Android 高手进阶教程

目录

Android 常用名令集锦

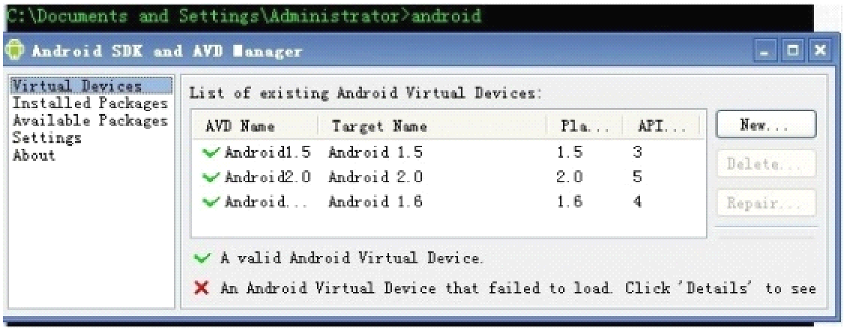
大家好，今天我们要讲的是 android 开发中，比较常用的名令集锦， 在我们开发中难免用到 Android 命令，有些确实命令确实很有用处。

特别对于一些初学者来说，命令根本没有想过用也不会用，比如他们想安装一个.apk 文件到模拟器上面，但是他们不会启动模拟器，他们只会先启动 Eclipse，然后在启动模拟器，这样不但浪费时间，而且 Eclipse 又占用你的内存。这也是我为什么总结这篇文章的原因了，希望对大家有所帮助。

如果想让系统认识你输入的命令(如:输入 android 命令)有两种方法：1.设置环境变量.(和设置 java 路径一样，具体网上查哦!);2.直接进 入你 SDK 里 tools 目录(cd:sdkpath/tools)这样也 OK.不过在此建议使用第一种!下面就是自己的小小总结:

1.android:

对你只要输入 android 就会出来,SDK and AVD manager 我们可以更新 SDK,增删修改 AVD.效果如下图:



```
C:\Documents and Settings\Administrator>android
```

List of existing Android Virtual Devices:

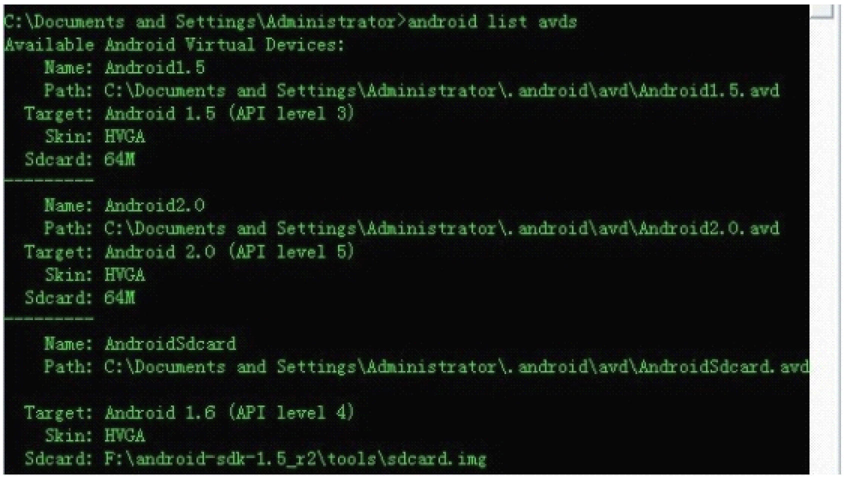
AVD Name	Target Name	Pla...	API...
✓ Android1.5	Android 1.5	1.5	3
✓ Android2.0	Android 2.0	2.0	5
✓ Android...	Android 1.6	1.6	4

✓ A valid Android Virtual Device.

✗ An Android Virtual Device that failed to load. Click 'Details' to see

2.android list avds:

这条命令将会列出所有我们创建的 android 模拟器.效果如下图:

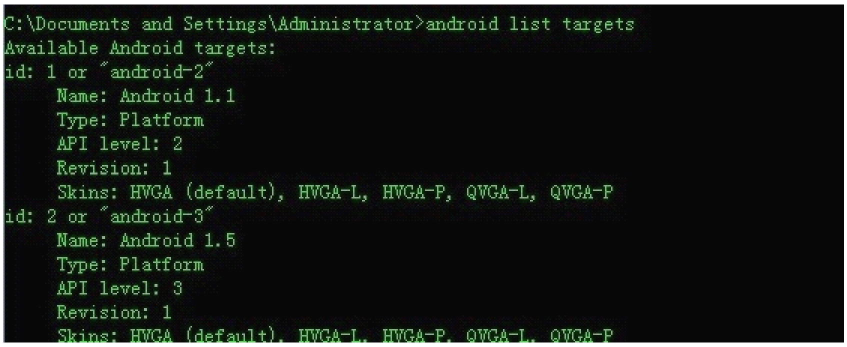


```
C:\Documents and Settings\Administrator>android list avds
Available Android Virtual Devices:
    Name: Android1.5
    Path: C:\Documents and Settings\Administrator\.android\avd\Android1.5.avd
  Target: Android 1.5 (API level 3)
    Skin: HVGA
  Sdcard: 64M
---------
    Name: Android2.0
    Path: C:\Documents and Settings\Administrator\.android\avd\Android2.0.avd
  Target: Android 2.0 (API level 5)
    Skin: HVGA
  Sdcard: 64M
---------
    Name: AndroidSdcard
    Path: C:\Documents and Settings\Administrator\.android\avd\AndroidSdcard.avd

  Target: Android 1.6 (API level 4)
    Skin: HVGA
  Sdcard: F:\android-sdk-1.5_r2\tools\sdcard.img
```

3.android list targets:

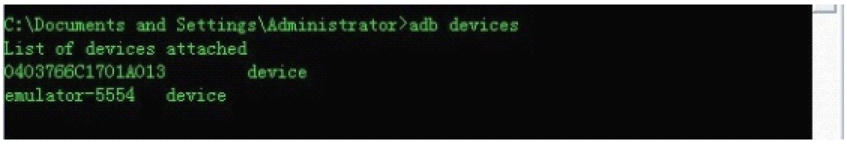
这条命令是列出我们所有的 SDK 可用版本,效果如下图:



```
C:\Documents and Settings\Administrator>android list targets
Available Android targets:
id: 1 or "android-2"
     Name: Android 1.1
     Type: Platform
     API level: 2
     Revision: 1
     Skins: HVGA (default), HVGA-L, HVGA-P, QVGA-L, QVGA-P
id: 2 or "android-3"
     Name: Android 1.5
     Type: Platform
     API level: 3
     Revision: 1
     Skins: HVGA (default), HVGA-L, HVGA-P, QVGA-L, QVGA-P
```

4.adb devices:

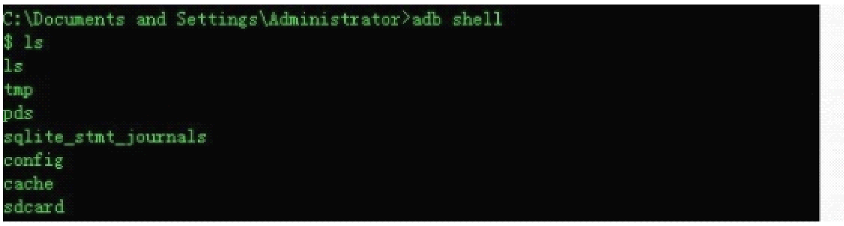
这条命令是列出所有装载的设置，效果如下图(一个是模拟器，一个是真机):



```
C:\Documents and Settings\Administrator>adb devices
List of devices attached
0403766C1701A013        device
emulator-5554   device
```

5.adb shell:

这条命令是进入设备根目录/,取得对设备的控制权，如输入 ls 命令等。



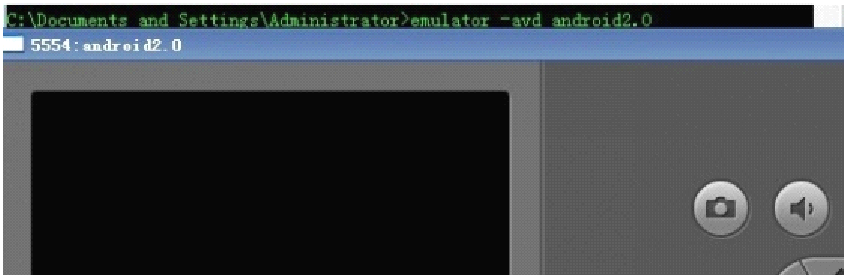
```
C:\Documents and Settings\Administrator>adb shell
$ ls
ls
tmp
pds
sqlite_stmt_journals
config
cache
sdcard
```

6.adb install XXX.apk.

这条命令是安装 apk 文件，如果你有多个设备(而你想把 apk 安装到 emulator-5554 这个模拟器上)则要输入:adb install -s emulator-5554 D:/XXX.apk.

7.emulator -avd avdname

这条命令将启动一个模拟器，初学者学会这条，就不用下次启动模拟器的时候还要打开 Eclipse 了。用法如下:



```
C:\Documents and Settings\Administrator>emulator -avd android2.0
```

8.mksdcard 256M d:\sdcard.img

对于模拟器当然要创建 sdcard 了，这条命令是将在 D 盘下生成 256M 的 sdcard.

9.adb pull <remote> <local>/adb push <local> <remote>.

我们创建完 sdcard 以后，要向里面放东西，或者把里面的东西弄出来，就用到以上命令了。以 adb push(将 sdcard 外的东西存放进去.)为例，用法如下:adb push foo.txt /sdcard/foo.txt

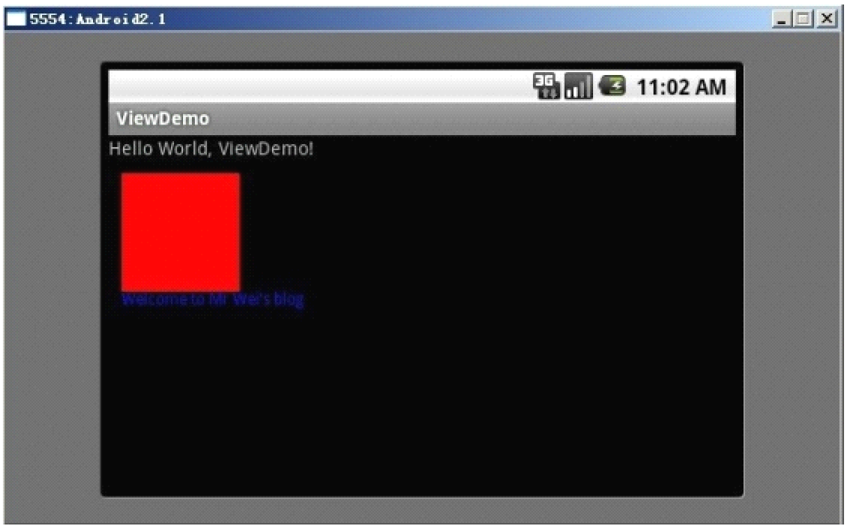
10.android create avd --name Android2.0 --target 5

这是创建 avd 的命令。--name 后面就是 avd 的名称，target 是 SDK 的版本。这条语句是创建名称为 Android2.0 并且版本为 5 的 avd.

创建完可以用 android list avds。查看是否已经创建成功。

11.ctrl + F11 键的使用

当我们启动模拟器的时候,通常是 port 模式，如果我们想在 land 下看效果,这个组合按钮就用到啦.看一下效果图：



Hello World, ViewDemo!

Welcome to Mr Wei's blog

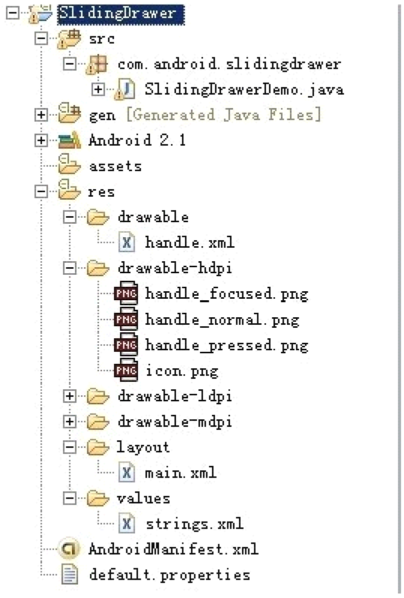
Android Launcher 抽屉类 SlidingDrawer 的使用

最近在研究 Lanucher ,看了源码，发现了 SlidingDrawer 这个类，也就是所谓的"抽屉"类。它的用法很简单，要包括 handle ,和 content .

handle 就是当你点击它的时候，content 要么抽抽屉要么关抽屉。别的不多说了，具体步骤如下.

1.新建 Android 工程,命名为 SlidingDrawer .

2.准备素材,在这里我的图标是用 Launcher2 里面的图标,放在 drawable-hdpi 文件夹目录结构如下:



```
SlidingDrawer
  src
    com.android.slidingdrawer
      SlidingDrawerDemo.java
  gen [Generated Java Files]
  Android 2.1
  assets
  res
    drawable
      handle.xml
    drawable-hdpi
      handle_focused.png
      handle_normal.png
      handle_pressed.png
      icon.png
    drawable-ldpi
    drawable-mdpi
    layout
      main.xml
    values
      strings.xml
  AndroidManifest.xml
  default.properties
```

3.设置 main.xml 布局:代码如下:

view plaincopy to clipboardprint?

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
     android:orientation="vertical"
```

```
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      android:background="#808080"
      >
<SlidingDrawer
      android:id="@+id/slidingdrawer"
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      android:orientation="vertical"
      android:handle="@+id/handle"
      android:content="@+id/content">
      <Button
                    android:id="@+id/handle"
                    android:layout_width="88dip"
                    android:layout_height="44dip"
                    android:background="@drawable/handle"
              />
      <LinearLayout
              android:id="@+id/content"
              android:layout_width="fill_parent"
              android:layout_height="fill_parent"
              android:background="#00ff00">
              <Button
                    android:id="@+id/button"
                    android:layout_width="wrap_content"
                    android:layout_height="wrap_content"
                    android:text="Button"
              />
              <EditText
```

```
                    android:id="@+id/editText"
                    android:layout_width="fill_parent"
                    android:layout_height="wrap_content"
                />
      </LinearLayout>
</SlidingDrawer>
</LinearLayout>
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
      android:orientation="vertical"
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      android:background="#808080"
      >
<SlidingDrawer
      android:id="@+id/slidingdrawer"
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      android:orientation="vertical"
      android:handle="@+id/handle"
      android:content="@+id/content">
      <Button
                    android:id="@+id/handle"
                    android:layout_width="88dip"
                    android:layout_height="44dip"
                    android:background="@drawable/handle"
                />
      <LinearLayout
              android:id="@+id/content"
```

```
        android:layout_width="fill_parent"
        android:layout_height="fill_parent"
        android:background="#00ff00">
        <Button
            android:id="@+id/button"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:text="Button"
        />
        <EditText
            android:id="@+id/editText"
            android:layout_width="fill_parent"
            android:layout_height="wrap_content"
        />
    </LinearLayout>
</SlidingDrawer>
</LinearLayout>
```

4.设置 handle 图标的样式，在 drawable 里添加 handle.xml ,代码如下:

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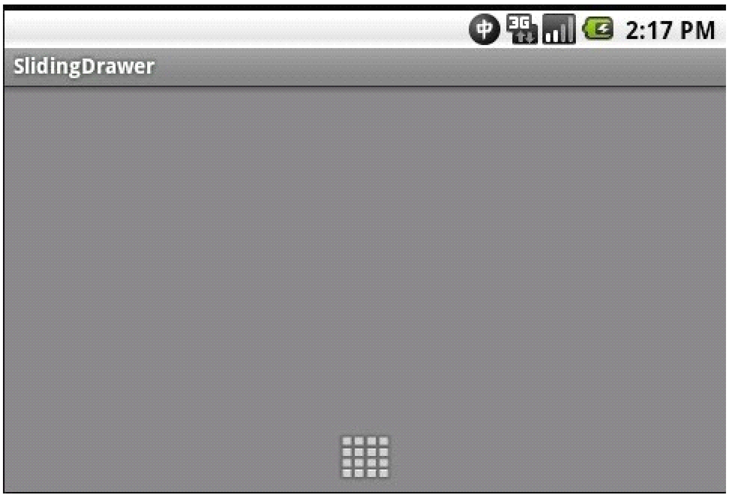
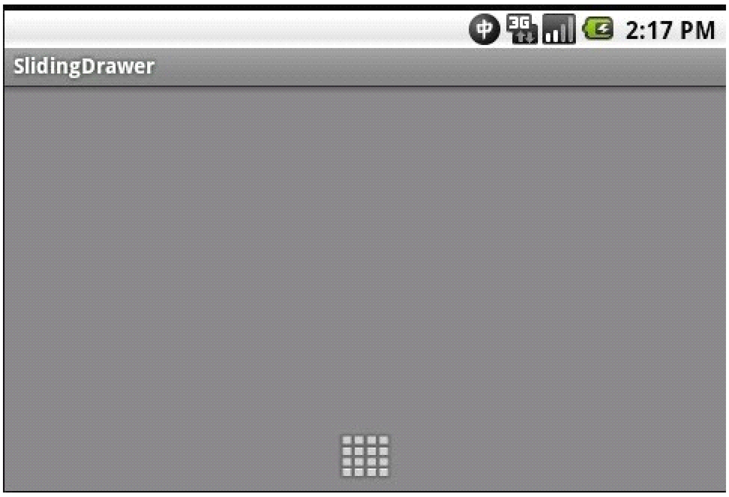
```
<?xml version="1.0" encoding="utf-8"?>
<selector xmlns:android="http://schemas.android.com/apk/res/android">
    <item android:state_window_focused="false" android:state_enabled="true"
android:drawable="@drawable/handle_normal" />
    <item android:state_pressed="true"
android:drawable="@drawable/handle_pressed" />
    <item android:state_focused="true" android:state_enabled="true"
android:drawable="@drawable/handle_focused" />
    <item android:state_enabled="true"
android:drawable="@drawable/handle_normal" />
```

```
      <item android:state_focused="true"
android:drawable="@drawable/handle_focused" />
</selector>
<?xml version="1.0" encoding="utf-8"?>
<selector xmlns:android="http://schemas.android.com/apk/res/android">
      <item android:state_window_focused="false" android:state_enabled="true"
android:drawable="@drawable/handle_normal" />
      <item android:state_pressed="true"
android:drawable="@drawable/handle_pressed" />
      <item android:state_focused="true" android:state_enabled="true"
android:drawable="@drawable/handle_focused" />
      <item android:state_enabled="true"
android:drawable="@drawable/handle_normal" />
      <item android:state_focused="true"
android:drawable="@drawable/handle_focused" />
</selector>
```

5.运行之。将会得到如下效果:





的比较简单呵呵，如果想深入了解，大家看 Launcher 源码吧！

Android 中自定义 View 的应用

大家好我们今天的教程是在 Android 教程中自定义 View 的学习，对于初学着来说,他们习惯了 Android 传统的页面布局方式，如下代码:

view plaincopy to clipboardprint?

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
      android:orientation="vertical"
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      >
<TextView
      android:layout_width="fill_parent"
      android:layout_height="wrap_content"
      android:text="@string/hello"
      />
</LinearLayout>
```

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
      android:orientation="vertical"
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      >
<TextView
      android:layout_width="fill_parent"
      android:layout_height="wrap_content"
      android:text="@string/hello"
      />
```

```
</LinearLayout>
```

当然上面的布局方式可以帮助我们完成简单应用的开发了，但是如果你想写一个复杂的应用，这样就有点牵强了，大家不信可以下源码都研究看看，高手写的布局方式,如上面的布局高手通常是这样写的:

view plaincopy to clipboardprint?

```
<?xml version="1.0" encoding="utf-8"?>
<A>
      <B></B>
</A>
```

```
<?xml version="1.0" encoding="utf-8"?>
<A>
<B></B>
</A>
```

view plaincopy to clipboardprint?

其中 A extends LinerLayout, B extends TextView.

其中 A extends LinerLayout, B extends TextView.

为了帮助大家更容易理解，我写了一个简单的Demo ,具体步骤如下：

首先新建一个Android 工程 命名为ViewDemo .

然后自定义一个View 类，命名为MyView(extends View) .代码如下:

view plaincopy to clipboardprint?

