

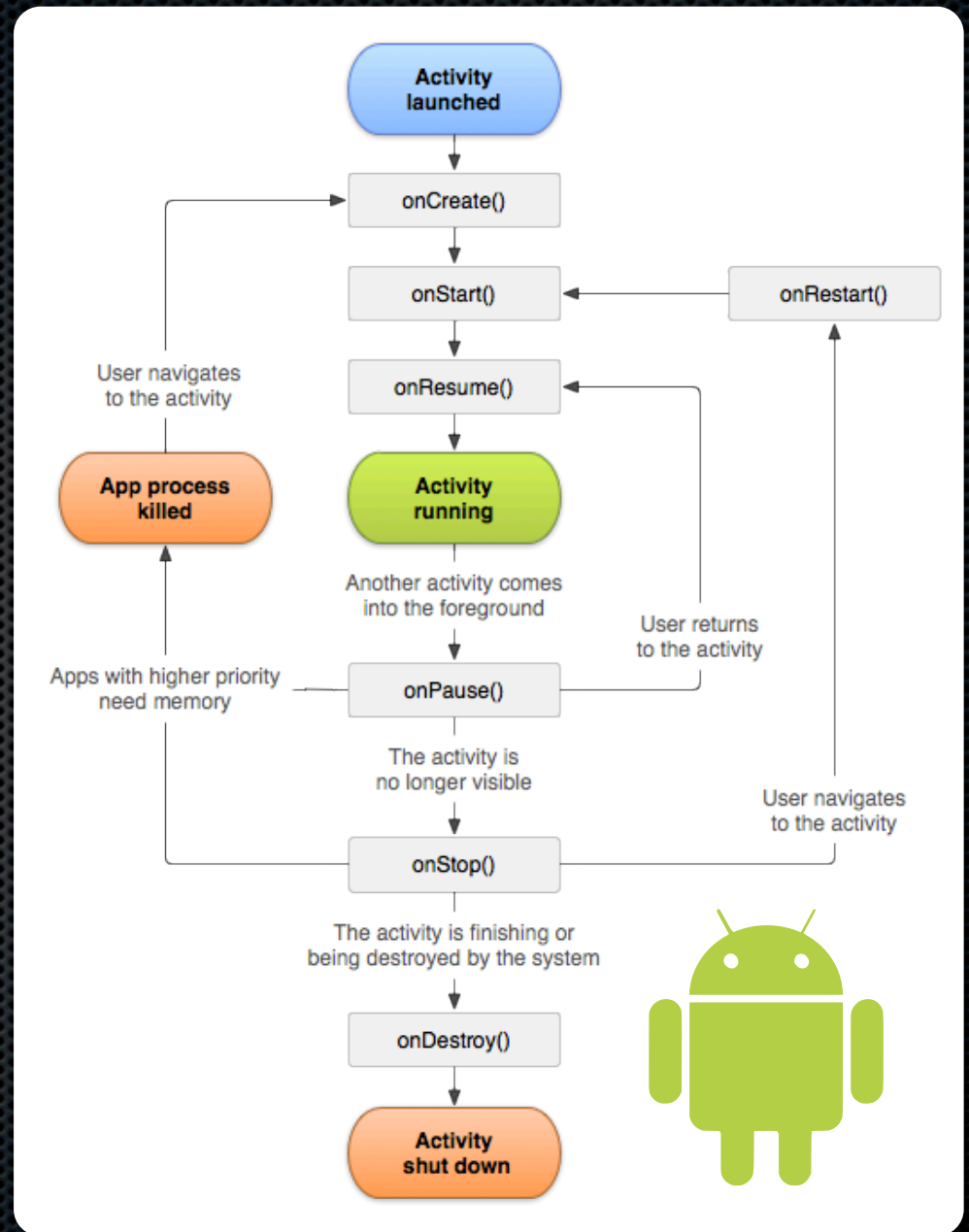
# Mobile Application Programming: Android

