

编程基础

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# 封面

编程基础

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## Android 基础UI编程2

标题、状态栏的隐藏

标题栏隐藏

在Activity.setCurrentView();之前调用此方法

状态栏隐藏(全屏)

在Activity.setCurrentView();之前调用此方法

```
private void HideTitle() {  
    // TODO Auto-generated method stub  
    requestWindowFeature(Window.FEATURE_NO_TITLE);  
}  
private void HideStatusBar() {  
    // TODO Auto-generated method stub  
    //隐藏标题  
    requestWindowFeature(Window.FEATURE_NO_TITLE);  
    //定义全屏参数  
    int flag=WindowManager.LayoutParams.FLAG_FULLSCREEN;  
    //获得窗口对象  
    Window myWindow=this.getWindow();  
    //设置Flag标识  
    myWindow.setFlags(flag,flag);  
}
```

## 3

### 样式化的定型对象

#### Style 样式的定义

- ① 新建工程
- ② 定义一个style.xml 存放样式
- ③ 在string.xml 中添加字符串
- ④ 修改布局main.xml，添加两个TextView

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
<style name="myStyle_Text1">
<item name="android:textSize">25sp</item>
<item name="android:textColor">#80FF00</item>
</style>
<style name="myStyle_Text2">
<item name="android:textSize">18sp</item>
<item name="android:textColor">#0C688E</item>
<item name="android:fromAlpha">0.0</item>
<item name="android:toAlpha">0.0</item>
</style>
</resources>
<?xml version="1.0" encoding="utf-8"?>
<resources>
<string name="string_A">应用myStyle_Text1</string>
<string name="string_B">应用myStyle_Text2</string>
</resources>
<TextView
android:id="@+id/TextView01"
android:layout_height="wrap_content"
android:layout_width="fill_parent"
android:gravity="center_verticalcenter_horizontal"
android:text="@string/string_A"></TextView>
<TextView
android:id="@+id/TextView02"
android:layout_height="wrap_content"
android:layout_width="fill_parent"
android:gravity="center_verticalcenter_horizontal"
android:text="@string/string_B"></TextView>
```

## 编程基础

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⑤ 加入Style

⑥ 结果：

```
<?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/TextView01"
style="@style/myStyle_Text1"
android:layout_height="wrap_content"
android:layout_width="fill_parent"
android:gravity="center_vertical|center_horizontal"
android:text="@string/string_A"></TextView>
<TextView
android:id="@+id/TextView02"
style="@style/myStyle_Text2"
android:layout_height="wrap_content"
android:layout_width="fill_parent"
android:gravity="center_vertical|center_horizontal"
android:text="@string/string_B"></TextView>
</LinearLayout>
```

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## 编程基础

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## 简易的按钮事件

### Button 事件处理

① 创建新工程

② 修改main.xml 布局，添加一个TextView 和一个Button

③ 在mainActivity.java 中findViewById() 获取TextView 和Button 资源

④ 给Button 添加事件监听器Button.OnClickListener()

```
<?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/show_TextView"
        android:layout_width="fill_parent"
        android:layout_height="wrap_content"
        android:text="@string/hello"
    />
    <Button
        android:id="@+id/Click_Button"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="点击"
    />
</LinearLayout>

show= (TextView)findViewById(R.id.show_TextView);
press=(Button)findViewById(R.id.Click_Button);
press.setOnClickListener(new Button.OnClickListener(){
    @Override
    public void onClick(View v) {
        // TODO Auto-generated method stub
    }
});

```

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⑤ 处理事件

⑥ 结果：