```
package com.android.tutor;
import android.content.Context;
import android.graphics.Canvas;
import android.graphics.Color;
import android.graphics.Paint;
import android.graphics.Rect;
import android.graphics.Paint.Style;
import android.util.AttributeSet;
import android.view.View;
```

```
public class MyView extends View {
      private Paint mPaint;
      private Context mContext;
      private static final String mString = "Welcome to Mr Wei’s blog";

      public MyView(Context context) {
              super(context);

      }
      public MyView(Context context,AttributeSet attr)
      {
              super(context,attr);

      }
      @Override
      protected void onDraw(Canvas canvas) {
              // TODO Auto-generated method stub
              super.onDraw(canvas);

              mPaint = new Paint();

              //设置画笔颜色
              mPaint.setColor(Color.RED);
              //设置填充
              mPaint.setStyle(Style.FILL);

              //画一个矩形,前俩个是矩形左上角坐标，后面俩个是右下角坐标
              canvas.drawRect(new Rect(10, 10, 100, 100), mPaint);
              mPaint.setColor(Color.BLUE);
              //绘制文字
              canvas.drawText(mString, 10, 110, mPaint);
      }
}
package com.android.tutor;
import android.content.Context;
import android.graphics.Canvas;
import android.graphics.Color;
import android.graphics.Paint;
import android.graphics.Rect;
import android.graphics.Paint.Style;
import android.util.AttributeSet;
import android.view.View;
public class MyView extends View {
private Paint mPaint;
private Context mContext;
private static final String mString = "Welcome to Mr Wei's blog";

public MyView(Context context) {
    super(context);

}
public MyView(Context context,AttributeSet attr)
{
    super(context,attr);

}
@Override
```

```
protected void onDraw(Canvas canvas) {
    // TODO Auto-generated method stub
    super.onDraw(canvas);

    mPaint = new Paint();

    //设置画笔颜色
    mPaint.setColor(Color.RED);
    //设置填充
    mPaint.setStyle(Style.FILL);

    //画一个矩形,前俩个是矩形左上角坐标，后面俩个是右下角坐标
    canvas.drawRect(new Rect(10, 10, 100, 100), mPaint);

    mPaint.setColor(Color.BLUE);
    //绘制文字
    canvas.drawText(mString, 10, 110, mPaint);
}
}
```

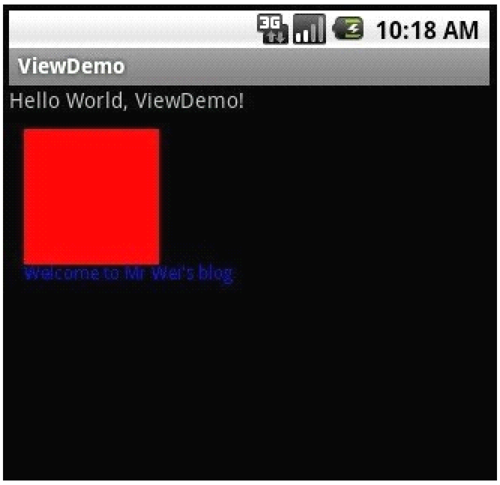
然后将我们自定义的 View 加入到 main.xml 布局文件中,代码如下:

view plaincopy to clipboardprint?

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
      android:orientation="vertical"
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      >
<TextView
```

```
      android:layout_width="fill_parent"
      android:layout_height="wrap_content"
      android:text="@string/hello"
      />
<com.android.tutor.MyView
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
/>
</LinearLayout>
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
      android:orientation="vertical"
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      >
<TextView
      android:layout_width="fill_parent"
      android:layout_height="wrap_content"
      android:text="@string/hello"
      />
<com.android.tutor.MyView
android:layout_width="fill_parent"
      android:layout_height="fill_parent"
/>
</LinearLayout>
```

最后执行之，效果如下图:



Hello World, ViewDemo!

Welcome to Mr Wei's blog

OK,大功告成，今天就写到这里

Android 中自定义属性(attr.xml,TypedArray)的使用

今天我们的教程是根据前面一节扩展进行的，如果你没有看,请点击 Android高手进阶教程(三) 查看第三课,这样跟容易方便你的理解!

在xml 文件里定义控件的属性，我们已经习惯了android:attrs="" ,那么我们能不能定义自己的属性能，比如:test:attrs="" 呢？答案是肯定的.

好了我就不卖关子了，直接进入主题。大致以下步骤:

一、 在res/values 文件下定义一个attrs.xml 文件.代码如下:

view plaincopy to clipboardprint?

一、在res/values文件下定义一个attrs.xml文件.代码如下:

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <declare-styleable name="MyView">
        <attr name="textColor" format="color" />
        <attr name="textSize" format="dimension" />
    </declare-styleable>
</resources>
```

一、在res/values文件下定义一个attrs.xml文件.代码如下:

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <declare-styleable name="MyView">
        <attr name="textColor" format="color" />
        <attr name="textSize" format="dimension" />
    </declare-styleable>
</resources>
```

二、 我们在MyView.java 代码修改如下，其中下面的构造方法是重点，我们获取定义的属性我们R.sytleable.MyView_textColor, 获取方法中后面通常设定默认值(float textSize = a.getDimension(R.styleable.MyView_textSize, 36);)， 防止我们在xml 文件中没

有定义.从而使用默认值!

获取，MyView 就是定义在<declare-styleable name="MyView
"></declare-styleable> 里的名字,获取里面属性用 名字_ 属性 连接起来就可以.TypedArray 通常最后调用 .recycle() 方法，为了保持以后使用该属性一致性!

view plaincopy to clipboardprint?

```
public MyView(Context context,AttributeSet attrs)
      {
              super(context,attrs);
              mPaint = new Paint();

              TypedArray a = context.obtainStyledAttributes(attrs,
                          R.styleable.MyView);

              int textColor = a.getColor(R.styleable.MyView_textColor,
                          0XFFFFFFFF);
              float textSize = a.getDimension(R.styleable.MyView_textSize,
36);

              mPaint.setTextSize(textSize);
              mPaint.setColor(textColor);

              a.recycle();
      }
public MyView(Context context,AttributeSet attrs)
{
    super(context,attrs);
    mPaint = new Paint();

    TypedArray a = context.obtainStyledAttributes(attrs,
      R.styleable.MyView);

    int textColor = a.getColor(R.styleable.MyView_textColor,
      0XFFFFFFFF);
    float textSize = a.getDimension(R.styleable.MyView_textSize, 36);

    mPaint.setTextSize(textSize);
    mPaint.setColor(textColor);

    a.recycle();
}
```

MyView.java 全部代码如下:

view plaincopy to clipboardprint?

```
package com.android.tutor;
import android.content.Context;
import android.content.res.TypedArray;
import android.graphics.Canvas;
import android.graphics.Color;
import android.graphics.Paint;
import android.graphics.Rect;
import android.graphics.Paint.Style;
import android.util.AttributeSet;
import android.view.View;
public class MyView extends View {
      private Paint mPaint;
      private Context mContext;
      private static final String mString = "Welcome to Mr Wei's blog";

      public MyView(Context context) {
              super(context);
              mPaint = new Paint();
      }
      public MyView(Context context,AttributeSet attrs)
      {
              super(context,attrs);
              mPaint = new Paint();

              TypedArray a = context.obtainStyledAttributes(attrs,
                          R.styleable.MyView);

              int textColor = a.getColor(R.styleable.MyView_textColor,
                          0XFFFFFFFF);
              float textSize = a.getDimension(R.styleable.MyView_textSize,
36);

              mPaint.setTextSize(textSize);
              mPaint.setColor(textColor);

              a.recycle();
      }
      @Override
      protected void onDraw(Canvas canvas) {
              // TODO Auto-generated method stub
              super.onDraw(canvas);
              //设置填充
              mPaint.setStyle(Style.FILL);

              //画一个矩形,前俩个是矩形左上角坐标，后面俩个是右下角坐标
              canvas.drawRect(new Rect(10, 10, 100, 100), mPaint);

              mPaint.setColor(Color.BLUE);
              //绘制文字
              canvas.drawText(mString, 10, 110, mPaint);
      }
}
package com.android.tutor;
import android.content.Context;
import android.content.res.TypedArray;
import android.graphics.Canvas;
import android.graphics.Color;
import android.graphics.Paint;
import android.graphics.Rect;
import android.graphics.Paint.Style;
import android.util.AttributeSet;
import android.view.View;
public class MyView extends View {
private Paint mPaint;
private Context mContext;
private static final String mString = "Welcome to Mr Wei's blog";

public MyView(Context context) {
    super(context);
    mPaint = new Paint();
}
public MyView(Context context,AttributeSet attrs)
{
    super(context,attrs);
    mPaint = new Paint();

    TypedArray a = context.obtainStyledAttributes(attrs,
      R.styleable.MyView);

    int textColor = a.getColor(R.styleable.MyView_textColor,
      0XFFFFFFFF);
    float textSize = a.getDimension(R.styleable.MyView_textSize, 36);

    mPaint.setTextSize(textSize);
    mPaint.setColor(textColor);

    a.recycle();
}
@Override
protected void onDraw(Canvas canvas) {
    // TODO Auto-generated method stub
    super.onDraw(canvas);
    //设置填充
    mPaint.setStyle(Style.FILL);

    //画一个矩形,前俩个是矩形左上角坐标，后面俩个是右下角坐标
    canvas.drawRect(new Rect(10, 10, 100, 100), mPaint);

    mPaint.setColor(Color.BLUE);
    //绘制文字
    canvas.drawText(mString, 10, 110, mPaint);
}
}
```

三、将我们自定义的 MyView 加入布局 main.xml 文件中，平且使用自定义属性,自定义属性必须加上:

xmlns:test ="http://schemas.android.com/apk/res/com.android.tutor "蓝色 是自定义属性的前缀，红色 是我们包名.

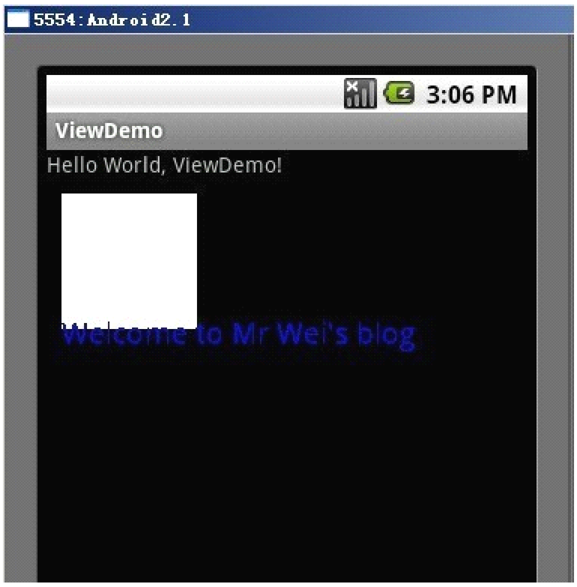
main.xml 全部代码如下:

view plaincopy to clipboardprint?

```
<?xml
version="1.0" encoding="utf-8"?>
<LinearLayout
xmlns:android="http://schemas.android.com/apk/res/android"

xmlns:test="http://schemas.android.com/apk/res/com.android.tutor"
      android:orientation="vertical"
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      >
<TextView
      android:layout_width="fill_parent"
      android:layout_height="wrap_content"
      android:text="@string/hello"
      />
<com.android.tutor.MyView
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      test:textSize="20px"
      test:textColor="#fff"
/>
</LinearLayout>
```

```
<?xml
version="1.0" encoding="utf-8"?>
<LinearLayout
xmlns:android="http://schemas.android.com/apk/res/android"

xmlns:test="http://schemas.android.com/apk/res/com.android.tutor"
      android:orientation="vertical"
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      >
<TextView
      android:layout_width="fill_parent"
      android:layout_height="wrap_content"
      android:text="@string/hello"
      />
<com.android.tutor.MyView
android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      test:textSize="20px"
      test:textColor="#fff"
/>
</LinearLayout>
```

四、运行之效果如下图:



Hello World, ViewDemo!

Welcome to Mr Wei's blog

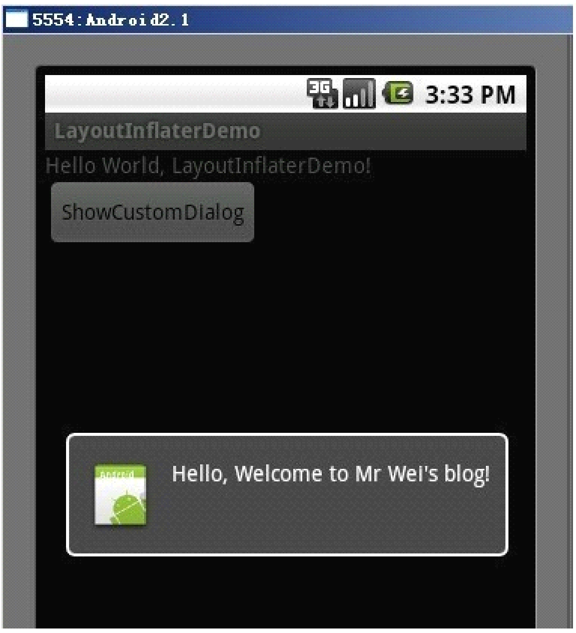
今天就到此结束

Android 中 LayoutInflater 的使用

大家好我们这一节讲的是 LayoutInflater 的使用,在实际开发种 LayoutInflater 这个类还是非常有用的,它的作用类似于 findViewById(),
不同点是LayoutInflater是用来找 layout 下 xml 布局文件,并且实例化!而 findViewById() 是找具体 xml 下的具体 widget 控件(如:Button,TextView 等)。

为了让大家容易理解我做了一个简单的 Demo,主布局 main.xml 里有一个 TextView 和一个 Button，当点击 Button，出现 Dialog,而这个 Dialog 的布局方式是我们在 layout 目录下定义的 custom_dialog.xml 文件(里面左右分布，左边 ImageView,右边 TextView)。

效果图如下:



Hello World, LayoutInflaterDemo!

Hello, Welcome to Mr Wei's blog!

下面我将详细的说明 Demo 的实现过程:

1、新建一个 Android 工程，我们命名为 LayoutInflaterDemo.

2、修改 main.xml 布局，里面主要在原来基础上增加了一个 Button.代码如下:

view plaincopy to clipboardprint?

```
<?xml version="1.0"
encoding="utf-8"?>
<LinearLayout
xmlns:android="http://schemas.android.com/apk/res/android"
      android:orientation="vertical"
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      >
<TextView
      android:layout_width="fill_parent"
      android:layout_height="wrap_content"
      android:text="@string/hello"
      />
<Button
      android:id="@+id/button"
      android:layout_width="wrap_content"
      android:layout_height="wrap_content"
      android:text="ShowCustomDialog"
      />
</LinearLayout>
```

```
<?xml version="1.0"
encoding="utf-8"?>
<LinearLayout
xmlns:android="http://schemas.android.com/apk/res/android"
      android:orientation="vertical"
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      >
<TextView
      android:layout_width="fill_parent"
      android:layout_height="wrap_content"
      android:text="@string/hello"
      />
<Button
android:id="@+id/button"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="ShowCustomDialog"
/>
</LinearLayout>
```

3.定义对话框的布局方式，我们在 layout 目录下，新建一个名为 custom_dialog.xml 文件具体代码如下:

view plaincopy to clipboardprint?

```
<?xml version="1.0"
encoding="utf-8"?>
<LinearLayout
xmlns:android="http://schemas.android.com/apk/res/android"
                        android:orientation="horizontal"
                        android:layout_width="fill_parent"
                        android:layout_height="fill_parent"
                        android:padding="10dp"
                        >
      <ImageView android:id="@+id/image"
                         android:layout_width="wrap_content"
                         android:layout_height="fill_parent"
                         android:layout_marginRight="10dp"
                         />
      <TextView android:id="@+id/text"
                        android:layout_width="wrap_content"
                        android:layout_height="fill_parent"
                        android:textColor="#FFF"
                        />
</LinearLayout>
<?xml version="1.0"
encoding="utf-8"?>
<LinearLayout
xmlns:android="http://schemas.android.com/apk/res/android"
                        android:orientation="horizontal"
                        android:layout_width="fill_parent"
                        android:layout_height="fill_parent"
                        android:padding="10dp"
                        >
      <ImageView android:id="@+id/image"
                         android:layout_width="wrap_content"
                         android:layout_height="fill_parent"
                         android:layout_marginRight="10dp"
                         />
      <TextView android:id="@+id/text"
                        android:layout_width="wrap_content"
                        android:layout_height="fill_parent"
                        android:textColor="#FFF"
                        />
</LinearLayout>
```

4.修改主程序 LayouInflaterDemo.java 代码如下:

view plaincopy to clipboardprint?

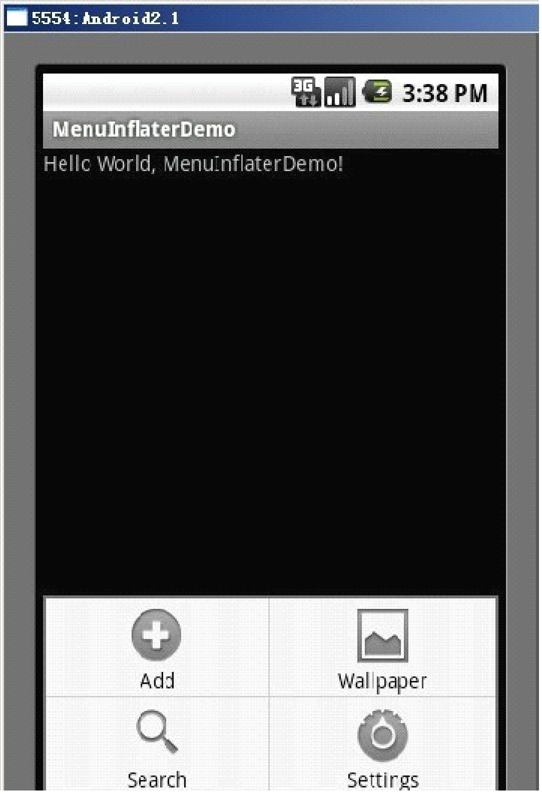
```
package com.android.tutor;
import android.app.Activity;
import android.app.AlertDialog;
import android.content.Context;
import android.os.Bundle;
import android.view.LayoutInflater;
import android.view.View;
import android.view.View.OnClickListener;
import android.widget.Button;
import android.widget.ImageView;
import android.widget.TextView;
public class LayoutInflaterDemo extends Activity implements
OnClickListener {

      private Button button;
      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              setContentView(R.layout.main);

              button = (Button)findViewById(R.id.button);
              button.setOnClickListener(this);
      }
      @Override
      public void onClick(View v) {

              showCustomDialog();
      }

      public void showCustomDialog()
      {
              AlertDialog.Builder builder;
              AlertDialog alertDialog;
              Context mContext = LayoutInflaterDemo.this;

              //下面俩种方法都可以
              ////LayoutInflater inflater = getLayoutInflater();
              LayoutInflater inflater = (LayoutInflater)
mContext.getSystemService(LAYOUT_INFLATER_SERVICE);
              View layout = inflater.inflate(R.layout.custom_dialog,null);
              TextView text = (TextView) layout.findViewById(R.id.text);
              text.setText("Hello, Welcome to Mr Wei's blog!");
              ImageView image = (ImageView) layout.findViewById(R.id.image);

              image.setImageResource(R.drawable.icon);
              builder = new AlertDialog.Builder(mContext);
              builder.setView(layout);
              alertDialog = builder.create();
              alertDialog.show();
      }
}
package com.android.tutor;
import android.app.Activity;
import android.app.AlertDialog;
import android.content.Context;
import android.os.Bundle;
import android.view.LayoutInflater;
import android.view.View;
import android.view.View.OnClickListener;
import android.widget.Button;
import android.widget.ImageView;
import android.widget.TextView;
public class LayoutInflaterDemo extends Activity implements
OnClickListener {

private Button button;
      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              setContentView(R.layout.main);

              button = (Button)findViewById(R.id.button);
              button.setOnClickListener(this);
      }
@Override
public void onClick(View v) {

    showCustomDialog();
}

public void showCustomDialog()
{
    AlertDialog.Builder builder;
    AlertDialog alertDialog;
    Context mContext = LayoutInflaterDemo.this;
    //下面俩种方法都可以
    ////LayoutInflater inflater = getLayoutInflater();
    LayoutInflater inflater = (LayoutInflater)
mContext.getSystemService(LAYOUT_INFLATER_SERVICE);
    View layout = inflater.inflate(R.layout.custom_dialog,null);
    TextView text = (TextView) layout.findViewById(R.id.text);
    text.setText("Hello, Welcome to Mr Wei's blog!");
    ImageView image = (ImageView) layout.findViewById(R.id.image);
    image.setImageResource(R.drawable.icon);
    builder = new AlertDialog.Builder(mContext);
    builder.setView(layout);
    alertDialog = builder.create();
    alertDialog.show();
}
}
```

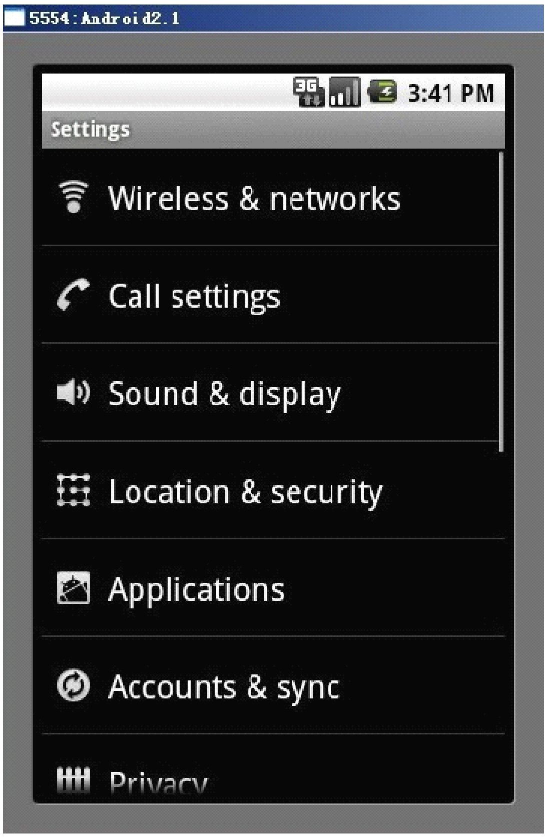
5、最后执行之，点击 Button，将得到上述效果。

Android 中 MenuInflater 的使用(布局定义菜单)

大家好，我们上一节讲的是 LayoutInflater 的 使用，而这一节我将讲一下 MenuInflater ,顾名思义，LayoutInflater 是用来解析定义在 layout 下的布局文件，那么 MenuInflater 是不是用来解析定义在 menu 目录下的菜单布局文件呢？ 恭喜你答对了!(*^__^*) 嘻嘻……

我们传统意义上 的定义菜单感觉比较繁琐，当我们使用 MenuInflater 来生成菜单，你会发现是多么的爽朗，呵呵，我今天的小 Demo,是定义四个菜单，并且实现了一个菜单事件。就是我们点击设置 (Setting)菜单，进入手机设置状态！下面看一下效果图:





下面是实现 Demo 的详细步骤:

一、建立一个 Android 工程我们命名为 MenuInflaterDemo .