## Custom Controls



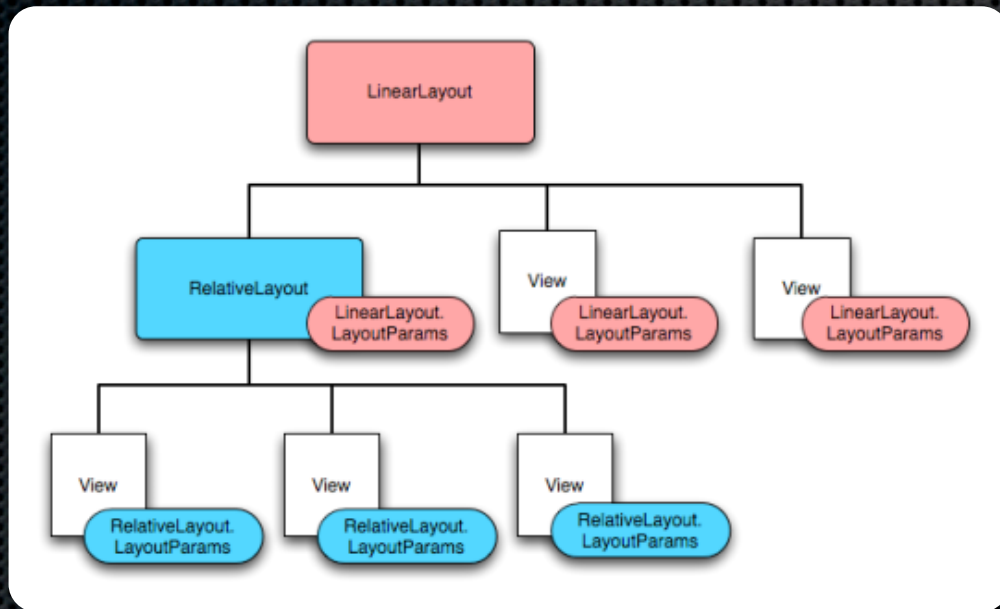
# Activities

- ❖ 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**

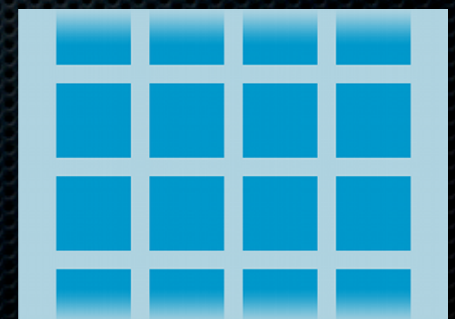
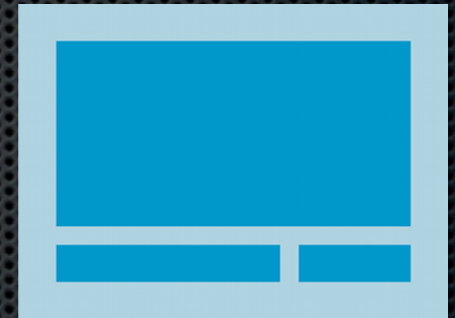




# Android Layout



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





# View & ViewGroup

- GridLayout
- LinearLayout (Vertical)
- LinearLayout (Horizontal)
- RelativeLayout
- FrameLayout
- Include Other Layout
- Fragment
- TableLayout
- TableRow
- Space

TextView Large Medium Small

Button Small OFF

CheckBox Radio Button

CheckedTextView

Spinner

Progress indicators

Switch

abc

Firstname Lastname

.....