```

press.setOnClickListener(new Button.OnClickListener(){
    @Override
    public void onClick(View v) {
        // TODO Auto-generated method stub
        show.setText("Hi , Google Android!");
    }
});

```

-----Android

## 手机页面的转换

### setContentView 的应用

- ① 新建工程
- ② string 添加两个提示字符串
- ③ 新建color.xml 保存两个颜色值
- ④ 修改main.xml 布局，添加一个TextView 和一个Button

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
<string name="layout1">this is Layout 1</string>
<string name="layout2">This is Layout 2</string>
<string name="app_name">Ex8_UI</string>
</resources>
<?xml version="1.0" encoding="utf-8"?>
<resources>
<color name="black">#000000</color>
<color name="white">#FFFFFF</color>
</resources>
<?xml version="1.0" encoding="utf-8"?>
<AbsoluteLayout
android:layout_width="fill_parent"
android:layout_height="fill_parent"
android:background="@color/black"
xmlns:android="http://schemas.android.com/apk/res/android"
>
<TextView
android:id="@+id/text1"
android:textSize="24sp"
android:layout_width="186px"
android:layout_height="29px"
android:layout_x="70px"
android:layout_y="32px"
android:text="@string/layout1"
></TextView>
<Button
android:id="@+id/button1"
android:layout_width="118px"
android:layout_height="wrap_content"
```

```
android:layout_x="100px"
```

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## 编程基础

### 8

⑤ 新建mylayout.xml 布局文件，并添加两个View：TextView 和Button

⑥ 编写mainActivity.java

```
android:layout_y="82px"
```

```
android:text="Go to Layout2"
```

```
></Button>
```

```
</AbsoluteLayout>
```

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

```
<AbsoluteLayout
```

```
android:layout_width="fill_parent"
```

```
android:layout_height="fill_parent"
```

```
android:background="@color/white"
```

```
xmlns:android="http://schemas.android.com/apk/res/android"
```

```
> <
```

```
TextView
```

```
android:id="@+id/text2"
```

```
android:textSize="24sp"
```

```
android:layout_width="186px"
```

```
android:layout_height="29px"
```

```
android:layout_x="70px"
```

```
android:layout_y="32px"
```

```
android:textColor="@color/black"
```

```
android:text="@string/layout2"
```

```
> </TextView>
```

```
<Button
```

```
android:id="@+id/button2"
```

```
android:layout_width="118px"
```

```
android:layout_height="wrap_content"
```

```
android:layout_x="100px"
```

```
android:layout_y="82px"
```

```
android:text="Go to Layout1"
```

```
></Button>
```

```
</AbsoluteLayout>
```

```
package zyf.Ex8_UI;
```

```
import android.app.Activity; /* import 相关class */
```

```
import android.os.Bundle;
```

```
import android.view.View;
```

```
import android.widget.Button;
public class Ex8_UI extends Activity {
    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState) {
```

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### ⑦ 结果

```
super.onCreate(savedInstanceState);
/* 载入main.xml Layout */
setContentView(R.layout.main); // 默认启动布局
/* 以findViewById()取得Button 对象，并添加onClickListener */
Button b1 = (Button) findViewById(R.id.button1);
b1.setOnClickListener(new Button.OnClickListener() {
    public void onClick(View v) {
        jumpToLayout2(); // 调用跳转方法jumpToLayout2()
    }
});
} /* method jumpToLayout2: 将
layout 由
main.xml 切
换
成
mylayout.xml */
public void jumpToLayout2() {
    /* 将layout 改成mylayout.xml */
    setContentView(R.layout.mylayout);
    /* 以findViewById()取得Button 对象，并添加onClickListener */
    Button b2 = (Button) findViewById(R.id.button2);
    b2.setOnClickListener(new Button.OnClickListener() {
        public void onClick(View v) {
            jumpToLayout1(); // 调用跳转方法jumpToLayout1()
        }
    });
} /* method jumpToLayout1: 将
layout 由
mylayout.xml 切
换
成main.xml */
```

```

public void jumpToLayout1() {
    /* 将layout 改成main.xml */
    setContentView(R.layout.main);
    /* 以findViewById()取得Button 对象，并添加onClickListener */
    Button b1 = (Button) findViewById(R.id.button1);
    b1.setOnClickListener(new Button.OnClickListener() {
        public void onClick(View v) {
            jumpToLayout2(); // 调用跳转方法jumpToLayout2()
        }
    });
}
}
}