二、在 res 目录下创建 menu 目录，并且创建 options_menu.xml (我们定义的菜单)文件，代码如下:

```
view plaincopy to clipboardprint?
<?xml version="1.0" encoding="utf-8"?>
<menu
    xmlns:android="http://schemas.android.com/apk/res/android">
      <item android:id="@+id/menu_add"
```

```
                android:title="Add"
                android:icon="@android:drawable/ic_menu_add"
                   />
      <item android:id="@+id/menu_wallaper"
                android:title="Wallpaper"
                android:icon="@android:drawable/ic_menu_gallery"
                   />
     <item android:id="@+id/menu_search"
                android:title="Search"
                android:icon="@android:drawable/ic_search_category_default"
                   />
     <item android:id="@+id/menu_setting"
                android:title="Settings"
                android:icon="@android:drawable/ic_menu_preferences"
                   />
</menu>
<?xml version="1.0" encoding="utf-8"?>
<menu
    xmlns:android="http://schemas.android.com/apk/res/android">
      <item android:id="@+id/menu_add"
                android:title="Add"
                android:icon="@android:drawable/ic_menu_add"
                   />
      <item android:id="@+id/menu_wallaper"
                android:title="Wallpaper"
                android:icon="@android:drawable/ic_menu_gallery"
                   />
     <item android:id="@+id/menu_search"
                android:title="Search"
                android:icon="@android:drawable/ic_search_category_default"
                   />
     <item android:id="@+id/menu_setting"
                android:title="Settings"
                android:icon="@android:drawable/ic_menu_preferences"
                   />
</menu>
```

三、主类 MenuInflaterDemo.java 的编码，这里写的代码很少哦，我这里只写了第四个菜单(Settings)的响应事件.全部代码如下:

view plaincopy to clipboardprint?

```
package com.android.tutor;
import android.app.Activity;
import android.content.Intent;
import android.os.Bundle;
import android.view.Menu;
import android.view.MenuInflater;
import android.view.MenuItem;
public class MenuInflaterDemo extends Activity {
      @Override
      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              setContentView(R.layout.main);
      }

      @Override
      public boolean onCreateOptionsMenu(Menu menu) {
              MenuInflater inflater = getMenuInflater();
              inflater.inflate(R.menu.options_menu, menu);
```

```
        return true;
    }

    @Override
    public boolean onOptionsItemSelected(MenuItem item) {
        switch (item.getItemId()) {
        case R.id.menu_add:

            break;
        case R.id.menu_wallaper:
            break;
        case R.id.menu_search:
            break;
        case R.id.menu_setting:
            showSettings();
            break;
        }
        return super.onOptionsItemSelected(item);
    }


    private void showSettings(){

                            final Intent settings = new
Intent(android.provider.Settings.ACTION_SETTINGS);
            settings.setFlags(Intent.FLAG_ACTIVITY_NEW_TASK |
                            Intent.FLAG_ACTIVITY_RESET_TASK_IF_NEEDED);
```

```
              startActivity(settings);
     }
}
package com.android.tutor;
import android.app.Activity;
import android.content.Intent;
import android.os.Bundle;
import android.view.Menu;
import android.view.MenuInflater;
import android.view.MenuItem;
public class MenuInflaterDemo extends Activity {
      @Override
      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              setContentView(R.layout.main);
      }

      @Override
      public boolean onCreateOptionsMenu(Menu menu) {
         MenuInflater inflater = getMenuInflater();
         inflater.inflate(R.menu.options_menu, menu);
         return true;
      }

      @Override
      public boolean onOptionsItemSelected(MenuItem item) {
         switch (item.getItemId()) {
    case R.id.menu_add:
     break;
    case R.id.menu_wallaper:
     break;
    case R.id.menu_search:
     break;
    case R.id.menu_setting:
     showSettings();
     break;
    }
        return super.onOptionsItemSelected(item);
      }


      private void showSettings(){

                                 final      Intent      settings      =      new
Intent(android.provider.Settings.ACTION_SETTINGS);
               settings.setFlags(Intent.FLAG_ACTIVITY_NEW_TASK |
                             Intent.FLAG_ACTIVITY_RESET_TASK_IF_NEEDED);

        startActivity(settings);
     }
}
```

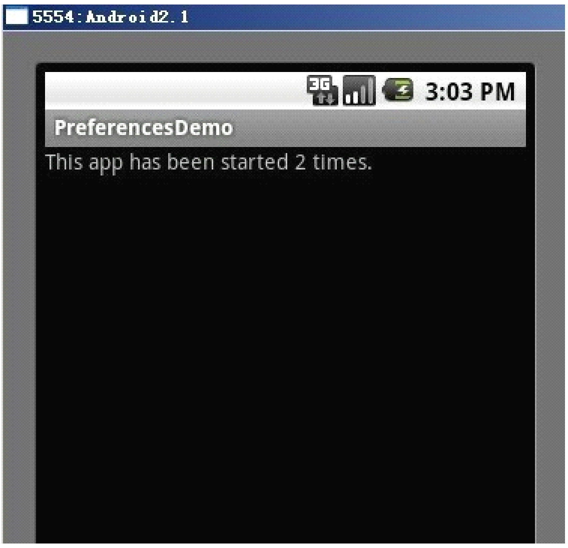
四、运行代码之，点击模拟器上的 menu 按钮将会出现上述效果图!

Android 中 Preferences 的使用!

大家好,我们这一节讲的是Android Preferences 的学习,Preferences 在Android 当中被用来记录应用，以及用户喜好等等，它可以用来保存

简单的数据类型，如 Int,Double,Boolean 等。Preferences 中保存的数据可以理解为 Map 型。我们通过 PreferenceManager 以及 getDefaultSharedPreferences(Context)来获取它，比如当我们想获得整数我们可以用 getInt(String key, int defVal) .获取里面的某个键值，当我们想修改时候我们用 putInt(String key, int newVal)， 最后用 edit()，方法提交!千万不要忘记了哦~

为了让大家跟好的理解我做了一个简单的 Demo,程序主要有个 TextView 控件，上面写着用户使用改应用的次数。效果如下图所示:



This app has been started 2 times.

下面是实现 Demo 的大体步骤:

一、新建一个 Android 工程命名为:PreferencesDemo。

二、在修改 main.xml 布局文件，这里只是在 TextView 控件里加了一个 id.代码如下:

view plaincopy to clipboardprint?

```
<?xml version=″1.0″ encoding=″utf-8″?>
<LinearLayout xmlns:android=″http://schemas.android.com/apk/res/android″
      android:orientation=″vertical″
      android:layout_width=″fill_parent″
      android:layout_height=″fill_parent″
      >
<TextView
      android:id=″@+id/text″
      android:layout_width=″fill_parent″
      android:layout_height=″wrap_content″
      android:text=″@string/hello″
      />
</LinearLayout>
```

```
<?xml version=″1.0″ encoding=″utf-8″?>
<LinearLayout xmlns:android=″http://schemas.android.com/apk/res/android″
      android:orientation=″vertical″
      android:layout_width=″fill_parent″
      android:layout_height=″fill_parent″
      >
<TextView
      android:id=″@+id/text″
      android:layout_width=″fill_parent″
      android:layout_height=″wrap_content″
      android:text=″@string/hello″
      />
</LinearLayout>
```

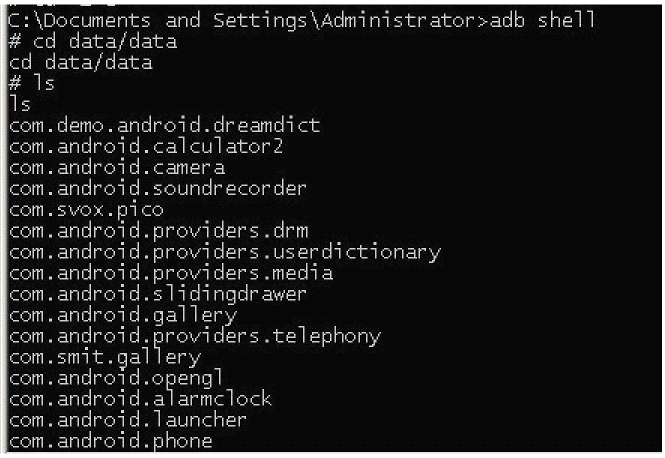
三、修改 PreferenceDemo.java 的代码，全部代码如下:

```
view plaincopy to clipboardprint?
package com.android.tutor;
import android.app.Activity;
import android.content.SharedPreferences;
import android.os.Bundle;
import android.preference.PreferenceManager;
import android.widget.TextView;
public class PreferencesDemo extends Activity {
      /** Called when the activity is first created. */
      @Override
      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              setContentView(R.layout.main);



              SharedPreferences mPerferences = PreferenceManager
              .getDefaultSharedPreferences(this);

              int counter = mPerferences.getInt("counter", 0);

              TextView mTextView = (TextView)findViewById(R.id.text);

              mTextView.setText("This app has been started " + counter + "
times.");

              SharedPreferences.Editor mEditor = mPerferences.edit();

              mEditor.putInt("counter", ++counter);
              mEditor.commit();
      }
}
package com.android.tutor;
import android.app.Activity;
import android.content.SharedPreferences;
import android.os.Bundle;
import android.preference.PreferenceManager;
import android.widget.TextView;
public class PreferencesDemo extends Activity {
      /** Called when the activity is first created. */
      @Override
      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              setContentView(R.layout.main);



              SharedPreferences mPerferences = PreferenceManager
              .getDefaultSharedPreferences(this);

              int counter = mPerferences.getInt("counter", 0);

              TextView mTextView = (TextView)findViewById(R.id.text);

              mTextView.setText("This app has been started " + counter + " times.");



              SharedPreferences.Editor mEditor = mPerferences.edit();
```

```
            mEditor.putInt("counter", ++counter);
            mEditor.commit();


        }
}
```

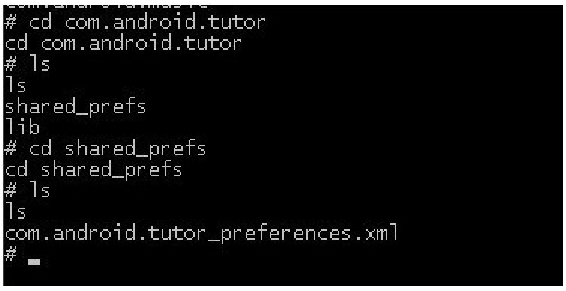
四、运行代码，实现上述效果.

五、查看 Preferences 文件，首先打开命令终端:adb shell 一下，然后 cd data/data 进入该目录，ls 一下我们会发现一大堆包文件，入下图所示:



```
C:\Documents and Settings\Administrator>adb shell
# cd data/data
cd data/data
# ls
ls
com.demo.android.dreamdict
com.android.calculator2
com.android.camera
com.android.soundrecorder
com.svox.pico
com.android.providers.drm
com.android.providers.userdictionary
com.android.providers.media
com.android.slidingdrawer
com.android.gallery
com.android.providers.telephony
com.smit.gallery
com.android.opengl
com.android.alarmclock
com.android.launcher
com.android.phone
```

cd com.android.tutor (这里是我程序的包名) /shared_prefs,ls 一下会发现.xml 文件如下图:



```
# cd com.android.tutor
cd com.android.tutor
# ls
ls
shared_prefs
lib
# cd shared_prefs
cd shared_prefs
# ls
ls
com.android.tutor_preferences.xml
# 
```

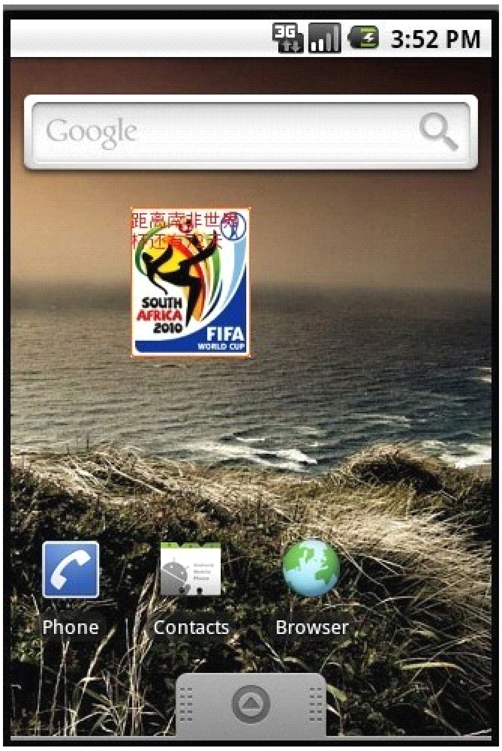
打开.xml 文件，格式如下(为什么这样大家自己去理解):

view plaincopy to clipboardprint?

```
<?xml version=’1.0’ encoding=’utf-8’ standalone=’yes’ ?>
<map>
<int name=″counter″ value=″3″ />
</map>
```

Android Widget 开发案例(世界杯倒计时!)

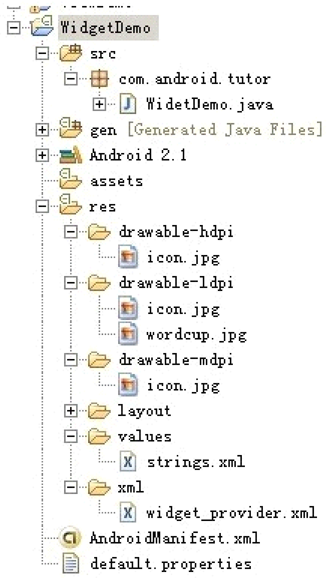
今天我们要写一下 Android Widget 的开发，由于快点凌晨，我就不说的太具体了，同志们就模仿吧！首先看一下效果图:



下面是 Demo 的详细步骤:

一、新建一个 Android 工程命名为:WidgetDemo.

二、准备素材，一个是 Widget 的图标，一个是 Widget 的背景。存放目录如下图:



```
WidgetDemo
  src
    com.android.tutor
      WidetDemo.java
  gen [Generated Java Files]
  Android 2.1
  assets
  res
    drawable-hdpi
      icon.jpg
    drawable-ldpi
      icon.jpg
      wordcup.jpg
    drawable-mdpi
      icon.jpg
    layout
    values
      strings.xml
    xml
      widget_provider.xml
  AndroidManifest.xml
  default.properties
```

三、修改 string.xml 文件如下:

view plaincopy to clipboardprint?

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
      <string name="hello">Hello World, WidetDemo!</string>
      <string name="app_name">DaysToWorldCup</string>
</resources>
```

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
      <string name="hello">Hello World, WidetDemo!</string>
      <string name="app_name">DaysToWorldCup</string>
</resources>
```

四、建立 Widget 内容提供者文件，我们在 res 下建立 xml 文件夹，并且新建一个 widget_provider.xml 代码入下:

```
view plaincopy to clipboardprint?
<?xml version="1.0" encoding="utf-8"?>
<appwidget-provider
xmlns:android="http://schemas.android.com/apk/res/android"
      android:minWidth="50dip"
      android:minHeight="50dip"
      android:updatePeriodMillis="10000"
      android:initialLayout="@layout/main"
/>
<?xml version="1.0" encoding="utf-8"?>
<appwidget-provider xmlns:android="http://schemas.android.com/apk/res/android"
android:minWidth="50dip"
android:minHeight="50dip"
android:updatePeriodMillis="10000"
android:initialLayout="@layout/main"
/>
```

五、修改 main.xml 布局，代码如下:

```
view plaincopy to clipboardprint?
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
      android:orientation="vertical"
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      android:background="@drawable/wordcup"
      >
<TextView
      android:id="@+id/wordcup"
      android:layout_width="fill_parent"
      android:layout_height="wrap_content"
      android:text="@string/hello"
      android:textSize="12px"
      android:textColor="#ff0000"
      />
</LinearLayout>
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
      android:orientation="vertical"
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      android:background="@drawable/wordcup"
      >
<TextView
android:id="@+id/wordcup"
      android:layout_width="fill_parent"
      android:layout_height="wrap_content"
      android:text="@string/hello"
    android:textSize="12px"
      android:textColor="#ff0000"
      />
</LinearLayout>
```

六、修改 WidgetDemo.java 代码如下:

view plaincopy to clipboardprint?

```
package com.android.tutor;
import java.util.Calendar;
import java.util.Date;
import java.util.GregorianCalendar;
import java.util.Timer;
import java.util.TimerTask;
import android.appwidget.AppWidgetManager;
import android.appwidget.AppWidgetProvider;
import android.content.ComponentName;
import android.content.Context;
import android.widget.RemoteViews;
public class WidetDemo extends AppWidgetProvider {
      /** Called when the activity is first created. */

      @Override
                public  void  onUpdate(Context  context,  AppWidgetManager
appWidgetManager,
                    int[] appWidgetIds) {

              Timer timer = new Timer();
              timer.scheduleAtFixedRate(new MyTime(context,appWidgetManager), 1,
60000);
              super.onUpdate(context, appWidgetManager, appWidgetIds);
      }


      private class MyTime extends TimerTask{
              RemoteViews remoteViews;
              AppWidgetManager appWidgetManager;
              ComponentName thisWidget;

                              public  MyTime(Context  context,AppWidgetManager
appWidgetManager){
                    this.appWidgetManager = appWidgetManager;
```

```
                                                       remoteViews    =    new
RemoteViews(context.getPackageName(),R.layout.main);

                                                       thisWidget    =    new
ComponentName(context,WidetDemo.class);
            }
            public void run() {

                 Date date = new Date();
                 Calendar calendar = new GregorianCalendar(2010,06,11);
                                                           long    days    =
(((calendar.getTimeInMillis()-date.getTime())/1000))/86400;
                 remoteViews.setTextViewText(R.id.wordcup, "距离南非世界杯还
有" + days+"天");
                              appWidgetManager.updateAppWidget(thisWidget,
remoteViews);

            }

     }

}
package com.android.tutor;
import java.util.Calendar;
import java.util.Date;
import java.util.GregorianCalendar;
import java.util.Timer;
import java.util.TimerTask;
import android.appwidget.AppWidgetManager;
import android.appwidget.AppWidgetProvider;
import android.content.ComponentName;
import android.content.Context;
import android.widget.RemoteViews;
public class WidetDemo extends AppWidgetProvider {
      /** Called when the activity is first created. */

@Override
public void onUpdate(Context context, AppWidgetManager appWidgetManager,
     int[] appWidgetIds) {

    Timer timer = new Timer();
    timer.scheduleAtFixedRate(new MyTime(context,appWidgetManager), 1, 60000);
    super.onUpdate(context, appWidgetManager, appWidgetIds);
}



private class MyTime extends TimerTask{
    RemoteViews remoteViews;
    AppWidgetManager appWidgetManager;
    ComponentName thisWidget;

    public MyTime(Context context,AppWidgetManager appWidgetManager){
     this.appWidgetManager = appWidgetManager;
     remoteViews = new RemoteViews(context.getPackageName(),R.layout.main);

     thisWidget = new ComponentName(context,WidetDemo.class);
    }
    public void run() {
     Date date = new Date();

     Calendar calendar = new GregorianCalendar(2010,06,11);

     long days = (((calendar.getTimeInMillis()-date.getTime())/1000))/86400;

     remoteViews.setTextViewText(R.id.wordcup, "距离南非世界杯还有" + days+"天");


     appWidgetManager.updateAppWidget(thisWidget, remoteViews);


    }


}


}
```

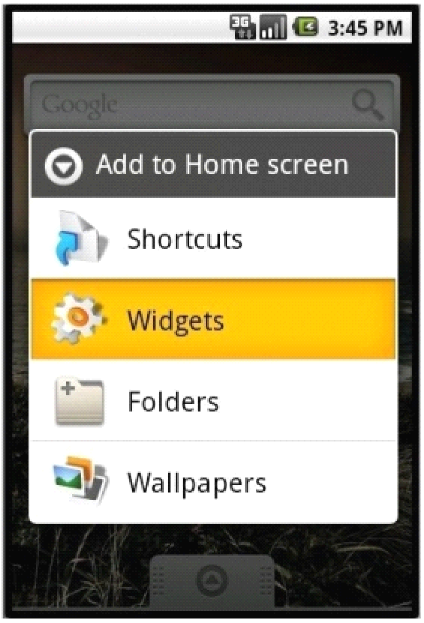
七、修改配置文件 AndroidManifest.xml，代码如下:

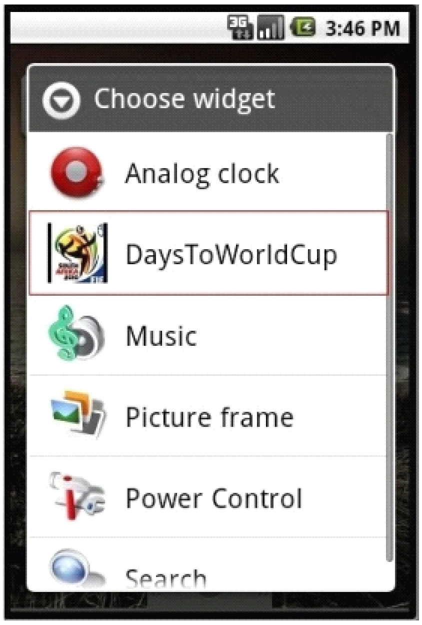
view plaincopy to clipboardprint?

