Using the BasicViews2 project created in the previous Try It Out, modify the main.xml file

as shown here:

<?xml version=”1.0” encoding=”utf-8”?>

<LinearLayout xmlns:android=”http://schemas.android.com/apk/res/android”

android:layout\_width=”fill\_parent”

android:layout\_height=”fill\_parent”

android:orientation=”vertical” >

<ProgressBar android:id=”@+id/progressbar”

android:layout\_width=”wrap\_content”

android:layout\_height=”wrap\_content”

**style=”@android:style/Widget.ProgressBar.Horizontal” />**

</LinearLayout>

**Modify the BasicViews2Activity.java file by adding the following statements in bold:**

**package** madlab.progressbarex1;

**import** android.os.Bundle;

**import** android.os.Handler;

**import** android.app.Activity;

**import** android.view.Menu;

**import** android.view.View;

**import** android.widget.ProgressBar;

**public** **class** ProBarMain **extends** Activity {

**static** **int** *progress*;

ProgressBar progressBar;

**int** progressStatus = 0;

Handler handler = **new** Handler();

/\*\* Called when the activity is first created. \*/

@Override

**protected** **void** onCreate(Bundle savedInstanceState) {

**super**.onCreate(savedInstanceState);

setContentView(R.layout.*activity\_pro\_bar\_main*);

*progress* = 0;

progressBar = (ProgressBar) findViewById(R.id.*progressbar*);

progressBar.setMax(200);

// ---do some work in background thread---

**new** Thread(**new** Runnable() {

**public** **void** run() {

// ---do some work here---

**while** (progressStatus < 100) {

progressStatus = doSomeWork();

// ---Update the progress bar---

handler.post(**new** Runnable() {

**public** **void** run() {

progressBar.setProgress(progressStatus);

}

});

}

// ---hides the progress bar---

handler.post(**new** Runnable() {

**public** **void** run() {

// ---0 - VISIBLE; 4 - INVISIBLE; 8 - GONE---

progressBar.setVisibility(View.*GONE*);

}

});

}

// ---do some long running work here---

**private** **int** doSomeWork() {

**try** {

// ---simulate doing some work---

Thread.*sleep*(500);

} **catch** (InterruptedException e) {

e.printStackTrace();

}

**return** ++*progress*;

}

}).start();

}

@Override

**public** **boolean** onCreateOptionsMenu(Menu menu) {

// Inflate the menu; this adds items to the action bar if it is present.

getMenuInflater().inflate(R.menu.*pro\_bar\_main*, menu);

**return** **true**;

}

}