```

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## 编程基础

# 10

## 调用另一个Activity

### Intent 对象的使用

- ① 新建工程
- ② 在string.xml 中添加两个字符串
- ③ 新建color.xml 存放颜色值
- ④ 修改main.xml 布局，添加一个TextView 和一个Button

```

<?xml version="1.0" encoding="utf-8"?>
<resources>
    <string name="hello">Hello World, Ex9_UI!</string>
    <string name="app_name">Ex9_UI</string>
    <string name="act1">This is Activity 1!</string>
    <string name="act2">This is Activity 2!</string>
</resources>

<?xml version="1.0" encoding="utf-8"?>
<resources>
    <color name="black">#000000</color>
    <color name="white">#FFFFFF</color>
</resources>

<?xml version="1.0" encoding="utf-8"?>
<AbsoluteLayout
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    android:background="@color/black"

```



```

xmlns:android="http://schemas.android.com/apk/res/android"
> <
TextView
android:id="@+id/text1"
android:textSize="24sp"
android:layout_width="186px"
android:layout_height="29px"
android:layout_x="70px"
android:layout_y="32px"
android:text="@string/act1"
</TextView>
<Button
android:id="@+id/button1"
android:layout_width="118px"
android:layout_height="wrap_content"

```

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- ⑤ 新建一个secondlayout.xml 布局，并添加一个TextView 和一个Button
- ⑥ 新建SecondActivity.java 文件，添加内容

```

android:layout_x="100px"
android:layout_y="82px"
android:text="Go to Activity2"
</Button>
</AbsoluteLayout>
<?xml version="1.0" encoding="utf-8"?>
<AbsoluteLayout
android:layout_width="fill_parent"
android:layout_height="fill_parent"
android:background="@color/white"
xmlns:android="http://schemas.android.com/apk/res/android"
> <
TextView
android:id="@+id/text2"
android:textSize="24sp"
android:layout_width="186px"
android:layout_height="29px"
android:layout_x="70px"
android:layout_y="32px"
android:textColor="@color/black"

```

```

        android:text="@string/act2"
    ></TextView>

    <Button
        android:id="@+id/button2"
        android:layout_width="118px"
        android:layout_height="wrap_content"
        android:layout_x="100px"
        android:layout_y="82px"
        android:text="Go to Activity1"
    ></Button>
</AbsoluteLayout>

package zyf.Ex9_UI;
import android.app.Activity;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
public class SecondActivity extends Activity {

```

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## 编程基础

# 12

⑦ 修改mainActivity.java,添加代码

```

/** Called when the activity is first created. */
@Override
public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    /* 载入mylayout.xml Layout */
    setContentView(R.layout.mylayout);
    /* 以findViewById()取得Button 对象, 并添加onClickListener */
    Button b2 = (Button) findViewById(R.id.button2);
    b2.setOnClickListener(new Button.OnClickListener() {
        public void onClick(View v) {
            /* new 一个Intent 对象, 并指定要启动的class */
            Intent intent = new Intent();
            intent.setClass(SecondActivity.this, Ex9_UI.class);
            /* 调用一个新的Activity */
            startActivity(intent);
            /* 关闭原本的Activity */
            SecondActivity.this.finish();
        }
    });
}

```

```

});
}
}

package zyf.Ex9_UI;
import android.app.Activity;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
public class Ex9_UI extends Activity {
    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        /* 载入main.xml Layout */
        setContentView(R.layout.main);
        /* 以findViewById()取得Button 对象，并添加onClickListener */
        Button b1 = (Button) findViewById(R.id.button1);
        b1.setOnClickListener(new Button.OnClickListener() {
            public void onClick(View v) {
                /* new 一个Intent 对象，并指定要启动的class */
                Intent intent = new Intent();