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
          package="com.android.tutor"
          android:versionCode="1"
          android:versionName="1.0">
                              <application       android:icon="@drawable/icon"
android:label="@string/app_name">
              <receiver android:name=".WidetDemo"
                              android:label="@string/app_name">
                    <intent-filter>
                                                                          <action
android:name="android.appwidget.action.APPWIDGET_UPDATE" />
                    </intent-filter>
                    <meta-data android:name="android.appwidget.provider"
```

```
                                        android:resource="@xml/widget_provider"

                    />
                </receiver>
        </application>
        <uses-sdk android:minSdkVersion="7" />
</manifest>
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
          package="com.android.tutor"
          android:versionCode="1"
          android:versionName="1.0">
                              <application       android:icon="@drawable/icon"
android:label="@string/app_name">
                <receiver android:name=".WidetDemo"
                              android:label="@string/app_name">
                    <intent-filter>
                                                                        <action
android:name="android.appwidget.action.APPWIDGET_UPDATE" />
                    </intent-filter>
                    <meta-data android:name="android.appwidget.provider"
                             android:resource="@xml/widget_provider"
                    />
                </receiver>
        </application>
        <uses-sdk android:minSdkVersion="7" />
</manifest>
```

八、点击运行(Ctrl+F11),之，运行成功后，我们长时间点击桌面，会出现如下俩个，依次点击，就可以看到最上面的效果图:


3:45 PM
Google
Add to Home screen
Shortcuts
Widgets
Folders
Wallpapers


3:46 PM
Choose widget
Analog clock
DaysToWorldCup
Music
Picture frame
Power Control
Search

Android Handler 的使用

大家好我们这一节讲的是 Android Handler 的使用,在讲 Handler 之前，我们先提个小问题，就是如何让程序 5 秒钟更新一下 Title.

首先我们看一下习惯了 Java 编程的人，在不知道 Handler 的用法之前是怎么样写的程序,代码如下所示:

view plaincopy to clipboardprint?

```
package com.android.tutor;
import java.util.Timer;
import java.util.TimerTask;
import android.app.Activity;
import android.os.Bundle;
public class HandlerDemo extends Activity {

   //title 为 setTitle 方法提供变量,这里为了方便我设置成了 int 型
   private int title = 0;

   public void onCreate(Bundle savedInstanceState) {
      super.onCreate(savedInstanceState);
      setContentView(R.layout.main);

      Timer timer = new Timer();
      timer.scheduleAtFixedRate(new MyTask(), 1, 5000);
   }

   private class MyTask extends TimerTask{
      @Override
```

```
       public void run() {

           setTitle("Welcome to Mr Wei's blog " + title);
           title ++;
       }
    }
}
package com.android.tutor;
import java.util.Timer;
import java.util.TimerTask;
import android.app.Activity;
import android.os.Bundle;
public class HandlerDemo extends Activity {

//title 为 setTitle 方法提供变量,这里为了方便我设置成了 int 型
private int title = 0;

    public void onCreate(Bundle savedInstanceState) {
       super.onCreate(savedInstanceState);
       setContentView(R.layout.main);

       Timer timer = new Timer();
       timer.scheduleAtFixedRate(new MyTask(), 1, 5000);
    }

    private class MyTask extends TimerTask{
 @Override
 public void run() {

  setTitle("Welcome to Mr Wei's blog " + title);
  title ++;
 }
    }
}
```

然而当我们执行程序，并不能达到我们预期的效果，所以 Android 引进了 Handler 这个特殊的类，可以说它是 Runnable 和 Activity 交互的桥梁

，所以我们只要在 run 方法中发送 Message,而在 Handler 里，通过不同的 Message 执行不同的任务。

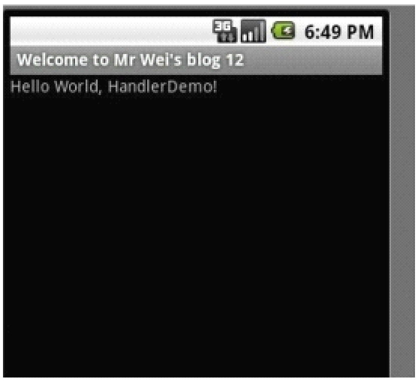
所以我们修改后的代码如下:

view plaincopy to clipboardprint?

```
package com.android.tutor;
import java.util.Timer;
import java.util.TimerTask;
import android.app.Activity;
import android.os.Bundle;
import android.os.Handler;
import android.os.Message;
public class HandlerDemo extends Activity {

    //title 为 setTitle 方法提供变量,这里为了方便我设置成了 int 型
    private int title = 0;

    private Handler mHandler = new Handler(){

        public void handleMessage(Message msg) {
            switch (msg.what) {
            case 1:
                updateTitle();
                break;
            }
        };
    };
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);

        Timer timer = new Timer();
        timer.scheduleAtFixedRate(new MyTask(), 1, 5000);
    }

    private class MyTask extends TimerTask{
        @Override
        public void run() {

            Message message = new Message();
            message.what = 1;
            mHandler.sendMessage(message);

        }
    }


    public void updateTitle(){

        setTitle("Welcome to Mr Wei's blog " + title);
        title ++;
    }
}
package com.android.tutor;
import java.util.Timer;
import java.util.TimerTask;
import android.app.Activity;
import android.os.Bundle;
import android.os.Handler;
import android.os.Message;
public class HandlerDemo extends Activity {

//title 为 setTitle 方法提供变量,这里为了方便我设置成了 int 型
private int title = 0;

private Handler mHandler = new Handler(){

  public void handleMessage(Message msg) {
    switch (msg.what) {
    case 1:
      updateTitle();
      break;
    }
  };
};
      public void onCreate(Bundle savedInstanceState) {
          super.onCreate(savedInstanceState);
          setContentView(R.layout.main);

          Timer timer = new Timer();
          timer.scheduleAtFixedRate(new MyTask(), 1, 5000);
      }

      private class MyTask extends TimerTask{
  @Override
```

```
 public void run() {

   Message message = new Message();
   message.what = 1;
   mHandler.sendMessage(message);

 }
     }



     public void updateTitle(){

     setTitle("Welcome to Mr Wei's blog " + title);
 title ++;
     }
}
```

下面我们看一下效果图:



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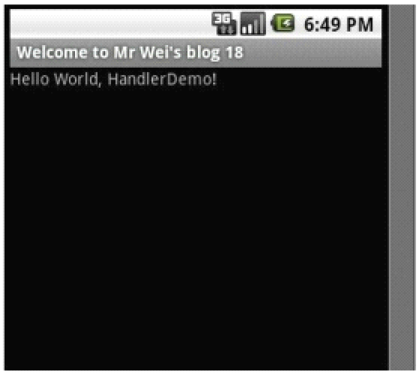
Hello World, HandlerDemo!



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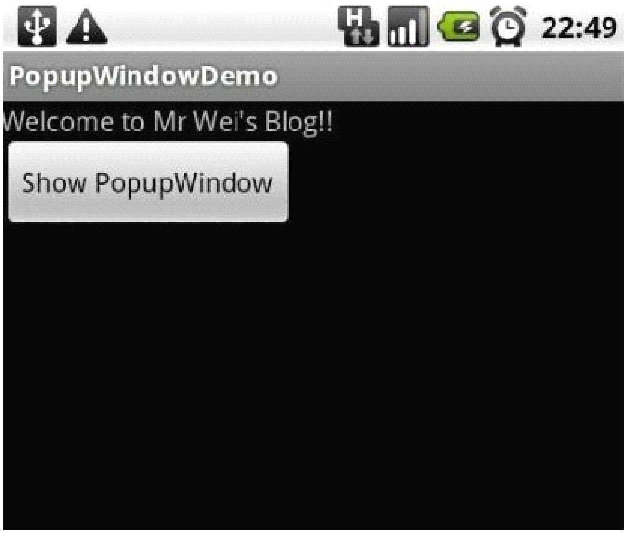
Hello World, HandlerDemo!

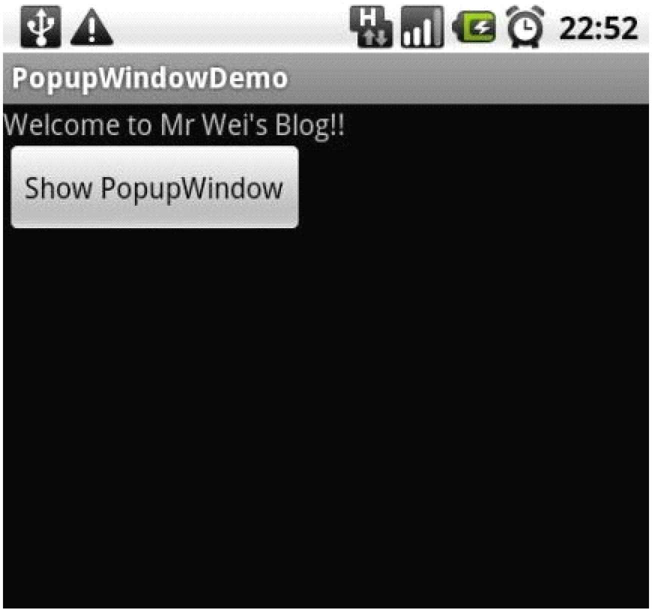
Android PopupWindow 的使用

大家好，我们这一节讲的是 Android PopupWindow 的使用! 在我理解其实 PopupWindow 其实类似于一个不能动的 Widget(仅从显示效果来说!)

它是浮在别的窗口之上的.

下面我将给大家做一个简单的 Demo，类似于音乐播放器的 Widget 的效果，点击 Button 的时候出来 PopupWindow,首先我们看一下效果图:





下面是核心代码:

view plaincopy to clipboardprint?

```
package com.android.tutor;
import android.app.Activity;
import android.content.Context;
import android.os.Bundle;
import android.view.Gravity;
import android.view.LayoutInflater;
import android.view.View;
import android.view.View.OnClickListener;
import android.view.ViewGroup.LayoutParams;
import android.widget.Button;
import android.widget.PopupWindow;
public class PopupWindowDemo extends Activity    implements OnClickListener{

      private Button btn;

      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              setContentView(R.layout.main);

              btn = (Button)findViewById(R.id.btn);
              btn.setOnClickListener(this);
      }
      @Override
      public void onClick(View v) {
              Context mContext = PopupWindowDemo.this;
              if (v.getId() == R.id.btn) {
                            LayoutInflater  mLayoutInflater  =  (LayoutInflater)
mContext
                                  .getSystemService(LAYOUT_INFLATER_SERVICE);

                    View music_popunwindwow = mLayoutInflater.inflate(
                                  R.layout.music_popwindow, null);
                    PopupWindow mPopupWindow = new PopupWindow(music_popunwindwow,
LayoutParams.FILL_PARENT,
                                  LayoutParams.WRAP_CONTENT);

                           mPopupWindow.showAtLocation(findViewById(R.id.main),
Gravity.RIGHT|Gravity.BOTTOM, 0, 0);
              }
      }
}
package com.android.tutor;
import android.app.Activity;
import android.content.Context;
import android.os.Bundle;
import android.view.Gravity;
import android.view.LayoutInflater;
import android.view.View;
import android.view.View.OnClickListener;
import android.view.ViewGroup.LayoutParams;
import android.widget.Button;
import android.widget.PopupWindow;
public class PopupWindowDemo extends Activity    implements OnClickListener{
private Button btn;

      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              setContentView(R.layout.main);

              btn = (Button)findViewById(R.id.btn);
              btn.setOnClickListener(this);
      }
@Override
public void onClick(View v) {
    Context mContext = PopupWindowDemo.this;
    if (v.getId() == R.id.btn) {
     LayoutInflater mLayoutInflater = (LayoutInflater) mContext
         .getSystemService(LAYOUT_INFLATER_SERVICE);
     View music_popunwindwow = mLayoutInflater.inflate(
         R.layout.music_popwindow, null);
          PopupWindow   mPopupWindow   =   new   PopupWindow(music_popunwindwow,
LayoutParams.FILL_PARENT,
         LayoutParams.WRAP_CONTENT);

                           mPopupWindow.showAtLocation(findViewById(R.id.main),
Gravity.RIGHT|Gravity.BOTTOM, 0, 0);
    }
}
}
```

需要强调的是这里 PopupWindow 必须有某个事件触发才会显示出来，不然总会抱错，不信大家可以试试!

随着这个问题的出现，就会同学问了，那么我想初始化让 PopupWindow 显示出来，那怎么办了，不去寄托于其他点击事件，

在这里我用了定时器 Timer 来实现这样的效果,当然这里就要用到 Handler 了，如果大家不理解的可以返回

Android Handler 的使用

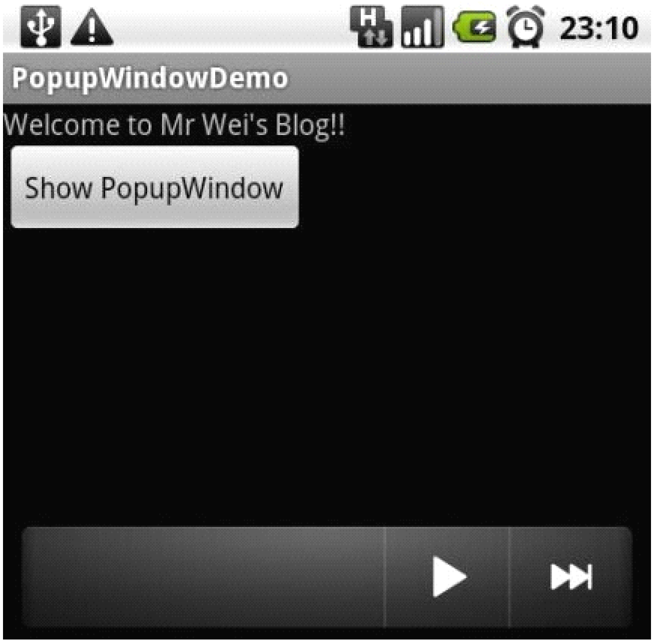
看一看，加深了解:

下面是核心代码:

```
view plaincopy to clipboardprint?
package com.android.tutor;
import java.util.Timer;
import java.util.TimerTask;
import android.app.Activity;
import android.content.Context;
import android.os.Bundle;
import android.os.Handler;
import android.os.Message;
import android.view.Gravity;
import android.view.LayoutInflater;
import android.view.View;
import android.view.ViewGroup.LayoutParams;
import android.widget.PopupWindow;
public class PopupWindowDemo extends Activity{
      private Handler mHandler = new Handler(){

              public void handleMessage(Message msg) {
                    switch (msg.what) {
                    case 1:
                          showPopupWindow();
                          break;
                    }
              };
```

```
};

public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);

        //create the timer
        Timer timer = new Timer();
        timer.schedule(new initPopupWindow(), 100);
}

private class initPopupWindow extends TimerTask{
        @Override
        public void run() {

              Message message = new Message();
              message.what = 1;
              mHandler.sendMessage(message);

        }
}


public void showPopupWindow() {
        Context mContext = PopupWindowDemo.this;
        LayoutInflater mLayoutInflater = (LayoutInflater) mContext
                    .getSystemService(LAYOUT_INFLATER_SERVICE);
        View music_popunwindwow = mLayoutInflater.inflate(
                    R.layout.music_popwindow, null);
              PopupWindow mPopupWindow = new PopupWindow(music_popunwindwow,

                                                       LayoutParams.FILL_PARENT,
LayoutParams.WRAP_CONTENT);
                           mPopupWindow.showAtLocation(findViewById(R.id.main),
Gravity.CENTER, 0, 0);
      }
}
package com.android.tutor;
import java.util.Timer;
import java.util.TimerTask;
import android.app.Activity;
import android.content.Context;
import android.os.Bundle;
import android.os.Handler;
import android.os.Message;
import android.view.Gravity;
import android.view.LayoutInflater;
import android.view.View;
import android.view.ViewGroup.LayoutParams;
import android.widget.PopupWindow;
public class PopupWindowDemo extends Activity{
private Handler mHandler = new Handler(){

    public void handleMessage(Message msg) {
     switch (msg.what) {
     case 1:
      showPopupWindow();
      break;
     }
    };
};

      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              setContentView(R.layout.main);

              //create the timer
              Timer timer = new Timer();
              timer.schedule(new initPopupWindow(), 100);
      }

      private class initPopupWindow extends TimerTask{
    @Override
    public void run() {

     Message message = new Message();
     message.what = 1;
     mHandler.sendMessage(message);

    }
      }



public void showPopupWindow() {
    Context mContext = PopupWindowDemo.this;
    LayoutInflater mLayoutInflater = (LayoutInflater) mContext
      .getSystemService(LAYOUT_INFLATER_SERVICE);
    View music_popunwindwow = mLayoutInflater.inflate(
      R.layout.music_popwindow, null);
    PopupWindow mPopupWindow = new PopupWindow(music_popunwindwow,
      LayoutParams.FILL_PARENT, LayoutParams.WRAP_CONTENT);
    mPopupWindow.showAtLocation(findViewById(R.id.main), Gravity.CENTER, 0, 0);
}
}
```

效果如下图:



Android 通用获取 Ip 的方法（判断手机是否联网的方法）

大家好，我们这一节讲一下，Android 获取 Ip 的一些方法,在我们开发中，有判断手机是否联网，或者想获得当前手机的 Ip 地址，当然 WIFI 连接的和我们 3G 卡的 Ip 地址当然是不一样的.

首先我尝试了如下方法:

view plaincopy to clipboardprint?

```
WifiManager wifiManager = (WifiManager) getSystemService(WIFI_SERVICE);
WifiInfo wifiInfo = wifiManager.getConnectionInfo();
int ipAddress = wifiInfo.getIpAddress();
WifiManager wifiManager = (WifiManager) getSystemService(WIFI_SERVICE);
WifiInfo wifiInfo = wifiManager.getConnectionInfo();
int ipAddress = wifiInfo.getIpAddress();
```

但是获得的居然是一个整数，我尝试了用些数学方法都没有成功!,所以这种方法不可取!

最后查了一些资料，发现如下方法是比较通用的，我尝试了 WIFI 和 G3 卡，都获取了争取的 Ip 地址:代码如下:

view plaincopy to clipboardprint?

```
public String getLocalIpAddress() {
    try {
         for (Enumeration<NetworkInterface> en = NetworkInterface.getNetworkInterfaces(); en.hasMoreElements();) {
        NetworkInterface intf = en.nextElement();
                  for (Enumeration<InetAddress> enumIpAddr = intf.getInetAddresses(); enumIpAddr.hasMoreElements();) {
```

```
           InetAddress inetAddress = enumIpAddr.nextElement();
           if (!inetAddress.isLoopbackAddress()) {
             return inetAddress.getHostAddress().toString();
           }
        }
     }
   } catch (SocketException ex) {
     Log.e(LOG_TAG, ex.toString());
   }
   return null;
}
public String getLocalIpAddress() {
   try {
         for (Enumeration<NetworkInterface> en = NetworkInterface.getNetworkInterfaces(); en.hasMoreElements();) {
        NetworkInterface intf = en.nextElement();
                   for (Enumeration<InetAddress> enumIpAddr = intf.getInetAddresses(); enumIpAddr.hasMoreElements();) {
           InetAddress inetAddress = enumIpAddr.nextElement();
           if (!inetAddress.isLoopbackAddress()) {
             return inetAddress.getHostAddress().toString();
           }
        }
     }
   } catch (SocketException ex) {
     Log.e(LOG_TAG, ex.toString());
   }
   return null;
}
```

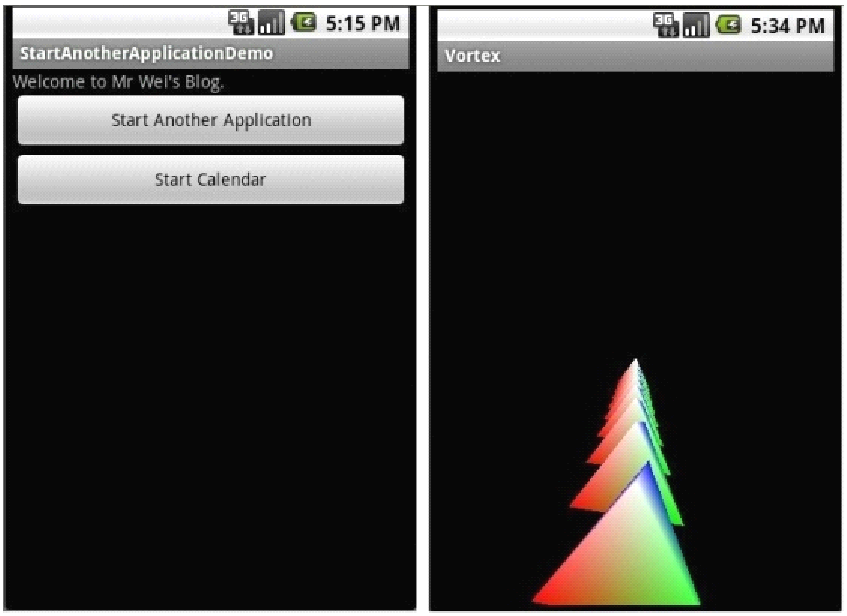
当我的手机处于飞行状态是，获得 Ip 地址为空，刚好符合要求!!!

Android 在一个应用中如何启动另外一个已安装的应用

今天晚上 Jimmy 问了我一个问题，就是如何在一个应用中 通过某个事件，而去启动另外一个已安装的应用。所以愿意和大家分享一下！

而为了能让大家更加容易的理解，我写了一个简单的 Demo，我们的程序有俩个按钮，其中一个点击会启动我自己写的应用(一个 3D 应用为例)，而另外一个按钮会启动系统自带的应用(如，日历，闹钟，计算器等等).这里我一日历为例子！

首先看一下我们的效果图(点击第一个按钮为例)：


5:15 PM
StartAnotherApplicationDemo
Welcome to Mr Wei's Blog.
Start Another Application
Start Calendar
5:34 PM
Vortex

下面是 Demo 的详细步骤：

一、新建一个 Android 工程命名为 StartAnotherApplicationDemo.

二、修改 main.xml 布局,代码如下：

view plaincopy to clipboardprint?

