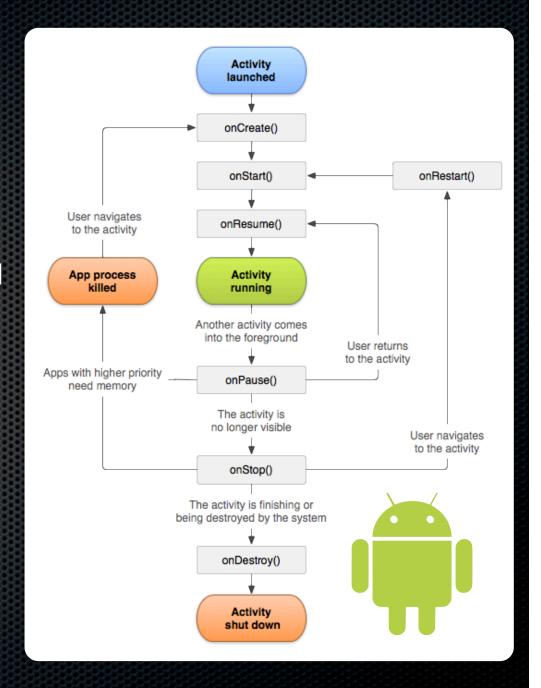
Mobile Application Programing: Android Ul and Layout

Activities

- Apps are composed of activities
- Activities are self-contained tasks made up of one screen-full of information
- Activities start one another and are destroyed commonly
- Apps can use activities belonging to another app
- Much more to come...



Informational Views

- TextView
- ImageView
- ProgressBar
- AnalogClock
- DigitalClock
- Chronometer

VideoView

View & ViewGroup



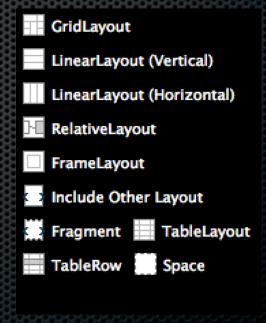
abc Firstname Lastname 1 ... 2 ... 3 user@domain (555) 0100 Address Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor

12:00am

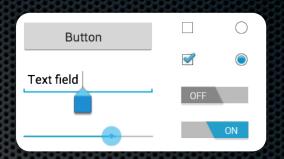
1/1/2011



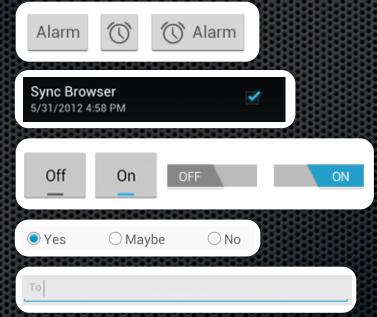
(D)



Input Controls



- Buttons
- Check Boxes
- Toggle Buttons
- Radio Buttons
- Text Fields



Buttons



- Class android.widget.Button
- Principal Event onClick Principal Property title
- Accepting Event
 - Call setOnClickListener with an anonymous class as the argument
 - Define public void onClick (View v) in the anonymous class

Check Boxes

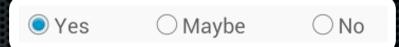
- Class android.widget.CheckBox
- Principal Event onClick Principal Property checked
- Accepting Event
 - Call setOnCheckedChangeListener with an anonymous class as the argument
 - Define onCheckedChanged (. . .) in the anonymous class

Toggle Buttons



- Class android.widget.ToggleButton
- Principal Event onClick Principal Property checked
- Accepting Event
 - Just like CheckBox as both are actually subclasses of android.widget.CompoundButton

Radio Buttons



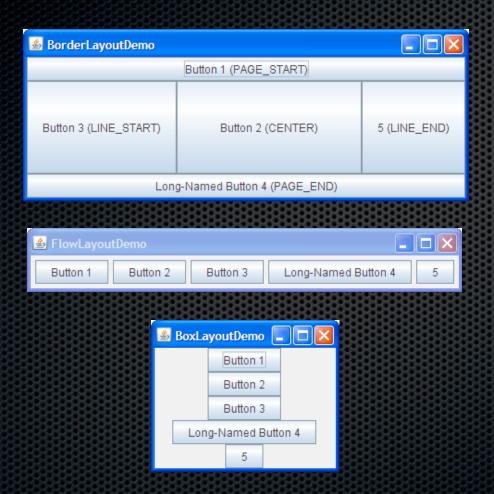
- Classes android.widget.RadioButton & android.widget.RadioGroup
- Principal Event onClick Principal Property checked
- Creation Instantiate RadioButton then and add to a RadioGroup
- Accepting Event
 - Create an anonymous on click listener class as with a CheckBox and store it in a variable
 - Call setOnCheckedChangeListener passing variable
 - More simply, you can also set one on the RadioGroup instead

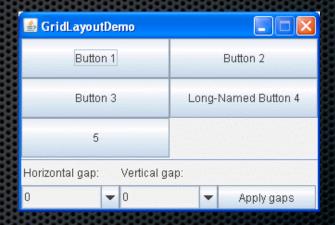
Text Fields

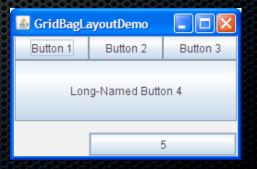


- Class android.widget.TextView & android.widget.EditText
- Principal Event onKey Principal Property text
- Accepting Event
 - Call setOnKeyListener (defined by the View class) with an anonymous class as the argument
 - Define onKey (. . .) in the anonymous class

AWT Layout Managers

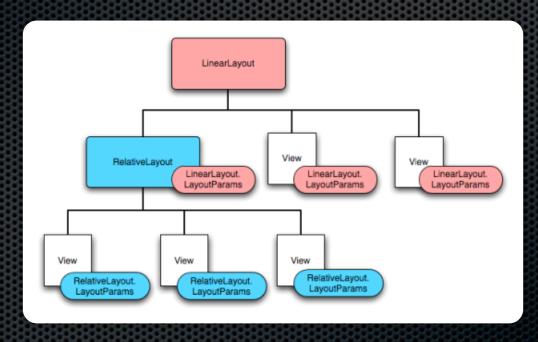






http://java.sun.com/docs/books/tutorial/uiswing/layout/visual.html

Android Layout Approach



http://developer.android.com/guide/topics/ui/declaring-layout.html