```

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## 编程基础

# 13

⑧ 在AndroidManifest.xml 文件中添加SecondActivity

⑨ 结果

```

intent.setClass(Ex9_UI.this, SecondActivity.class);
/* 调用一个新的Activity */
startActivity(intent);
/* 关闭原本的Activity */
Ex9_UI.this.finish();
}
});
}
}

<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
package="zyf.Ex9_UI"
android:versionCode="1"

```

```

    android:versionName="1.0">
    <application android:icon="@drawable/icon"
    android:label="@string/app_name">
    <activity android:name=".Ex9_UI"
    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="SecondActivity"></activity>
    </application>
    <uses-sdk android:minSdkVersion="2" />
    </manifest>

```

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## 不同Activity之间的数据传递

### Bundle 对象的实现

① 新建工程

② 修改main.xml 布局，添加UI 元素

```

<?xml version="1.0" encoding="utf-8"?>
<AbsoluteLayout
    android:id="@+id/widget0"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    xmlns:android="http://schemas.android.com/apk/res/android">
    <TextView
    android:id="@+id/showText"
    android:layout_width="wrap_content"
    android:layout_height="26px"
    android:text="计算你的标准体重!"
    android:textSize="25px"
    android:layout_x="65px"
    android:layout_y="21px">
    </TextView>
    <TextView
    android:id="@+id/text_Sex"

```

```

android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="性别:"
android:layout_x="71px"
android:layout_y="103px">
</TextView>
<TextView
android:id="@+id/text_Height"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="身高:"
android:layout_x="72px"
android:layout_y="169px">
</TextView>
<RadioGroup
android:id="@+id/radioGroup"
android:layout_width="wrap_content"
android:layout_height="37px"
android:orientation="horizontal"

```

-----Android

## 编程基础

# 15

③ 新建mylayout.xml，并添加UI 元素

```

android:layout_x="124px"
android:layout_y="101px">
<RadioButton
android:id="@+id/Sex_Man"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="男">
</RadioButton>
<RadioButton
android:id="@+id/Sex_Woman"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="女">
</RadioButton>
</RadioGroup>
<EditText
android:id="@+id/height_Edit"

```

```

        android:layout_width="123px"
        android:layout_height="wrap_content"
        android:text=""
        android:textSize="18sp"
        android:layout_x="124px"
        android:layout_y="160px">
    </EditText>
    <Button
        android:id="@+id/button_OK"
        android:layout_width="80px"
        android:layout_height="wrap_content"
        android:text="计算"
        android:layout_x="125px"
        android:layout_y="263px">
    </Button>
</AbsoluteLayout>
<?xml version="1.0" encoding="utf-8"?>
<AbsoluteLayout
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    xmlns:android="http://schemas.android.com/apk/res/android"
>
    <TextView
        android:id="@+id/text1"

```

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## 编程基础

# 16

- ④ 新建一个BMIActivity.java
- ⑤ 在AndroidManifest.xml 添加Activity 定义

```

        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:textSize="20sp"
        android:layout_x="50px"
        android:layout_y="72px"
    </TextView>
</AbsoluteLayout>
package zyf.Ex10_UI;
import android.app.Activity;
import android.os.Bundle;
public class BMIActivity extends Activity {

```

```

/** Called when the activity is first created. */
@Override
public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
}
}

<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="zyf.Ex10_UI"
    android:versionCode="1"
    android:versionName="1.0">
    <application android:icon="@drawable/icon"
        android:label="@string/app_name">
        <activity android:name=".Ex10_UI"
            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="BMIActivity"></activity>
    </application>
    <uses-sdk android:minSdkVersion="2" />
</manifest>

```

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## 编程基础

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#### ⑥ 修改BMIActivity.java 内容

```

package zyf.Ex10_UI;
/* import 相关class */
import java.text.DecimalFormat;
import java.text.NumberFormat;
import android.app.Activity;
import android.os.Bundle;
import android.widget.TextView;
public class BMIActivity extends Activity {
    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);