```
<?xml version="1.0" encoding="utf-8"?>
```

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
      android:orientation="vertical"
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      >
<TextView
      android:layout_width="fill_parent"
      android:layout_height="wrap_content"
      android:text="Welcome to Mr Wei's Blog."
      />
<Button
      android:id="@+id/button"
      android:layout_width="fill_parent"
      android:layout_height="wrap_content"
      android:text="Start Another Application"
/>
<Button
      android:id="@+id/start_calender"
      android:layout_width="fill_parent"
      android:layout_height="wrap_content"
      android:text="Start Calendar"
/>
</LinearLayout>
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
      android:orientation="vertical"
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      >
```

```
<TextView
      android:layout_width="fill_parent"
      android:layout_height="wrap_content"
      android:text="Welcome to Mr Wei's Blog."
      />
<Button
android:id="@+id/button"
android:layout_width="fill_parent"
android:layout_height="wrap_content"
android:text="Start Another Application"
/>
<Button
android:id="@+id/start_calender"
android:layout_width="fill_parent"
android:layout_height="wrap_content"
android:text="Start Calendar"
/>
</LinearLayout>
```

三、修改主程序 StartAnotherApplicationDemo.java 代码如下:

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```
package com.android.tutor;
import android.app.Activity;
import android.content.ComponentName;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
public class StartAnotherApplicationDemo extends Activity {
      private Button mButton01,mButton02;

      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              setContentView(R.layout.main);

              mButton01 = (Button)findViewById(R.id.button);
              mButton02 = (Button)findViewById(R.id.start_calender);

              //-----启动我们自身写的程序------------------
              mButton01.setOnClickListener(new Button.OnClickListener(){
                    public void onClick(View v) {
                         //-----核心部分----- 前名一个参数是应用程序的包名,后
一个是这个应用程序的主 Activity 名
                          Intent intent=new Intent();
                                                            intent.setComponent(new
ComponentName("com.droidnova.android.games.vortex",

           "com.droidnova.android.games.vortex..Vortex"));
                          startActivity(intent);
                    }
              });
          //-----启动系统自带的应用程序------------------
              mButton02.setOnClickListener(new Button.OnClickListener(){
                    public void onClick(View v) {
                          Intent intent=new Intent();
                                                            intent.setComponent(new
ComponentName("com.android.calendar",
"com.android.calendar.LaunchActivity"));
                          startActivity(intent);
                    }
              });
      }
}
package com.android.tutor;
import android.app.Activity;
import android.content.ComponentName;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
public class StartAnotherApplicationDemo extends Activity {

private Button mButton01,mButton02;

      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              setContentView(R.layout.main);

              mButton01 = (Button)findViewById(R.id.button);
              mButton02 = (Button)findViewById(R.id.start_calender);

              //-----启动我们自身写的程序------------------
              mButton01.setOnClickListener(new Button.OnClickListener(){
     public void onClick(View v) {
      //-----核心部分----- 前名一个参数是应用程序的包名,后一个是这个应用程序的
主 Activity 名
```

```
      Intent intent=new Intent();
                                                     intent.setComponent(new
ComponentName("com.droidnova.android.games.vortex",
                                                        "com.droidnova.andro
id.games.vortex..Vortex"));
      startActivity(intent);
     }
             });
         //-----启动系统自带的应用程序------------------
             mButton02.setOnClickListener(new Button.OnClickListener(){
     public void onClick(View v) {
      Intent intent=new Intent();
               intent.setComponent(new   ComponentName("com.android.calendar",
"com.android.calendar.LaunchActivity"));
      startActivity(intent);
     }
             });
      }
}
```

四、执行之，将得到如上效果!

Android 数据库 SQLiteDatabase 的使用

大家好，好久没有更新博客了，最近由于身体不适让大家久等了，好了，直接进入主题~

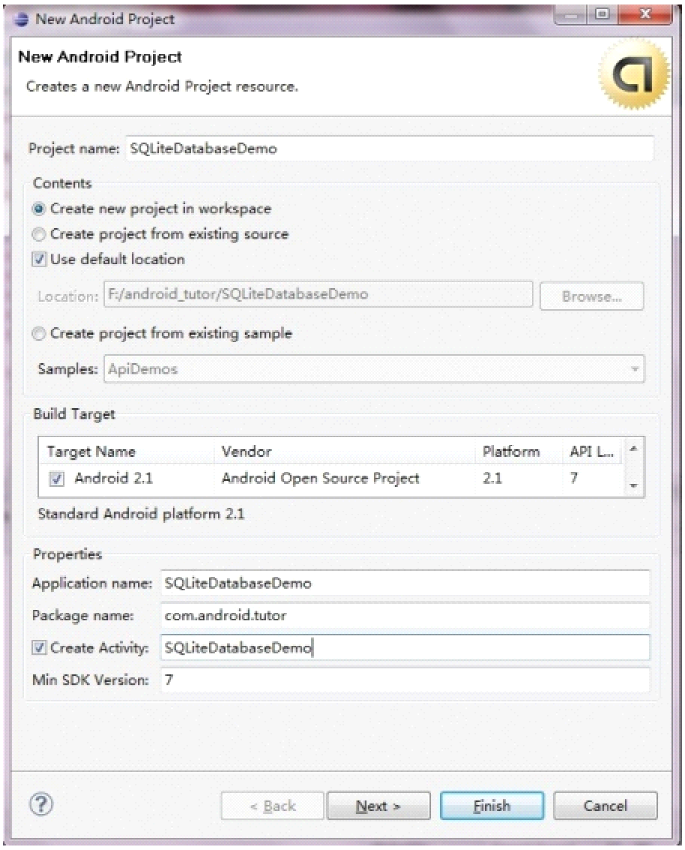
Android 提供了三种数据存储方式，第一种是文件存储;第二种是 SharedPreferences 存储;第三种就是数据库 SQLiteDatabase 存储。

文件存储我就不用多说了，而 SharedPreferences 可以存取简单的数据(int,double,float.etc)，它经常用于数据缓存，因为它读取存储简单。详细可以参见本系列。Android 高手进阶教程(七)之----Android 中 Preferences 的使用!

今天我们将讲一下 SQLiteDatabase 的使用。 而掌握 SqliteDatabase ，将会我们接下来掌握 ContentProvider 打下良好的基石。

为了让大家更好的掌握，我们手把手完成该节的 Demo 。

第一步：新建一个 Android 工程，命名为 SQLiteDatabaseDemo.



New Android Project

Creates a new Android Project resource.

Project name: SQLiteDatabaseDemo

Contents

● Create new project in workspace

○ Create project from existing source

☑ Use default location

Location: F:/android_tutor/SQLiteDatabaseDemo

○ Create project from existing sample

Samples: ApiDemos

Build Target

Target Name	Vendor	Platform	API L...
☑ Android 2.1	Android Open Source Project	2.1	7

Standard Android platform 2.1

Properties

Application name: SQLiteDatabaseDemo

Package name: com.android.tutor

☑ Create Activity: SQLiteDatabaseDemo

Min SDK Version: 7

第二步:创建一个新的类 BooksDB.java 这个类要继承于

android.database.sqlite.SQLiteOpenHelper 抽象类，我们要实现其中两个方法：

onCreate(),onUpdate.具体代码如下：

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```
package com.android.tutor;
import android.content.ContentValues;
import android.content.Context;
import android.database.Cursor;
import android.database.sqlite.SQLiteDatabase;
import android.database.sqlite.SQLiteOpenHelper;
public class BooksDB extends SQLiteOpenHelper {
          private final static String DATABASE_NAME = "BOOKS.db";
          private final static int DATABASE_VERSION = 1;
          private final static String TABLE_NAME = "books_table";
          public final static String BOOK_ID = "book_id";
          public final static String BOOK_NAME = "book_name";
          public final static String BOOK_AUTHOR = "book_author";

          public BooksDB(Context context) {
              // TODO Auto-generated constructor stub
                super(context, DATABASE_NAME, null, DATABASE_VERSION);
      }
      //创建 table
      @Override
      public void onCreate(SQLiteDatabase db) {
                String sql = "CREATE TABLE " + TABLE_NAME + " (" + BOOK_ID
                    + " INTEGER primary key autoincrement, " + BOOK_NAME + " text,
"+    BOOK_AUTHOR +" text);";
                db.execSQL(sql);
      }
      @Override
      public void onUpgrade(SQLiteDatabase db, int oldVersion, int newVersion)
{
              String sql = "DROP TABLE IF EXISTS " + TABLE_NAME;
              db.execSQL(sql);
              onCreate(db);
      }
      public Cursor select() {
              SQLiteDatabase db = this.getReadableDatabase();
              Cursor cursor = db
                          .query(TABLE_NAME, null, null, null, null, null,
null);
              return cursor;
      }
      //增加操作
         public long insert(String bookname,String author)
          {
              SQLiteDatabase db = this.getWritableDatabase();
              /* ContentValues */
              ContentValues cv = new ContentValues();
              cv.put(BOOK_NAME, bookname);
              cv.put(BOOK_AUTHOR, author);
              long row = db.insert(TABLE_NAME, null, cv);
              return row;
          }
         //删除操作
          public void delete(int id)
          {
              SQLiteDatabase db = this.getWritableDatabase();
              String where = BOOK_ID + " = ?";
              String[] whereValue ={ Integer.toString(id) };
              db.delete(TABLE_NAME, where, whereValue);
          }
          //修改操作
          public void update(int id, String bookname,String author)
          {
              SQLiteDatabase db = this.getWritableDatabase();
              String where = BOOK_ID + " = ?";
              String[] whereValue = { Integer.toString(id) };

              ContentValues cv = new ContentValues();
              cv.put(BOOK_NAME, bookname);
              cv.put(BOOK_AUTHOR, author);
              db.update(TABLE_NAME, cv, where, whereValue);
          }
}
package com.android.tutor;
import android.content.ContentValues;
import android.content.Context;
import android.database.Cursor;
import android.database.sqlite.SQLiteDatabase;
import android.database.sqlite.SQLiteOpenHelper;
public class BooksDB extends SQLiteOpenHelper {
     private final static String DATABASE_NAME = "BOOKS.db";
     private final static int DATABASE_VERSION = 1;
     private final static String TABLE_NAME = "books_table";
     public final static String BOOK_ID = "book_id";
     public final static String BOOK_NAME = "book_name";
     public final static String BOOK_AUTHOR = "book_author";

     public BooksDB(Context context) {
    // TODO Auto-generated constructor stub
      super(context, DATABASE_NAME, null, DATABASE_VERSION);
}
//创建 table
```

```
@Override
public void onCreate(SQLiteDatabase db) {
      String sql = "CREATE TABLE " + TABLE_NAME + " (" + BOOK_ID
               + " INTEGER primary key autoincrement, " + BOOK_NAME + " text,
"+    BOOK_AUTHOR +" text);";
           db.execSQL(sql);
}
@Override
public void onUpgrade(SQLiteDatabase db, int oldVersion, int newVersion) {
    String sql = "DROP TABLE IF EXISTS " + TABLE_NAME;
    db.execSQL(sql);
    onCreate(db);
}

public Cursor select() {
    SQLiteDatabase db = this.getReadableDatabase();
    Cursor cursor = db
      .query(TABLE_NAME, null, null, null, null, null, null);
    return cursor;
}
//增加操作
    public long insert(String bookname,String author)
     {
         SQLiteDatabase db = this.getWritableDatabase();
         /* ContentValues */
         ContentValues cv = new ContentValues();
         cv.put(BOOK_NAME, bookname);
         cv.put(BOOK_AUTHOR, author);
         long row = db.insert(TABLE_NAME, null, cv);
```

```
        return row;
    }
   //删除操作
    public void delete(int id)
    {
        SQLiteDatabase db = this.getWritableDatabase();
        String where = BOOK_ID + ″ = ?″;
        String[] whereValue ={ Integer.toString(id) };
        db.delete(TABLE_NAME, where, whereValue);
    }
    //修改操作
    public void update(int id, String bookname,String author)
    {
        SQLiteDatabase db = this.getWritableDatabase();
        String where = BOOK_ID + ″ = ?″;
        String[] whereValue = { Integer.toString(id) };

        ContentValues cv = new ContentValues();
        cv.put(BOOK_NAME, bookname);
        cv.put(BOOK_AUTHOR, author);
        db.update(TABLE_NAME, cv, where, whereValue);
    }
}
```

第三步:修改 main.xml 布局如下，由两个 EditText 和一个 ListView 组成，代码如下:

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```
<?xml version=″1.0″ encoding=″utf-8″?>
<LinearLayout xmlns:android=″http://schemas.android.com/apk/res/android″
```

```
    android:orientation="vertical"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    >
          <EditText
          android:id="@+id/bookname"
          android:layout_width="fill_parent"
          android:layout_height="wrap_content"
          >
          </EditText>
          <EditText
          android:id="@+id/author"
          android:layout_width="fill_parent"
          android:layout_height="wrap_content"
          >
          </EditText>
          <ListView
          android:id="@+id/bookslist"
          android:layout_width="fill_parent"
          android:layout_height="wrap_content"
          >
          </ListView>
</LinearLayout>
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    >
```

```
     <EditText
     android:id="@+id/bookname"
     android:layout_width="fill_parent"
     android:layout_height="wrap_content"
     >
     </EditText>
     <EditText
     android:id="@+id/author"
     android:layout_width="fill_parent"
     android:layout_height="wrap_content"
     >
     </EditText>
     <ListView
     android:id="@+id/bookslist"
     android:layout_width="fill_parent"
     android:layout_height="wrap_content"
     >
     </ListView>
</LinearLayout>
```

第四步:修改 SQLiteDatabaseDemo.java 代码如下:

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```
package com.android.tutor;
import android.app.Activity;
import android.content.Context;
import android.database.Cursor;
import android.os.Bundle;
import android.view.Menu;
import android.view.MenuItem;
import android.view.View;
import android.view.ViewGroup;
import android.widget.AdapterView;
import android.widget.BaseAdapter;
import android.widget.EditText;
import android.widget.ListView;
import android.widget.TextView;
import android.widget.Toast;
public class SQLiteDatabaseDemo extends Activity implements
AdapterView.OnItemClickListener {
      private BooksDB    mBooksDB;
      private Cursor     mCursor;
      private EditText BookName;
      private EditText BookAuthor;
      private ListView BooksList;

      private int BOOK_ID = 0;
      protected final static int MENU_ADD = Menu.FIRST;
      protected final static int MENU_DELETE = Menu.FIRST + 1;
      protected final static int MENU_UPDATE = Menu.FIRST + 2;

      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              setContentView(R.layout.main);
              setUpViews();
      }

      public void setUpViews(){
              mBooksDB = new BooksDB(this);
```

```
        mCursor    = mBooksDB.select();

        BookName = (EditText)findViewById(R.id.bookname);
        BookAuthor = (EditText)findViewById(R.id.author);
        BooksList = (ListView)findViewById(R.id.bookslist);

        BooksList.setAdapter(new BooksListAdapter(this, mCursor));
        BooksList.setOnItemClickListener(this);
}

@Override
public boolean onCreateOptionsMenu(Menu menu) {
        super.onCreateOptionsMenu(menu);

        menu.add(Menu.NONE, MENU_ADD, 0, "ADD");
        menu.add(Menu.NONE, MENU_DELETE, 0, "DELETE");
        menu.add(Menu.NONE, MENU_DELETE, 0, "UPDATE");
        return true;
}

public boolean onOptionsItemSelected(MenuItem item)
{
    super.onOptionsItemSelected(item);
    switch (item.getItemId())
    {
        case MENU_ADD:
              add();
              break;
        case MENU_DELETE:
```

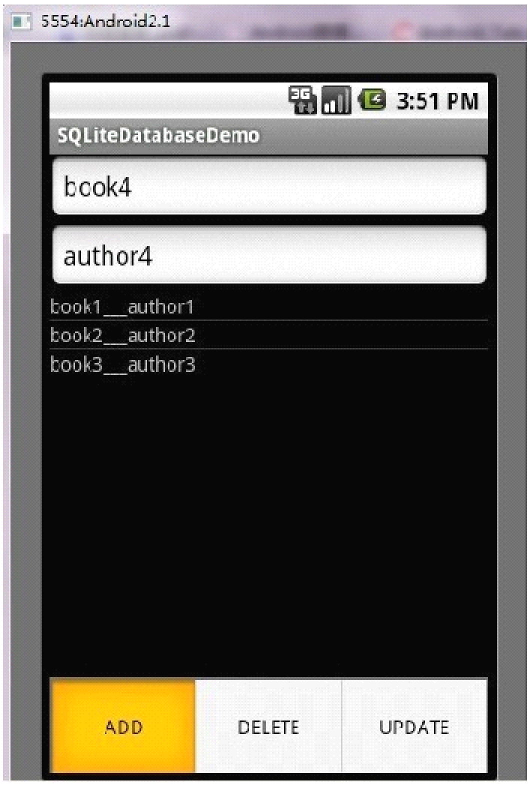
```
                    delete();
                    break;
              case MENU_UPDATE:
                    update();
                    break;
          }
          return true;
      }

      public void add(){
              String bookname = BookName.getText().toString();
              String author    = BookAuthor.getText().toString();
              //书名和作者都不能为空，或者退出
              if (bookname.equals("") || author.equals("")){
                    return;
              }
               mBooksDB.insert(bookname, author);
               mCursor.requery();
               BooksList.invalidateViews();
               BookName.setText("");
               BookAuthor.setText("");
               Toast.makeText(this, "Add Successed!",
Toast.LENGTH_SHORT).show();
      }

      public void delete(){
              if (BOOK_ID == 0) {
                    return;
              }
```

```
        mBooksDB.delete(BOOK_ID);
        mCursor.requery();
        BooksList.invalidateViews();
        BookName.setText("");
        BookAuthor.setText("");
        Toast.makeText(this, "Delete Successed!",
Toast.LENGTH_SHORT).show();
    }

    public void update(){
        String bookname = BookName.getText().toString();
        String author    = BookAuthor.getText().toString();
        //书名和作者都不能为空，或者退出
        if (bookname.equals("") || author.equals("")){
            return;
        }
        mBooksDB.update(BOOK_ID, bookname, author);
        mCursor.requery();
        BooksList.invalidateViews();
        BookName.setText("");
        BookAuthor.setText("");
        Toast.makeText(this, "Update Successed!",
Toast.LENGTH_SHORT).show();
    }

    @Override
    public void onItemClick(AdapterView<?> parent, View view, int position, long
id) {
        mCursor.moveToPosition(position);
        BOOK_ID = mCursor.getInt(0);
        BookName.setText(mCursor.getString(1));
        BookAuthor.setText(mCursor.getString(2));

}

public class BooksListAdapter extends BaseAdapter{
        private Context mContext;
        private Cursor mCursor;
        public BooksListAdapter(Context context,Cursor cursor) {

              mContext = context;
              mCursor = cursor;
        }
        @Override
        public int getCount() {
              return mCursor.getCount();
        }
        @Override
        public Object getItem(int position) {
              return null;
        }
        @Override
        public long getItemId(int position) {
              return 0;
        }
        @Override
        public View getView(int position, View convertView, ViewGroup parent)
```

```
{
                    TextView mTextView = new TextView(mContext);
                    mCursor.moveToPosition(position);
                    mTextView.setText(mCursor.getString(1) + "___" +
mCursor.getString(2));
                    return mTextView;
              }


      }
}
package com.android.tutor;
import android.app.Activity;
import android.content.Context;
import android.database.Cursor;
import android.os.Bundle;
import android.view.Menu;
import android.view.MenuItem;
import android.view.View;
import android.view.ViewGroup;
import android.widget.AdapterView;
import android.widget.BaseAdapter;
import android.widget.EditText;
import android.widget.ListView;
import android.widget.TextView;
import android.widget.Toast;
public class SQLiteDatabaseDemo extends Activity implements
AdapterView.OnItemClickListener {
private BooksDB    mBooksDB;
private Cursor     mCursor;
private EditText BookName;
private EditText BookAuthor;
private ListView BooksList;

private int BOOK_ID = 0;
protected final static int MENU_ADD = Menu.FIRST;
protected final static int MENU_DELETE = Menu.FIRST + 1;
protected final static int MENU_UPDATE = Menu.FIRST + 2;

      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              setContentView(R.layout.main);
              setUpViews();
      }

      public void setUpViews(){
         mBooksDB = new BooksDB(this);
         mCursor    = mBooksDB.select();

         BookName = (EditText)findViewById(R.id.bookname);
         BookAuthor = (EditText)findViewById(R.id.author);
         BooksList = (ListView)findViewById(R.id.bookslist);

         BooksList.setAdapter(new BooksListAdapter(this, mCursor));
         BooksList.setOnItemClickListener(this);
      }

      @Override
      public boolean onCreateOptionsMenu(Menu menu) {
```

```
     super.onCreateOptionsMenu(menu);

          menu.add(Menu.NONE, MENU_ADD, 0, "ADD");
          menu.add(Menu.NONE, MENU_DELETE, 0, "DELETE");
          menu.add(Menu.NONE, MENU_DELETE, 0, "UPDATE");
          return true;
  }

  public boolean onOptionsItemSelected(MenuItem item)
  {
      super.onOptionsItemSelected(item);
      switch (item.getItemId())
      {
case MENU_ADD:
 add();
 break;
case MENU_DELETE:
 delete();
 break;
case MENU_UPDATE:
 update();
 break;
      }
      return true;
  }

  public void add(){
     String bookname = BookName.getText().toString();
     String author    = BookAuthor.getText().toString();
     //书名和作者都不能为空，或者退出
     if (bookname.equals("") || author.equals("")){
      return;
     }
      mBooksDB.insert(bookname, author);
      mCursor.requery();
      BooksList.invalidateViews();
      BookName.setText("");
      BookAuthor.setText("");
      Toast.makeText(this, "Add Successed!", Toast.LENGTH_SHORT).show();
  }

  public void delete(){
if (BOOK_ID == 0) {
 return;
}
mBooksDB.delete(BOOK_ID);
mCursor.requery();
BooksList.invalidateViews();
BookName.setText("");
BookAuthor.setText("");
Toast.makeText(this, "Delete Successed!", Toast.LENGTH_SHORT).show();
  }

  public void update(){
     String bookname = BookName.getText().toString();
     String author    = BookAuthor.getText().toString();
     //书名和作者都不能为空，或者退出
     if (bookname.equals("") || author.equals("")){
          return;
         }
         mBooksDB.update(BOOK_ID, bookname, author);
         mCursor.requery();
    BooksList.invalidateViews();
    BookName.setText("");
    BookAuthor.setText("");
    Toast.makeText(this, "Update Successed!", Toast.LENGTH_SHORT).show();
      }

@Override
public void onItemClick(AdapterView<?> parent, View view, int position, long id)
{

    mCursor.moveToPosition(position);
    BOOK_ID = mCursor.getInt(0);
    BookName.setText(mCursor.getString(1));
    BookAuthor.setText(mCursor.getString(2));

}

      public class BooksListAdapter extends BaseAdapter{
         private Context mContext;
         private Cursor mCursor;
         public BooksListAdapter(Context context,Cursor cursor) {

          mContext = context;
          mCursor = cursor;
    }
    @Override
    public int getCount() {
     return mCursor.getCount();
    }
    @Override
    public Object getItem(int position) {
     return null;
    }
    @Override
    public long getItemId(int position) {
     return 0;
    }
    @Override
    public View getView(int position, View convertView, ViewGroup parent) {
     TextView mTextView = new TextView(mContext);
     mCursor.moveToPosition(position);
     mTextView.setText(mCursor.getString(1) + "___" + mCursor.getString(2));
     return mTextView;
    }

      }
}
```