1...2...3

user@domain

(555) 0100

Address

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor

12:00am

1/1/2011



Alarm Alarm

Sync Browser 5/31/2012 4:58 PM

Off On OFF ON

Yes Maybe No

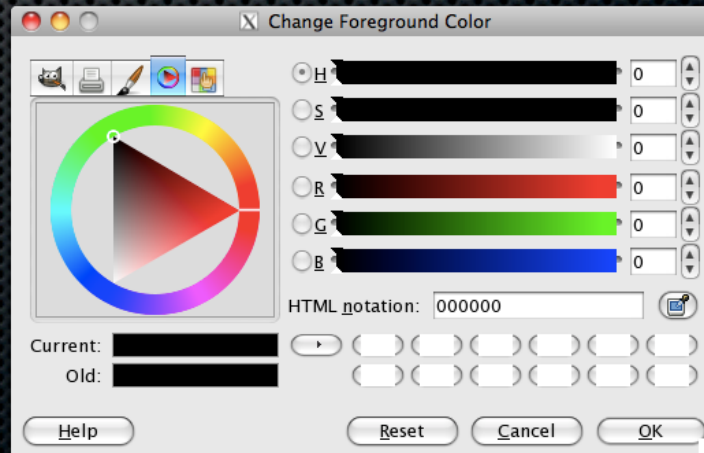
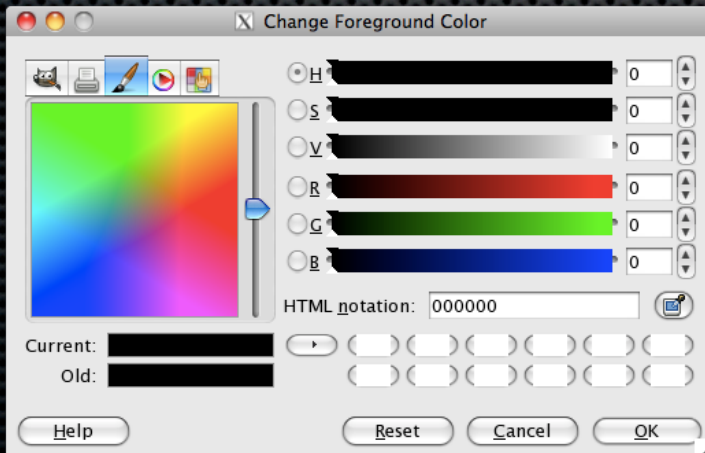
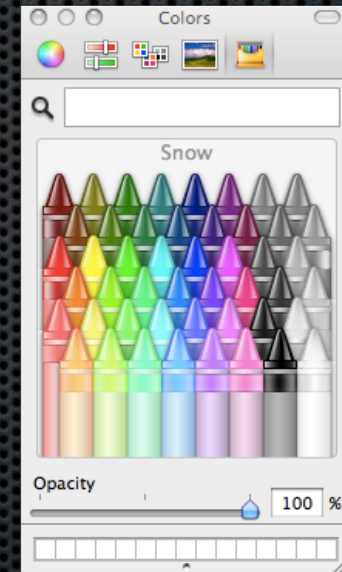
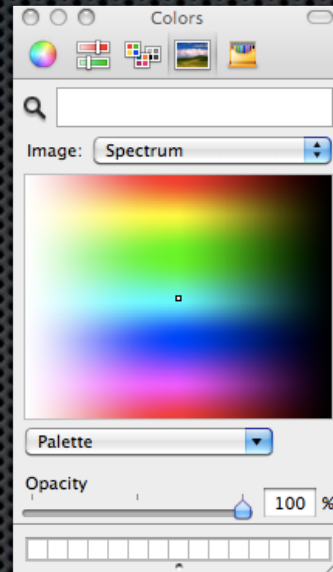
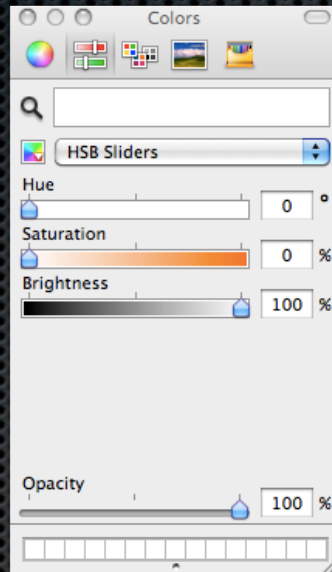
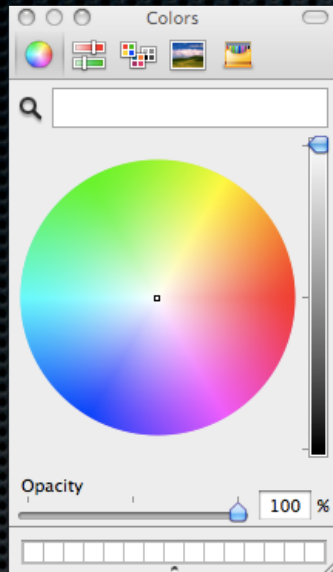
To|

Button

Text field

OFF ON

# Custom Controls



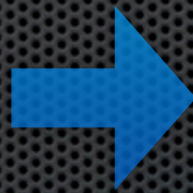


# 3D Color Chooser



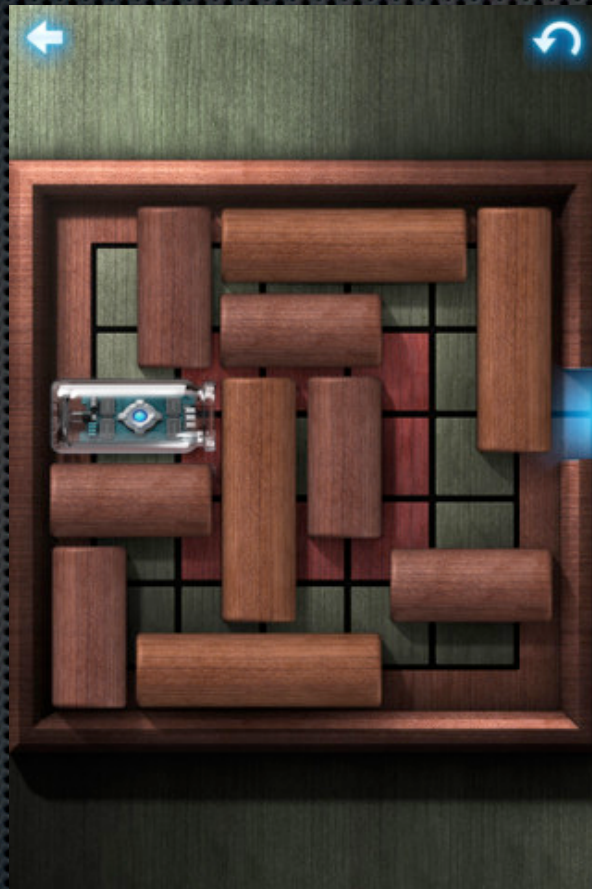


# Gimbals





# The Heist



<http://itunes.apple.com/us/app/the-heist/id424724418?mt=8>



# Creating a Custom Control

- ✦ Create subclass of View class
- ✦ Override:
  - ✦ `onDraw(Canvas c)`
  - ✦ `onMeasure(int wMeasure, int hMeasure)`
- ✦ Add listener interface and listener property for the interesting events the control generates and call `on... methods` when events occur