```

```

/* 加载main.xml Layout */
setContentView(R.layout.mylayout);
/* 取得Intent 中的Bundle 对象*/
Bundle bunde = this getIntent().getExtras();
/* 取得Bundle 对象中的数据*/
String sex = bunde.getString("sex");
double height = bunde.getDouble("height");
/* 判断性别*/
String sexText = "";
if (sex.equals("M")) {
sexText = "男性";
} else {
sexText = "女性";
} /* 取
得
标
准
体
重
*/
String weight = this.getWeight(sex, height);
/* 设置输出文字*/
TextView tv1 = (TextView) findViewById(R.id.text1);
tv1.setText("你是一位" + sexText + "\n你的身高是" + height +
"厘米\n你的标准体重是" + weight + "公斤");
}
/* 四舍五入的method */
private String format(double num) {
NumberFormat formatter = new DecimalFormat("0.00");
String s = formatter.format(num);
return s;
}

```

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## 编程基础

# 18

### ⑦ 修改MainActivity.java 内容

```

/* 以findViewById()取得Button 对象，并添加onClickListener */
private String getWeight(String sex, double height) {
String weight = "";
if (sex.equals("M")) {

```



```

weight = format((height - 80) * 0.7);
} else {
weight = format((height - 70) * 0.6);
} return weight;
}
}

package zyf.Ex10_UI;
/* import 相关class */
import android.app.Activity;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.RadioButton;
public class Ex10_UI extends Activity {
/** Called when the activity is first created. */
@Override
public void onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
/* 载入main.xml Layout */
setContentView(R.layout.main);
/* 以findViewById()取得Button 对象，并添加onClickListener */
Button ok = (Button) findViewById(R.id.button_OK);
ok.setOnClickListener(new Button.OnClickListener() {
public void onClick(View v) {
/* 取得输入的身高 */
EditText et = (EditText) findViewById(R.id.height_Edit);
double height = Double.parseDouble(et.getText().toString());
/* 取得选择的性别 */
String sex = "";
RadioButton rb1 = (RadioButton) findViewById(R.id.Sex_Man);
if (rb1.isChecked()) {
sex = "M";
} else {

```

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⑧ 结果:

sex = "F";

```

} /* new 一个
Intent 对象
,
并
指
定
class */
Intent intent = new Intent();
intent.setClass(Ex10_UI.this, BMIActivity.class);
/* new 一个Bundle对象, 并将要传递的数据传入*/
Bundle bundle = new Bundle();
bundle.putDouble("height", height);
bundle.putString("sex", sex);
/* 将Bundle 对象assign 给Intent */
intent.putExtras(bundle);
/* 调用Activity EX03_10_1 */
startActivity(intent);
}
});
}
}

```

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编程基础

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## 返回数据到前一个Activity

startActivityForResult 方法

① 新建工程

② 修改main.xml 布局, 添加UI 元素

```

<?xml version="1.0" encoding="utf-8"?>
<AbsoluteLayout
    android:id="@+id/widget0"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    xmlns:android="http://schemas.android.com/apk/res/android">
<TextView
    android:id="@+id/showText"

```

```

android:layout_width="wrap_content"
android:layout_height="26px"
android:text="计算你的标准体重!"
android:textSize="25px"
android:layout_x="65px"
android:layout_y="21px">
</TextView>
<TextView
android:id="@+id/text_Sex"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="(性别):"
android:layout_x="71px"
android:layout_y="103px">
</TextView>
<TextView
android:id="@+id/text_Height"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="身高:"
android:layout_x="72px"
android:layout_y="169px">
</TextView>
<RadioGroup
android:id="@+id/radioGroup"
android:layout_width="wrap_content"
android:layout_height="37px"
android:orientation="horizontal"

```

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## 编程基础

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③ 新建一个mylayout.xml 布局，添加UI 元素

```

android:layout_x="124px"
android:layout_y="101px">
<RadioButton
android:id="@+id/Sex_Man"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="男">
</RadioButton>