第五步:运行程序效果如下:



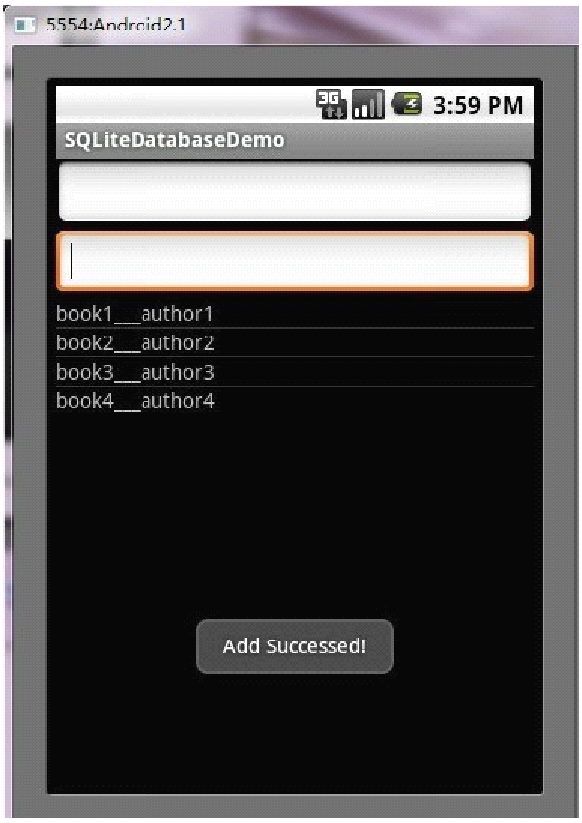
book4

author4

book1__author1

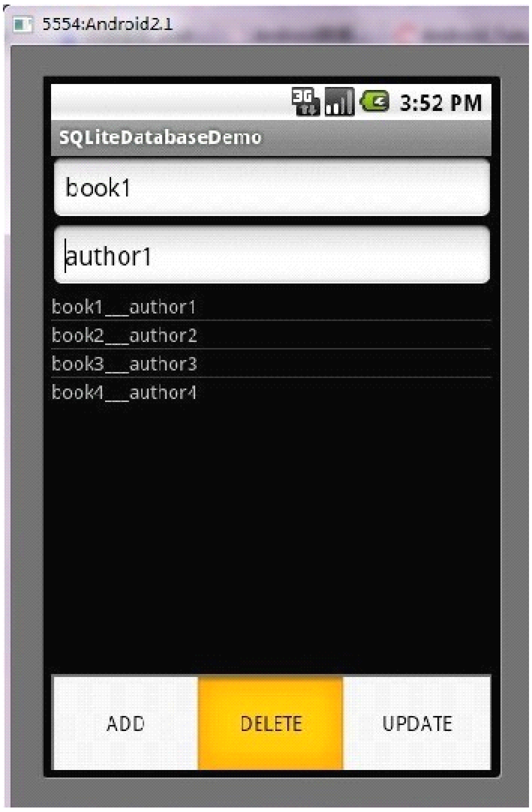
book2__author2

book3__author3



```
book1___author1
book2___author2
book3___author3
book4___author4
```

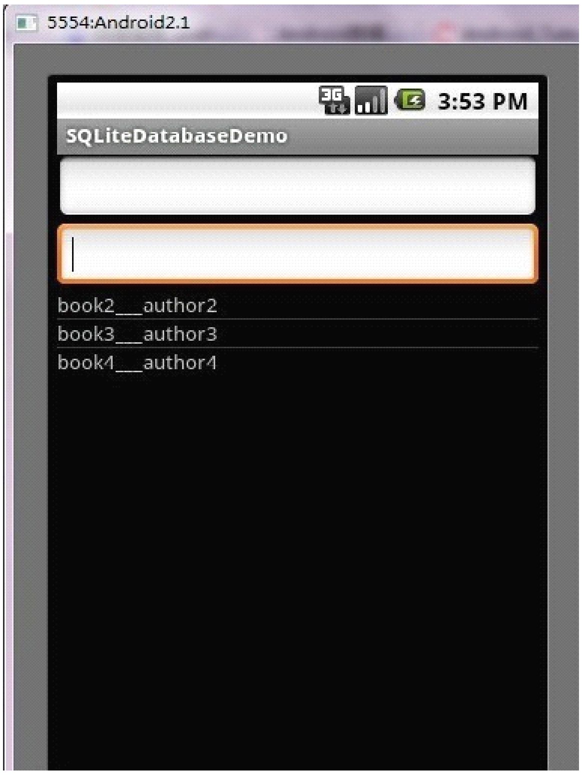
Add Successed!



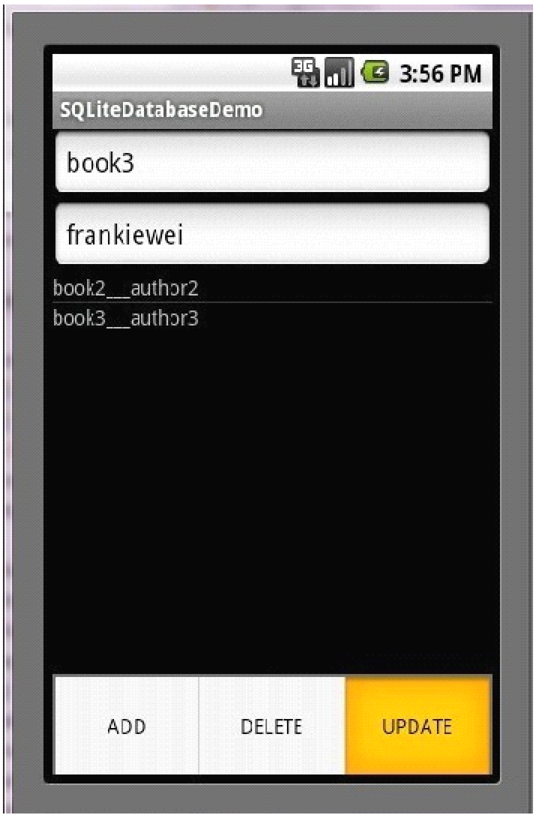
book1

author1

```
book1__author1
book2__author2
book3__author3
book4__author4
```



book2___author2
book3___author3
book4___author4

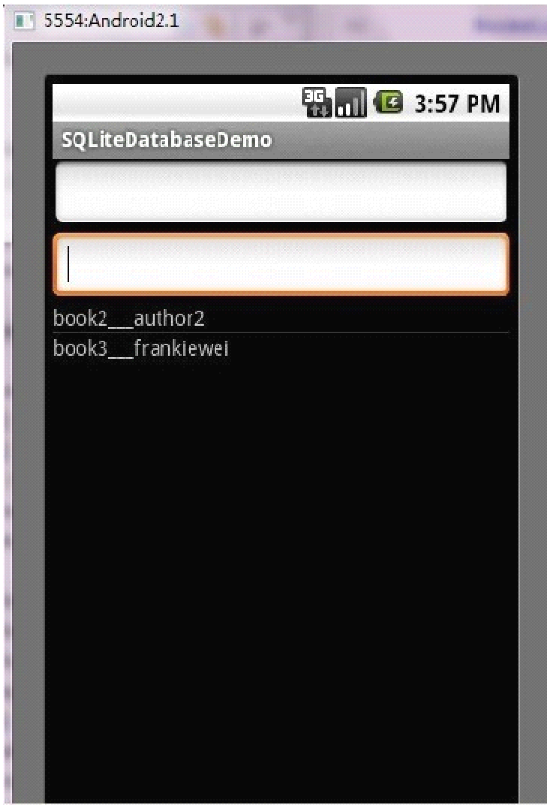


book3

frankiewei

book2___author2

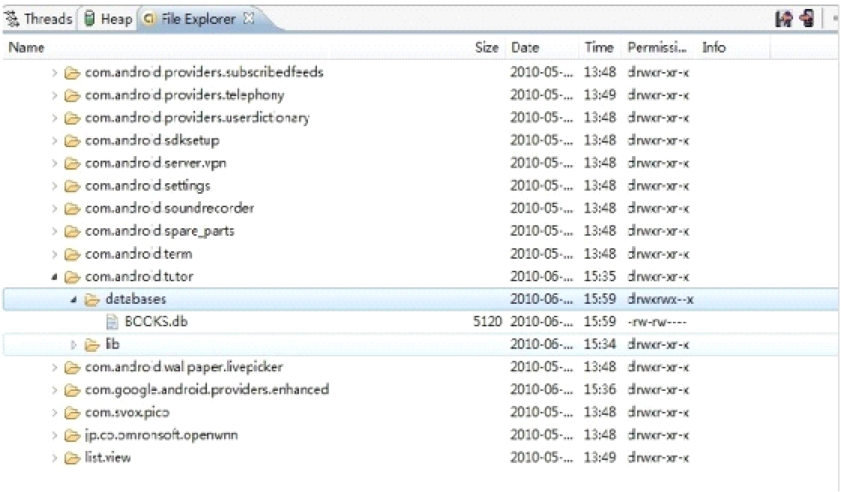
book3___author3



book2__author2
book3__frankiewei

第六步：查看我们所建的数据库。有两种方法：第一种用命令查看：adb shell ls data/data/com.android.tutor/databases。

另一种方法是用 DDMS 查看，在 data/data 下面对应的应用程序的包名 下会有如下数据库，如图所示：



Name	Size	Date	Time	Permissi...	Info
com.android.providers.subscribedfeeds		2010-05-...	13:48	drwxr-xr-x	
com.android.providers.telephony		2010-05-...	13:49	drwxr-xr-x	
com.android.providers.userdictionary		2010-05-...	13:48	drwxr-xr-x	
com.android.sdksetup		2010-05-...	13:48	drwxr-xr-x	
com.android.server.vpn		2010-05-...	13:48	drwxr-xr-x	
com.android.settings		2010-05-...	13:48	drwxr-xr-x	
com.android.soundrecorder		2010-05-...	13:48	drwxr-xr-x	
com.android.spare_parts		2010-05-...	13:48	drwxr-xr-x	
com.android.term		2010-05-...	13:48	drwxr-xr-x	
com.android.tutor		2010-06-...	15:35	drwxr-xr-x	
databases		2010-06-...	15:59	drwxrwx--x	
BOOKS.db	5120	2010-06-...	15:59	-rw-rw----	
lib		2010-06-...	15:34	drwxr-xr-x	
com.android.wallpaper.livepicker		2010-05-...	13:48	drwxr-xr-x	
com.google.android.providers.enhanced		2010-06-...	15:36	drwxr-xr-x	
com.svox.pico		2010-05-...	13:48	drwxr-xr-x	
jp.co.omronsoft.openwnn		2010-05-...	13:48	drwxr-xr-x	
list.view		2010-05-...	13:49	drwxr-xr-x	

Android Location 的使用

大家好，今天说说 Location , Location 在 Android 开发中还是经常用到的，比如 通过经纬度获取天气，根据 Location 获取所在地区详细 Address （比如 Google Map 开发).等。而在 Android 中通过 LocationManager 来获取 Location .通常获取 Location 有 GPS 获取，WIFI 获取。

我今天做一个简单的小 Demo ,来教大家如何获取 Location ,从而获取经纬度。下一节将教大家通过 Location 来获取 Address .

首先第一步:

创建一个 Android 工程命名为 LocationDemo .

第二步：修改 main.xml 代码如下:

view plaincopy to clipboardprint?

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    >
<TextView
    android:id="@+id/longitude"
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
    android:text="longitude:"
    />
<TextView
    android:id="@+id/latitude"
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
    android:text="latitude:"
    />
</LinearLayout>
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    >
<TextView
android:id="@+id/longitude"
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
    android:text="longitude:"
    />
<TextView
android:id="@+id/latitude"
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
    android:text="latitude:"
    />
</LinearLayout>
```

第三步:修改 LocationDemo.java ，代码如下:

view plaincopy to clipboardprint?

```
package com.android.tutor;
import android.app.Activity;
import android.content.Context;
import android.location.Location;
import android.location.LocationManager;
import android.os.Bundle;
import android.widget.TextView;
public class LocationDemo extends Activity {

    private TextView longitude;
    private TextView latitude;
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);

        longitude = (TextView)findViewById(R.id.longitude);
        latitude = (TextView)findViewById(R.id.latitude);

        Location mLocation = getLocation(this);

        longitude.setText("Longitude: " + mLocation.getLongitude());
        latitude.setText("Latitude: " + mLocation.getLatitude());
    }

    //Get the Location by GPS or WIFI
    public Location getLocation(Context context) {
        LocationManager locMan = (LocationManager) context
                .getSystemService(Context.LOCATION_SERVICE);
        Location location = locMan
                .getLastKnownLocation(LocationManager.GPS_PROVIDER);
        if (location == null) {
            location = locMan
                    .getLastKnownLocation(LocationManager.NETWORK_PROVIDER);
        }
        return location;
    }
}
package com.android.tutor;
import android.app.Activity;
import android.content.Context;
import android.location.Location;
import android.location.LocationManager;
import android.os.Bundle;
import android.widget.TextView;
public class LocationDemo extends Activity {

private TextView longitude;
private TextView latitude;
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);

        longitude = (TextView)findViewById(R.id.longitude);
        latitude = (TextView)findViewById(R.id.latitude);

        Location mLocation = getLocation(this);

        longitude.setText("Longitude: " + mLocation.getLongitude());
        latitude.setText("Latitude: " + mLocation.getLatitude());
    }

    //Get the Location by GPS or WIFI
```

```
public Location getLocation(Context context) {
  LocationManager locMan = (LocationManager) context
      .getSystemService(Context.LOCATION_SERVICE);
  Location location = locMan
      .getLastKnownLocation(LocationManager.GPS_PROVIDER);
  if (location == null) {
    location = locMan
      .getLastKnownLocation(LocationManager.NETWORK_PROVIDER);
  }
  return location;
}
}
```

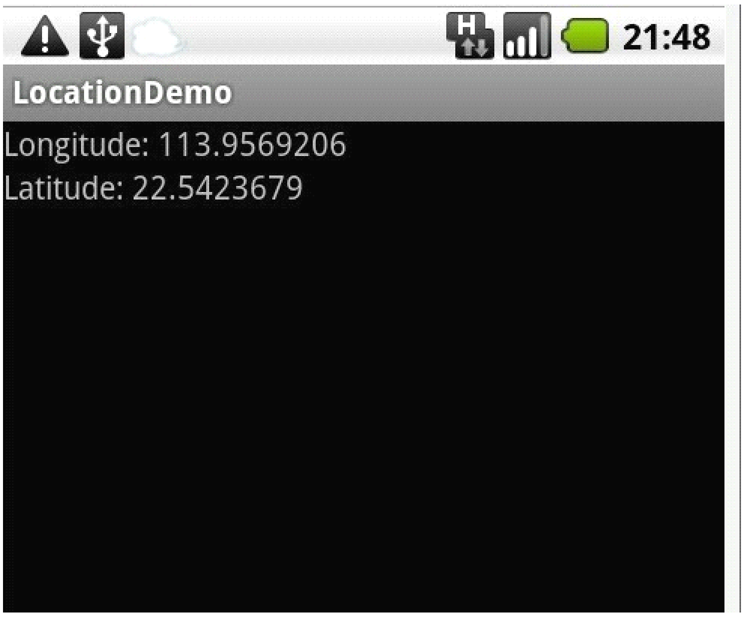
第四步：增加权限，修改 AndroidManifest.xml 代码如下（第 16 行为所增行）：

view plaincopy to clipboardprint?

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
        package="com.android.tutor"
        android:versionCode="1"
        android:versionName="1.0">
      <application android:icon="@drawable/icon" android:label="@string/app_name">
          <activity android:name=".LocationDemo"
                    android:label="@string/app_name">
              <intent-filter>
                  <action android:name="android.intent.action.MAIN" />
                  <category android:name="android.intent.category.LAUNCHER" />
              </intent-filter>
          </activity>
      </application>
      <uses-sdk android:minSdkVersion="7" />
      <uses-permission android:name="android.permission.ACCESS_FINE_LOCATION"/>
```

```
</manifest>
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
      package="com.android.tutor"
      android:versionCode="1"
      android:versionName="1.0">
    <application android:icon="@drawable/icon" android:label="@string/app_name">
        <activity android:name=".LocationDemo"
                  android:label="@string/app_name">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>
    <uses-sdk android:minSdkVersion="7" />
<uses-permission android:name="android.permission.ACCESS_FINE_LOCATION"/>
</manifest>
```

第五步:运行 LocationDemo 工程，所得效果如下(真机深圳测试):



```
Longitude: 113.9569206
Latitude: 22.5423679
```

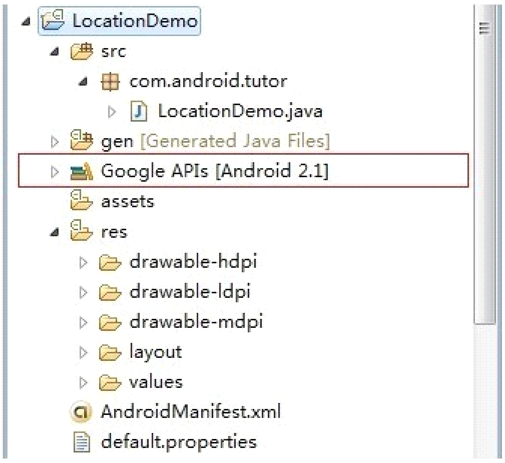
通过 Location 获取 Address 的使用

大家好，上一节我讲了一下如何通过 LocationManager 来获取 Location，没有看过上一节的同学，可以点击如下链接返回查看：

Android 高手进阶教程十四之---Android Location 的使用!

我们获取 Location 的目的之一肯定是有获取这个位置的详细地址，而我们有了 Location 在来获取 Address 就相对简单多了，因为 GoogleApi 已经封装好了方法，我们只需呀通过 Location 获取 GeoPoint,然后在通过 GeoPoint 来获取我们想要的 Address.下面是我做的一个简单的 Demo.

第一步新建一个 Android 工程 LocationDemo，注意这里选用的是(Google APIs)，下面是文件目录结构：



```
LocationDemo
  src
    com.android.tutor
      LocationDemo.java
  gen [Generated Java Files]
  Google APIs [Android 2.1]
  assets
  res
    drawable-hdpi
    drawable-ldpi
    drawable-mdpi
    layout
    values
  AndroidManifest.xml
  default.properties
```

第二步： 修改 main.xml(相比第十四节增加了一个 address 的 TextView)，代码如下:

view plaincopy to clipboardprint?

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
      android:orientation="vertical"
```

```
	android:layout_width="fill_parent"
	android:layout_height="fill_parent"
	>
<TextView
	android:id="@+id/longitude"
	android:layout_width="fill_parent"
	android:layout_height="wrap_content"
	android:text="longitude:"
	/>
<TextView
	android:id="@+id/latitude"
	android:layout_width="fill_parent"
	android:layout_height="wrap_content"
	android:text="latitude:"
	/>
<TextView
	android:id="@+id/address"
	android:layout_width="fill_parent"
	android:layout_height="wrap_content"
	/>
</LinearLayout>
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
	android:orientation="vertical"
	android:layout_width="fill_parent"
	android:layout_height="fill_parent"
	>
<TextView
android:id="@+id/longitude"
```

```
      android:layout_width="fill_parent"
      android:layout_height="wrap_content"
      android:text="longitude:"
      />
<TextView
android:id="@+id/latitude"
      android:layout_width="fill_parent"
      android:layout_height="wrap_content"
      android:text="latitude:"
      />
<TextView
android:id="@+id/address"
      android:layout_width="fill_parent"
      android:layout_height="wrap_content"
      />
</LinearLayout>
```

第三步:修改 LocationDemo.java(增加了两个方法)代码如下:

view plaincopy to clipboardprint?

```
package com.android.tutor;
import java.util.List;
import java.util.Locale;
import com.google.android.maps.GeoPoint;
import android.app.Activity;
import android.content.Context;
import android.location.Address;
import android.location.Geocoder;
import android.location.Location;
import android.location.LocationManager;
import android.os.Bundle;
import android.widget.TextView;
public class LocationDemo extends Activity {

      private TextView longitude;
      private TextView latitude;
      private TextView address;
      @Override
      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              setContentView(R.layout.main);

              longitude = (TextView)findViewById(R.id.longitude);
              latitude = (TextView)findViewById(R.id.latitude);
              address = (TextView)findViewById(R.id.address);

              Location mLocation = getLocation(this);
              GeoPoint gp = getGeoByLocation(mLocation);
              Address mAddress = getAddressbyGeoPoint(this, gp);




              longitude.setText("Longitude: " + mLocation.getLongitude());
              latitude.setText("Latitude: " + mLocation.getLatitude());
                 address.setText("Address: " + mAddress.getCountryName()+"," +
mAddress.getLocality());
      }

      //Get the Location by GPS or WIFI
      public Location getLocation(Context context) {
              LocationManager locMan = (LocationManager) context
                          .getSystemService(Context.LOCATION_SERVICE);
              Location location = locMan
                           .getLastKnownLocation(LocationManager.GPS_PROVIDER);

              if (location == null) {
                    location = locMan
                                  .getLastKnownLocation(LocationManager.NETWORK
_PROVIDER);
              }
              return location;
      }
      //通过 Location 获取 GeoPoint
         public    GeoPoint getGeoByLocation(Location location) {
               GeoPoint gp = null;
               try {
                     if (location != null) {
                                 double  geoLatitude  =  location.getLatitude()  *
1E6;
                               double  geoLongitude  =  location.getLongitude()  *
1E6;
                                   gp  =  new  GeoPoint((int)  geoLatitude,  (int)
geoLongitude);
                     }
               } catch (Exception e) {
                     e.printStackTrace();
               }
               return gp;
         }
```

```
        //通过 GeoPoint 来获取 Address
         public    Address getAddressbyGeoPoint(Context cntext, GeoPoint gp)
{
              Address result = null;
              try {
                    if (gp != null) {
                                         Geocoder gc = new Geocoder(cntext,
Locale.CHINA);

                                double geoLatitude = (int) gp.getLatitudeE6() /
1E6;
                              double geoLongitude = (int) gp.getLongitudeE6() /
1E6;

                                                 List<Address>  lstAddress  =
gc.getFromLocation(geoLatitude,
                                          geoLongitude, 1);
                             if (lstAddress.size() > 0) {
                                   result = lstAddress.get(0);
                             }
                    }
              } catch (Exception e) {
                    e.printStackTrace();
              }
              return result;
        }
}
package com.android.tutor;
import java.util.List;
import java.util.Locale;
import com.google.android.maps.GeoPoint;
import android.app.Activity;
import android.content.Context;
import android.location.Address;
import android.location.Geocoder;
import android.location.Location;
import android.location.LocationManager;
import android.os.Bundle;
import android.widget.TextView;
public class LocationDemo extends Activity {

private TextView longitude;
private TextView latitude;
private TextView address;
      @Override
      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              setContentView(R.layout.main);

              longitude = (TextView)findViewById(R.id.longitude);
              latitude = (TextView)findViewById(R.id.latitude);
              address = (TextView)findViewById(R.id.address);

              Location mLocation = getLocation(this);
              GeoPoint gp = getGeoByLocation(mLocation);
              Address mAddress = getAddressbyGeoPoint(this, gp);
              longitude.setText("Longitude: " + mLocation.getLongitude());
              latitude.setText("Latitude: " + mLocation.getLatitude());
                address.setText("Address: " + mAddress.getCountryName()+"," +
mAddress.getLocality());
      }

      //Get the Location by GPS or WIFI
public Location getLocation(Context context) {
    LocationManager locMan = (LocationManager) context
      .getSystemService(Context.LOCATION_SERVICE);
    Location location = locMan
      .getLastKnownLocation(LocationManager.GPS_PROVIDER);
    if (location == null) {
     location = locMan
         .getLastKnownLocation(LocationManager.NETWORK_PROVIDER);
    }
    return location;
}
//通过 Location 获取 GeoPoint
    public  GeoPoint getGeoByLocation(Location location) {
          GeoPoint gp = null;
          try {
                if (location != null) {
                        double geoLatitude = location.getLatitude() * 1E6;
                        double geoLongitude = location.getLongitude() * 1E6;
                        gp = new GeoPoint((int) geoLatitude, (int) geoLongitude);

                }
          } catch (Exception e) {
                e.printStackTrace();
          }
          return gp;
    }
    //通过 GeoPoint 来获取 Address
    public    Address getAddressbyGeoPoint(Context cntext, GeoPoint gp) {
          Address result = null;
          try {
                if (gp != null) {
                        Geocoder gc = new Geocoder(cntext, Locale.CHINA);

                        double geoLatitude = (int) gp.getLatitudeE6() / 1E6;
                        double geoLongitude = (int) gp.getLongitudeE6() / 1E6;

                                                  List<Address>   lstAddress   =
gc.getFromLocation(geoLatitude,
                                    geoLongitude, 1);
                        if (lstAddress.size() > 0) {
                              result = lstAddress.get(0);
                        }
                }
          } catch (Exception e) {
                e.printStackTrace();
          }
          return result;
    }
}
```

第四步:最重要一步在 AndroidManiefest.xml 中导入 Google Api(第 14 行代码)库,代码如

下:

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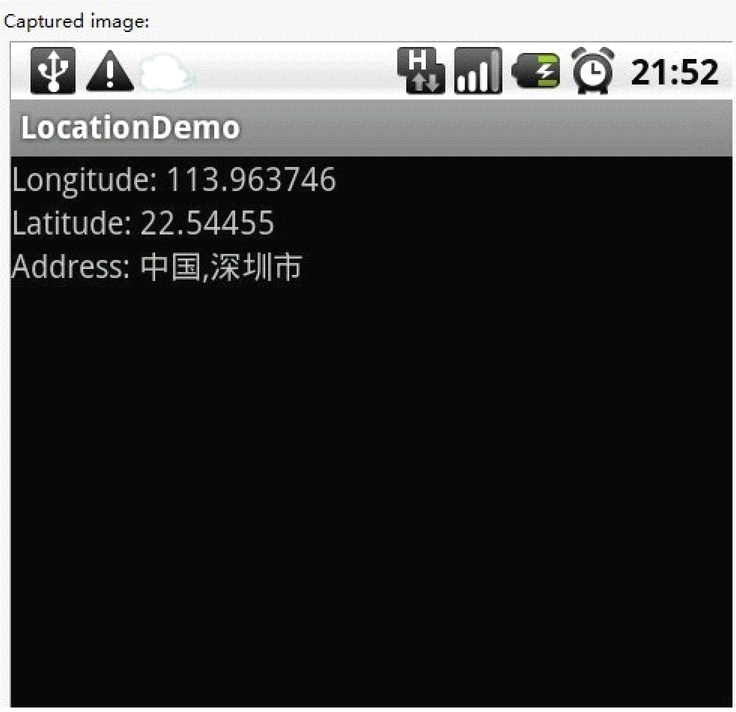
```
<?xml version=″1.0″ encoding=″utf-8″?>
<manifest xmlns:android=″http://schemas.android.com/apk/res/android″
          package=″com.android.tutor″
          android:versionCode=″1″
          android:versionName=″1.0″>
                               <application      android:icon=″@drawable/icon″
android:label=″@string/app_name″>
              <activity android:name=″.LocationDemo″
                              android:label=″@string/app_name″>
                    <intent-filter>
                              <action android:name=″android.intent.action.MAIN″
/>
                                                                        <category
android:name=″android.intent.category.LAUNCHER″ />
                    </intent-filter>
              </activity>
              <uses-library android:name=″com.google.android.maps″ />
      </application>
      <uses-sdk android:minSdkVersion=″7″ />
                                                                 <uses-permission
android:name=″android.permission.ACCESS_FINE_LOCATION″/>
</manifest>
```

```
<?xml version=″1.0″ encoding=″utf-8″?>
<manifest xmlns:android=″http://schemas.android.com/apk/res/android″
          package=″com.android.tutor″
          android:versionCode=″1″
          android:versionName=″1.0″>
```

```
                                <application       android:icon="@drawable/icon"
android:label="@string/app_name">
              <activity android:name=".LocationDemo"
                              android:label="@string/app_name">
                    <intent-filter>
                         <action android:name="android.intent.action.MAIN" />
                                                                        <category
android:name="android.intent.category.LAUNCHER" />
                    </intent-filter>
              </activity>
         <uses-library android:name="com.google.android.maps" />
      </application>
      <uses-sdk android:minSdkVersion="7" />
<uses-permission android:name="android.permission.ACCESS_FINE_LOCATION"/>
</manifest>
```

第五步:运行上述工程，效果如下图如示:



Captured image:

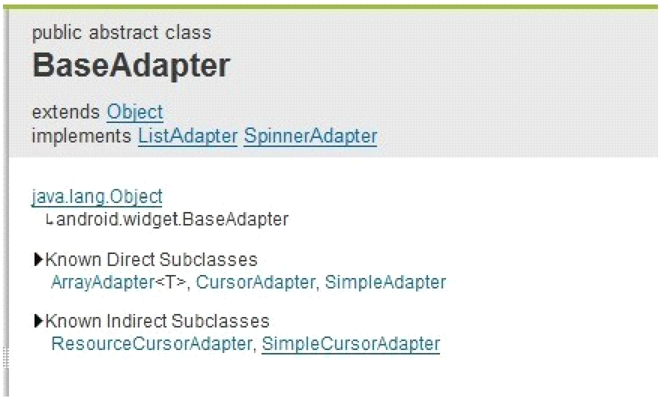
21:52

LocationDemo

Longitude: 113.963746
Latitude: 22.54455
Address: 中国,深圳市

Android 中万能的 BaseAdapter(Spinner,ListView,GridView)的使用

大家好!今天给大家讲解一下 BaseAdapter(基础适配器）的用法，适配器的作用主要是用来给诸如 (Spinner,ListView,GridView)来填充数据的。而(Spinner,ListView,GridView)都有自己的适配器(记 起来麻烦)。但是 BaseAdapter（一招鲜）对他们来说却是通用的，为什么这么说呢，首先我们看一下 API 文档:



public abstract class
BaseAdapter

extends Object
implements ListAdapter SpinnerAdapter

java.lang.Object
 ↳android.widget.BaseAdapter

▶Known Direct Subclasses
ArrayAdapter<T>, CursorAdapter, SimpleAdapter

▶Known Indirect Subclasses
ResourceCursorAdapter, SimpleCursorAdapter

我们看一下 BaseAdapter 已经实现了 ListAdapter 和 SpinnerAdapter 的接口，而 GridView 的适配器是实现了 ListAdapter 接口，只不过是二维的。所以说 BaseAdapter 对他们三者来说是通用的。

下面我来说一下 BaseAdapter 的主要用法.就是我们定义一个类(如：MyAdapter)而这个类继承 BaseAdapter.因为它是 implements 了 ListAdapter 和 SpinnerAdapter 的接口，所以要实现里面的方法，代码如下(未作任何改动的）：

view plaincopy to clipboardprint?

```
private class MyAdapter extends BaseAdapter{
      @Override
      public int getCount() {
              // TODO Auto-generated method stub
              return 0;
      }
      @Override
      public Object getItem(int arg0) {
              // TODO Auto-generated method stub
              return null;
      }
      @Override
      public long getItemId(int position) {
              // TODO Auto-generated method stub
              return 0;
      }
      @Override
      public View getView(int position, View convertView, ViewGroup parent) {

              // TODO Auto-generated method stub
              return null;
      }

     }
private class MyAdapter extends BaseAdapter{
    @Override
    public int getCount() {
     // TODO Auto-generated method stub
     return 0;
    }
    @Override
    public Object getItem(int arg0) {
     // TODO Auto-generated method stub
     return null;
    }
    @Override
    public long getItemId(int position) {
     // TODO Auto-generated method stub
     return 0;
    }
    @Override
    public View getView(int position, View convertView, ViewGroup parent) {
     // TODO Auto-generated method stub
     return null;
    }


      }
```

为了便于大家理解，老规矩写一个简单的 Demo,大家按我的步骤来就 OK 了.

第一步:新建一个 Android 工程命名为 BaseAdapterDemo.

第二步:修改 main.xml 代码如下:

view plaincopy to clipboardprint?

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
      android:orientation="vertical"
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      >
      <TextView
              android:layout_width="fill_parent"
              android:layout_height="wrap_content"
              android:text="Welcome to Mr Wei's Blog"
      />
      <Spinner
```

```
              android:id="@+id/spinner"
              android:layout_width="fill_parent"
              android:layout_height="wrap_content"
      />
          <ListView
              android:id="@+id/listview"
              android:layout_width="fill_parent"
              android:layout_height="wrap_content"
      />
          <GridView
              android:id="@+id/gridview"
              android:layout_width="fill_parent"
              android:layout_height="wrap_content"
      />
</LinearLayout>
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
      android:orientation="vertical"
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      >
<TextView
         android:layout_width="fill_parent"
         android:layout_height="wrap_content"
         android:text="Welcome to Mr Wei's Blog"
      />
      <Spinner
         android:id="@+id/spinner"
         android:layout_width="fill_parent"
         android:layout_height="wrap_content"
      />
          <ListView
         android:id="@+id/listview"
         android:layout_width="fill_parent"
         android:layout_height="wrap_content"
      />
          <GridView
         android:id="@+id/gridview"
         android:layout_width="fill_parent"
         android:layout_height="wrap_content"
      />
</LinearLayout>
```

第三步:修该 BaseAdapterDemo.java 代码如下:

view plaincopy to clipboardprint?

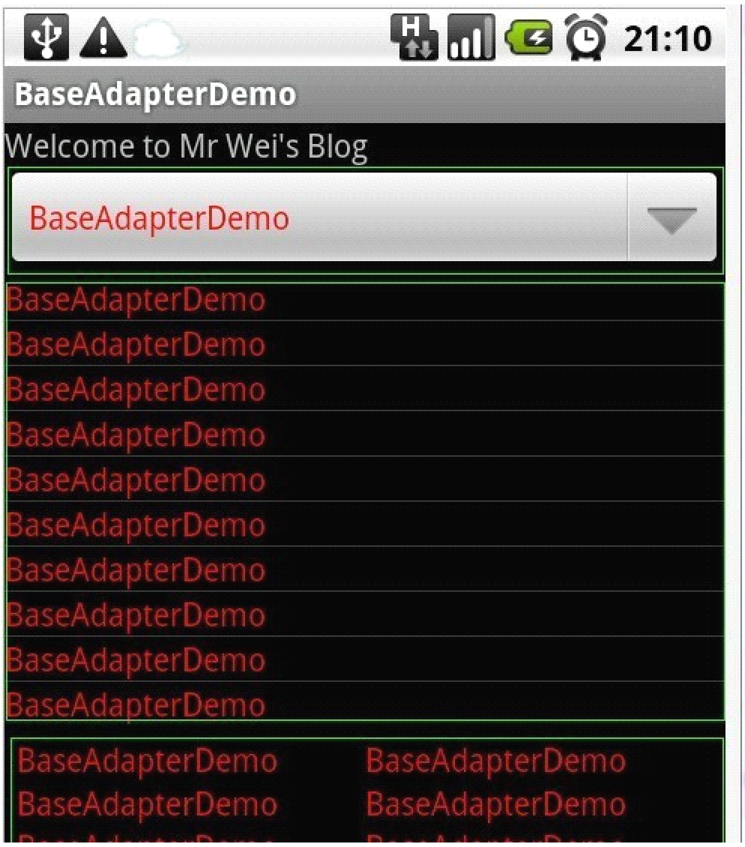
```
package com.tutor.baseadapter;
import android.app.Activity;
import android.graphics.Color;
import android.os.Bundle;
import android.view.View;
import android.view.ViewGroup;
import android.widget.BaseAdapter;
import android.widget.GridView;
import android.widget.ListView;
import android.widget.Spinner;
import android.widget.TextView;
public class BaseAdapterDemo extends Activity {

      private Spinner mSpinner;
      private ListView mListView;
      private GridView mGridView;
      private MyAdapter mMyAdapter;
      @Override
      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              setContentView(R.layout.main);
              setupViews();
      }

      public void setupViews(){
              mMyAdapter = new MyAdapter();
              mSpinner = (Spinner)findViewById(R.id.spinner);
              mSpinner.setAdapter(mMyAdapter);
              mListView = (ListView)findViewById(R.id.listview);
              mListView.setAdapter(mMyAdapter);
              mGridView = (GridView)findViewById(R.id.gridview);
              mGridView.setAdapter(mMyAdapter);
              mGridView.setNumColumns(2);

      }

      //定义自己的适配器,注意 getCount 和 getView 方法
      private class MyAdapter extends BaseAdapter{
              @Override
              public int getCount() {
                    // 这里我就返回 10 了，也就是一共有 10 项数据项
                    return 10;
              }
```

```
            @Override
            public Object getItem(int arg0) {
                  return arg0;
            }
            @Override
            public long getItemId(int position) {
                  return position;
            }
            @Override
            public View getView(int position, View convertView, ViewGroup parent)
{
                  // position 就是位置从 0 开始，convertView 是 Spinner,ListView
中每一项要显示的 view
                  //通常 return 的 view 也就是 convertView
                  //parent 就是父窗体了，也就是 Spinner,ListView,GridView
了.
                  TextView mTextView = new
TextView(getApplicationContext());
                  mTextView.setText("BaseAdapterDemo");
                  mTextView.setTextColor(Color.RED);
                  return mTextView;
            }

      }
}
package com.tutor.baseadapter;
import android.app.Activity;
import android.graphics.Color;
import android.os.Bundle;
import android.view.View;
import android.view.ViewGroup;
import android.widget.BaseAdapter;
import android.widget.GridView;
import android.widget.ListView;
import android.widget.Spinner;
import android.widget.TextView;
public class BaseAdapterDemo extends Activity {

private Spinner mSpinner;
private ListView mListView;
private GridView mGridView;
private MyAdapter mMyAdapter;
      @Override
      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              setContentView(R.layout.main);
              setupViews();
      }

      public void setupViews(){
         mMyAdapter = new MyAdapter();
         mSpinner = (Spinner)findViewById(R.id.spinner);
         mSpinner.setAdapter(mMyAdapter);
         mListView = (ListView)findViewById(R.id.listview);
         mListView.setAdapter(mMyAdapter);
         mGridView = (GridView)findViewById(R.id.gridview);
         mGridView.setAdapter(mMyAdapter);
         mGridView.setNumColumns(2);
      }

      //定义自己的适配器,注意 getCount 和 getView 方法
      private class MyAdapter extends BaseAdapter{
    @Override
    public int getCount() {
     // 这里我就返回 10 了，也就是一共有 10 项数据项
     return 10;
    }
    @Override
    public Object getItem(int arg0) {
     return arg0;
    }
    @Override
    public long getItemId(int position) {
     return position;
    }
    @Override
    public View getView(int position, View convertView, ViewGroup parent) {
     // position 就是位置从 0 开始，convertView 是 Spinner,ListView 中每一项要显示
的 view
     //通常 return 的 view 也就是 convertView
     //parent 就是父窗体了，也就是 Spinner,ListView,GridView 了.
     TextView mTextView = new TextView(getApplicationContext());
     mTextView.setText("BaseAdapterDemo");
     mTextView.setTextColor(Color.RED);
     return mTextView;
    }
```

```
        }
}
```

第四步:运行程序效果图如下:

效果图一:



21:10

BaseAdapterDemo

Welcome to Mr Wei's Blog

BaseAdapterDemo

BaseAdapterDemo
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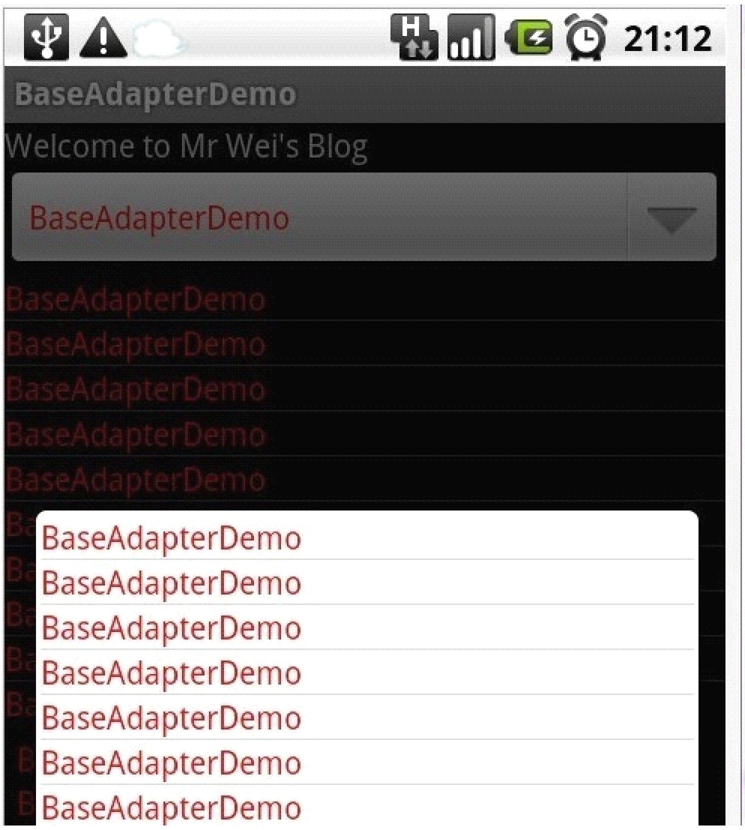
BaseAdapterDemo

BaseAdapterDemo BaseAdapterDemo
BaseAdapterDemo BaseAdapterDemo

效果图二：



等等，平时我在这里就和大家告别了，今天还没完呵呵，因为下面是我们的重点了，我们平常看的应用列表什么的，不是单单的一个 TextView 就可以了事 的，所以我们可以在 Layout 里事先 定义好布局。这里我新建了一个名叫 baseadapter_provider.xml 文件，代码如下:

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```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
      android:orientation="horizontal"
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      >
      <ImageView
              android:id="@+id/imageView"
              android:layout_width="wrap_content"
              android:layout_height="wrap_content"
              android:src="@drawable/icon"
      />
      <TextView
              android:id="@+id/textview"
              android:layout_width="wrap_content"
              android:layout_height="wrap_content"
              android:text="BaseAdapter"
      />
</LinearLayout>
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
      android:orientation="horizontal"
      android:layout_width="fill_parent"
      android:layout_height="fill_parent"
      >
      <ImageView
         android:id="@+id/imageView"
         android:layout_width="wrap_content"
         android:layout_height="wrap_content"
         android:src="@drawable/icon"
      />
<TextView
    android:id="@+id/textview"
```

```
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="BaseAdapter"
    />
</LinearLayout>
```

将 getView()方法修改如下:

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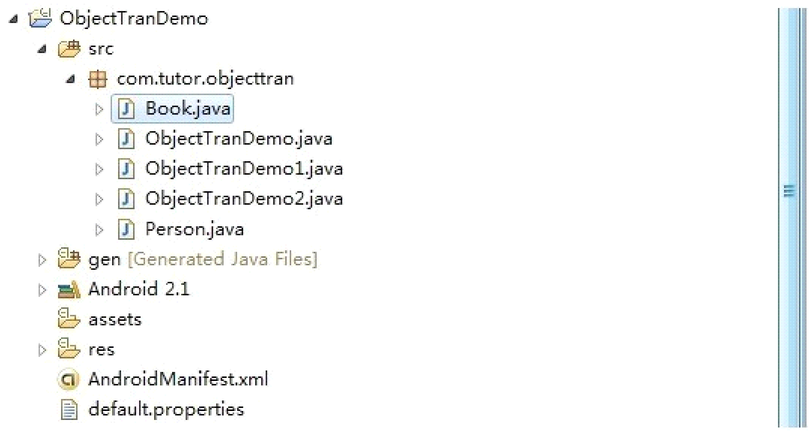
```
    @Override
         public View getView(int position, View convertView, ViewGroup parent)
{
             // position 就是位置从 0 开始，convertView 是 Spinner,ListView
中每一项要显示的 view
             //通常 return 的 view 也就是 convertView
               //parent 就是父窗体了，也就是 Spinner,ListView,GridView
了.
//                                          TextView    mTextView    =    new
TextView(getApplicationContext());
//            mTextView.setText("BaseAdapterDemo");
//            mTextView.setTextColor(Color.RED);
//            return mTextView;

               //LayoutInflater 不会的参照我的 Android 高手进阶教程
(五)
                                                      convertView    =
LayoutInflater.from(getApplicationContext()).inflate
             (R.layout.baseadapter_provider,null);

                                                 TextView    mTextView    =
(TextView)convertView.findViewById(R.id.textview);
                    mTextView.setText("BaseAdapterDemo" + position);
                    mTextView.setTextColor(Color.RED);
                    return convertView;
              }
@Override
    public View getView(int position, View convertView, ViewGroup parent) {
     // position 就是位置从 0 开始，convertView 是 Spinner,ListView 中每一项要显示
的 view
     //通常 return 的 view 也就是 convertView
     //parent 就是父窗体了，也就是 Spinner,ListView,GridView 了.
//     TextView mTextView = new TextView(getApplicationContext());
//     mTextView.setText("BaseAdapterDemo");
//     mTextView.setTextColor(Color.RED);
//     return mTextView;

     //LayoutInflater 不会的参照我的 Android 高手进阶教程(五)
     convertView = LayoutInflater.from(getApplicationContext()).inflate
     (R.layout.baseadapter_provider,null);

     TextView mTextView = (TextView)convertView.findViewById(R.id.textview);
     mTextView.setText("BaseAdapterDemo" + position);
     mTextView.setTextColor(Color.RED);
     return convertView;
    }
```

再次运行看一下效果图如下:

Android 中 Intent 传递对象的两种方法(Serializable,Parcelable)

大家好，好久不见，今天要给大家讲一下 Android 中 Intent 中如何传递对象,就我目前所知道的有两种方法，一种是 Bundle.putSerializable(Key,Object);另一种是 Bundle.putParcelable(Key, Object);当然这些 Object 是有一定的条件的，前者是实现了 Serializable 接口，而后者是实现了 Parcelable 接口，为了让大 家更容易理解我还是照常写了一个简单的 Demo,大家就一步一步跟我来吧！

第一步:新建一个 Android 工程命名为 ObjectTranDemo(类比较多哦!)目录结构如下图:



```
ObjectTranDemo
  src
    com.tutor.objecttran
      Book.java
      ObjectTranDemo.java
      ObjectTranDemo1.java
      ObjectTranDemo2.java
      Person.java
  gen [Generated Java Files]
  Android 2.1
  assets
  res
  AndroidManifest.xml
  default.properties
```

第二步:修改 main.xml 布局文件(这里我增加了两个按钮)代码如下 view plaincopy to clipboardprint?

```
<?xml version=″1.0″ encoding=″utf-8″?>
<LinearLayout xmlns:android=″http://schemas.android.com/apk/res/android″
      android:orientation=″vertical″
      android:layout_width=″fill_parent″
      android:layout_height=″fill_parent″
      >
```

```
<TextView
        android:layout_width="fill_parent"
        android:layout_height="wrap_content"
        android:text="Welcome to Mr wei's blog."
        />
<Button
        android:id="@+id/button1"
        android:layout_width="fill_parent"
        android:layout_height="wrap_content"
        android:text="Serializable"
/>
<Button
        android:id="@+id/button2"
        android:layout_width="fill_parent"
        android:layout_height="wrap_content"
        android:text="Parcelable"
/>
</LinearLayout>
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
        android:orientation="vertical"
        android:layout_width="fill_parent"
        android:layout_height="fill_parent"
        >
<TextView
        android:layout_width="fill_parent"
        android:layout_height="wrap_content"
        android:text="Welcome to Mr wei's blog."
        />
```

```
<Button
android:id=″@+id/button1″
android:layout_width=″fill_parent″
android:layout_height=″wrap_content″
android:text=″Serializable″
/>
<Button
android:id=″@+id/button2″
android:layout_width=″fill_parent″
android:layout_height=″wrap_content″
android:text=″Parcelable″
/>
</LinearLayout>
```

第三步:新建两个类一个是Person.java实现Serializable接口，另一个Book.java实现Parcelable接口，代码分别如下:

Person.java:

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```
package com.tutor.objecttran;
import java.io.Serializable;
public class Person implements Serializable {
      private static final long serialVersionUID = -7060210544600464481L;
      private String name;
      private int age;
      public String getName() {
              return name;
      }
      public void setName(String name) {
              this.name = name;
      }
      public int getAge() {
              return age;
      }
      public void setAge(int age) {
              this.age = age;
      }

}
package com.tutor.objecttran;
import java.io.Serializable;
public class Person implements Serializable {
private static final long serialVersionUID = -7060210544600464481L;
private String name;
private int age;
public String getName() {
    return name;
}
public void setName(String name) {
    this.name = name;
}
public int getAge() {
    return age;
}
public void setAge(int age) {
    this.age = age;
}

}
```

Book.java:

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```
package com.tutor.objecttran;
import android.os.Parcel;
import android.os.Parcelable;
public class Book implements Parcelable {
      private String bookName;
      private String author;
      private int publishTime;

      public String getBookName() {
              return bookName;
      }
      public void setBookName(String bookName) {
              this.bookName = bookName;
      }
      public String getAuthor() {
              return author;
      }
      public void setAuthor(String author) {
              this.author = author;
      }
      public int getPublishTime() {
              return publishTime;
      }
      public void setPublishTime(int publishTime) {
              this.publishTime = publishTime;
      }
      public static final Parcelable.Creator<Book> CREATOR = new Creator<Book>()
{
              public Book createFromParcel(Parcel source) {
                    Book mBook = new Book();
                    mBook.bookName = source.readString();
                    mBook.author = source.readString();
                    mBook.publishTime = source.readInt();
                    return mBook;
              }
              public Book[] newArray(int size) {
                    return new Book[size];
              }
      };

      public int describeContents() {
              return 0;
      }
      public void writeToParcel(Parcel parcel, int flags) {
              parcel.writeString(bookName);
              parcel.writeString(author);
              parcel.writeInt(publishTime);
      }
}
package com.tutor.objecttran;
import android.os.Parcel;
import android.os.Parcelable;
public class Book implements Parcelable {
private String bookName;
private String author;
private int publishTime;

public String getBookName() {
    return bookName;
}
public void setBookName(String bookName) {
    this.bookName = bookName;
}
public String getAuthor() {
    return author;
}
public void setAuthor(String author) {
    this.author = author;
}
public int getPublishTime() {
    return publishTime;
}
public void setPublishTime(int publishTime) {
    this.publishTime = publishTime;
}

public static final Parcelable.Creator<Book> CREATOR = new Creator<Book>() {
    public Book createFromParcel(Parcel source) {
     Book mBook = new Book();
     mBook.bookName = source.readString();
     mBook.author = source.readString();
     mBook.publishTime = source.readInt();
     return mBook;
    }
    public Book[] newArray(int size) {
     return new Book[size];
    }
};

public int describeContents() {
    return 0;
}
public void writeToParcel(Parcel parcel, int flags) {
    parcel.writeString(bookName);
    parcel.writeString(author);
    parcel.writeInt(publishTime);
}
}
```

第四步:修改 ObjectTranDemo.java,并且新建两个 Activity,一个是 ObjectTranDemo1.java,别一个是 ObjectTranDemo2.java.分别用来显示 Person 对像数据，和 Book 对象数据:,代码分别如下：

ObjectTranDemo.java:

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```
package com.tutor.objecttran;
import android.app.Activity;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.view.View.OnClickListener;
import android.widget.Button;
public class ObjectTranDemo extends Activity implements OnClickListener {
```

```
private Button sButton,pButton;
public    final static String SER_KEY = "com.tutor.objecttran.ser";
public    final static String PAR_KEY = "com.tutor.objecttran.par";
public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);
        setupViews();

}

//我的一贯作风呵呵
public void setupViews(){
        sButton = (Button)findViewById(R.id.button1);
        pButton = (Button)findViewById(R.id.button2);
        sButton.setOnClickListener(this);
        pButton.setOnClickListener(this);
}
//Serializeable 传递对象的方法
public void SerializeMethod(){
        Person mPerson = new Person();
        mPerson.setName("frankie");
        mPerson.setAge(25);
        Intent mIntent = new Intent(this,ObjectTranDemo1.class);
        Bundle mBundle = new Bundle();
        mBundle.putSerializable(SER_KEY,mPerson);
        mIntent.putExtras(mBundle);

        startActivity(mIntent);
}
```

```
      //Pacelable 传递对象方法
      public void PacelableMethod(){
              Book mBook = new Book();
              mBook.setBookName("Android Tutor");
              mBook.setAuthor("Frankie");
              mBook.setPublishTime(2010);
              Intent mIntent = new Intent(this,ObjectTranDemo2.class);
              Bundle mBundle = new Bundle();
              mBundle.putParcelable(PAR_KEY, mBook);
              mIntent.putExtras(mBundle);

              startActivity(mIntent);
      }
      //铵钮点击事件响应
      public void onClick(View v) {
              if(v == sButton){
                    SerializeMethod();
              }else{
                    PacelableMethod();
              }
      }
}
package com.tutor.objecttran;
import android.app.Activity;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.view.View.OnClickListener;
import android.widget.Button;
```

```
public class ObjectTranDemo extends Activity implements OnClickListener {


private Button sButton,pButton;
public    final static String SER_KEY = "com.tutor.objecttran.ser";
public    final static String PAR_KEY = "com.tutor.objecttran.par";
      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              setContentView(R.layout.main);
              setupViews();

      }

      //我的一贯作风呵呵
      public void setupViews(){
         sButton = (Button)findViewById(R.id.button1);
         pButton = (Button)findViewById(R.id.button2);
         sButton.setOnClickListener(this);
         pButton.setOnClickListener(this);
      }
      //Serializeable 传递对象的方法
      public void SerializeMethod(){
         Person mPerson = new Person();
         mPerson.setName("frankie");
         mPerson.setAge(25);
         Intent mIntent = new Intent(this,ObjectTranDemo1.class);
         Bundle mBundle = new Bundle();
         mBundle.putSerializable(SER_KEY,mPerson);
         mIntent.putExtras(mBundle);
         startActivity(mIntent);
      }
      //Pacelable 传递对象方法
      public void PacelableMethod(){
         Book mBook = new Book();
         mBook.setBookName("Android Tutor");
         mBook.setAuthor("Frankie");
         mBook.setPublishTime(2010);
         Intent mIntent = new Intent(this,ObjectTranDemo2.class);
         Bundle mBundle = new Bundle();
         mBundle.putParcelable(PAR_KEY, mBook);
         mIntent.putExtras(mBundle);

         startActivity(mIntent);
      }
      //铵钮点击事件响应
public void onClick(View v) {
    if(v == sButton){
     SerializeMethod();
    }else{
     PacelableMethod();
    }
}
}
```

ObjectTranDemo1.java:

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```
package com.tutor.objecttran;
import android.app.Activity;
import android.os.Bundle;
import android.widget.TextView;
public class ObjectTranDemo1 extends Activity {
      @Override
      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);

              TextView mTextView = new TextView(this);
              Person mPerson = 
(Person)getIntent().getSerializableExtra(ObjectTranDemo.SER_KEY);
              mTextView.setText("You name is: " + mPerson.getName() + "\n"+

                          "You age is: " + mPerson.getAge());

              setContentView(mTextView);
      }
}
package com.tutor.objecttran;
import android.app.Activity;
import android.os.Bundle;
import android.widget.TextView;
public class ObjectTranDemo1 extends Activity {
      @Override
      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);

              TextView mTextView = new TextView(this);
              Person mPerson = 
(Person)getIntent().getSerializableExtra(ObjectTranDemo.SER_KEY);
              mTextView.setText("You name is: " + mPerson.getName() + "\n"+
                "You age is: " + mPerson.getAge());

              setContentView(mTextView);
      }
}
```

ObjectTranDemo2.java:

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```
package com.tutor.objecttran;
import android.app.Activity;
import android.os.Bundle;
import android.widget.TextView;
public class ObjectTranDemo2 extends Activity {

      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              TextView mTextView = new TextView(this);
              Book mBook =
(Book)getIntent().getParcelableExtra(ObjectTranDemo.PAR_KEY);
              mTextView.setText("Book name is: " + mBook.getBookName()+"\n"+

                                            "Author is: " + mBook.getAuthor() +
"\n" +
                                            "PublishTime is: " +
mBook.getPublishTime());
              setContentView(mTextView);
      }
}
package com.tutor.objecttran;
import android.app.Activity;
import android.os.Bundle;
import android.widget.TextView;
public class ObjectTranDemo2 extends Activity {

      public void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              TextView mTextView = new TextView(this);
              Book mBook =
(Book)getIntent().getParcelableExtra(ObjectTranDemo.PAR_KEY);
              mTextView.setText("Book name is: " + mBook.getBookName()+"\n"+
                        "Author is: " + mBook.getAuthor() + "\n" +
                        "PublishTime is: " + mBook.getPublishTime());
              setContentView(mTextView);
      }
}
```

第五步:比较重要的一步啦，修改 AndroidManifest.xml 文件（将两个新增的 Activity，ObjectTranDemo1,ObjectTranDemo2)申明一下代码如下(第 14，15 行):

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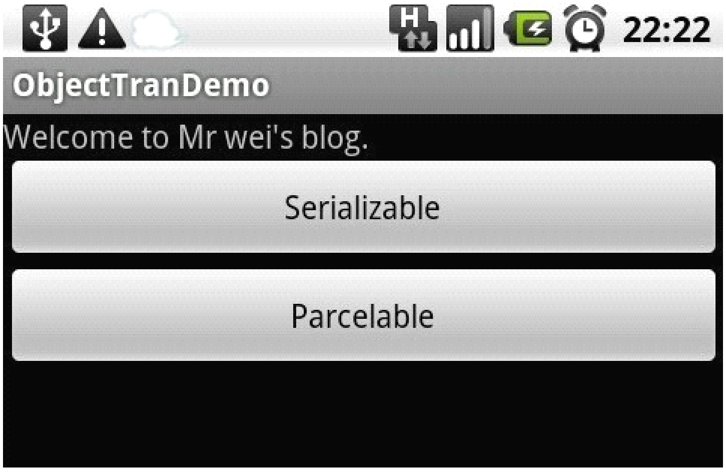
```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
          package="com.tutor.objecttran"
          android:versionCode="1"
          android:versionName="1.0">
      <application android:icon="@drawable/icon"
android:label="@string/app_name">
              <activity android:name=".ObjectTranDemo"
                              android:label="@string/app_name">
                    <intent-filter>
                          <action android:name="android.intent.action.MAIN"
```

```
/>
                          <category
android:name="android.intent.category.LAUNCHER" />
                    </intent-filter>
              </activity>
              <activity android:name=".ObjectTranDemo1"></activity>
              <activity android:name=".ObjectTranDemo2"></activity>
      </application>
      <uses-sdk android:minSdkVersion="7" />
</manifest>
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
          package="com.tutor.objecttran"
          android:versionCode="1"
          android:versionName="1.0">
      <application android:icon="@drawable/icon"
android:label="@string/app_name">
              <activity android:name=".ObjectTranDemo"
                              android:label="@string/app_name">
                    <intent-filter>
                          <action android:name="android.intent.action.MAIN" />
                          <category
android:name="android.intent.category.LAUNCHER" />
                    </intent-filter>
              </activity>
    <activity android:name=".ObjectTranDemo1"></activity>
    <activity android:name=".ObjectTranDemo2"></activity>
      </application>
      <uses-sdk android:minSdkVersion="7" />
```

```
</manifest>
```

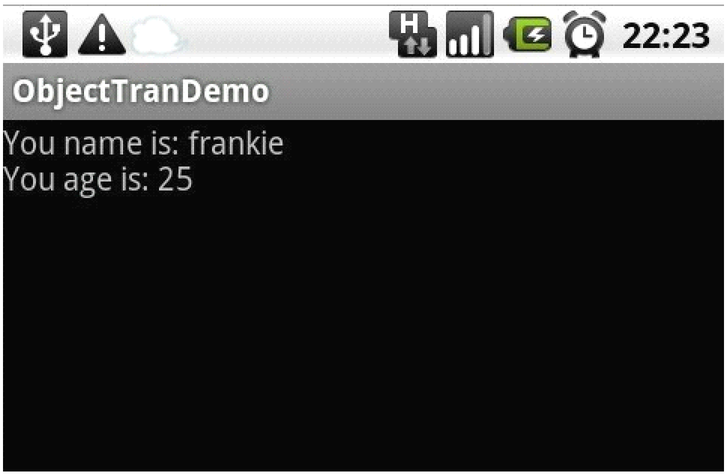
第六步:运行上述工程查看效果图啦:

效果 1：首界面:



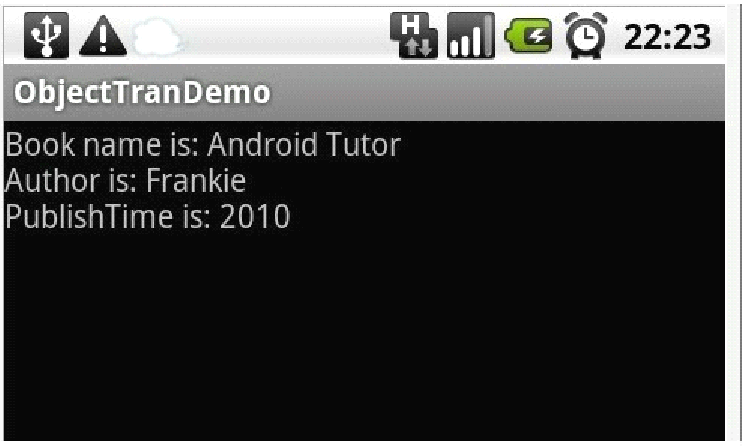
Welcome to Mr wei's blog.

效果 2:点击 Serializable 按钮



You name is: frankie
You age is: 25

效果 3:点击 Parcelable 按钮:



```
Book name is: Android Tutor
Author is: Frankie
PublishTime is: 2010
```