```

```

<RadioButton
android:id="@+id/Sex_Woman"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="女">
</RadioButton>
</RadioGroup>
<EditText
android:id="@+id/height_Edit"
android:layout_width="123px"
android:layout_height="wrap_content"
android:text=""
android:numeric="decimal"
android:textSize="18sp"
android:layout_x="124px"
android:layout_y="160px">
</EditText>
<Button
android:id="@+id/button_OK"
android:layout_width="80px"
android:layout_height="wrap_content"
android:text="计算"
android:layout_x="125px"
android:layout_y="263px">
</Button>
</AbsoluteLayout>
<?xml version="1.0" encoding="utf-8"?>
<AbsoluteLayout
android:layout_width="fill_parent"
android:layout_height="fill_parent"
xmlns:android="http://schemas.android.com/apk/res/android"
>
<TextView
android:id="@+id/text1"

```

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编程基础

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- ④ 新建一个SecondActivity.java 的Activity 子类
  - ⑤ 在AndroidManifest.xml 中添加SecondActivity 这个Activity
- ```

android:layout_width="wrap_content"

```

```

android:layout_height="wrap_content"
android:textSize="20sp"
android:layout_x="50px"
android:layout_y="72px"
</TextView>
<Button
android:id="@+id/button_back"
android:layout_width="100px"
android:layout_height="48px"
android:text="回上一頁"
android:layout_x="110px"
android:layout_y="180px"
></Button>
</AbsoluteLayout>
package zyf.Ex11_UI_A;
import android.app.Activity;
import android.os.Bundle;
public class BMIActivity extends Activity {
/** Called when the activity is first created. */
@Override
public void onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
}
}
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
package="zyf.Ex11_UI_A"
android:versionCode="1"
android:versionName="1.0">
<application android:icon="@drawable/icon"
android:label="@string/app_name">
<activity android:name=".Ex11_UI_A"
android:label="@string/app_name">
<intent-filter>
<action android:name="android.intent.action.MAIN" />
<category android:name="android.intent.category.LAUNCHER" />
</intent-filter>
上一例子中新添加

```

-----Android

编程基础

⑥ 修改MainActivity.java 代码

```
</activity>
<activity android:name="BMIActivity"></activity>
</application>
<uses-sdk android:minSdkVersion="2" />
</manifest>

package zyf.Ex11_UI_A;
import android.app.Activity; /* import 相关class */
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.RadioButton;
import android.widget.Toast;
public class Ex11_UI_A extends Activity {
protected int my_requestCode = 1550;
private EditText edit_height;
private RadioButton radiobutton_Man, radiobutton_Woman;
/** Called when the activity is first created. */
@Override
public void onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
/* 载入main.xml Layout */
setContentView(R.layout.main);
/* 以findViewById()取得Button 对象，并添加onClickListener */
Button ok = (Button) findViewById(R.id.button_OK);
edit_height = (EditText) findViewById(R.id.height_Edit);
radiobutton_Man = (RadioButton) findViewById(R.id.Sex_Man);
radiobutton_Woman = (RadioButton) findViewById(R.id.Sex_Woman);
ok.setOnClickListener(new Button.OnClickListener() {
public void onClick(View v) {
try {
/* 取得输入的身高*/
double height = Double.parseDouble(edit_height.getText()
.toString());
/* 取得选择的性别*/
String sex = "";
if (radiobutton_Man.isChecked()) {
sex = "M";
} else {
sex = "F";
}
}
```

必须在AndroidManifest 中注册新的

## 编程基础

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```

/* new 一个Intent 对象, 并指定class */
Intent intent = new Intent();
intent.setClass(Ex11_UI_A.this, BMIActivity.class);
/* new 一个Bundle对象, 并将要传递的数据传入*/
Bundle bundle = new Bundle();
bundle.putDouble("height", height);
bundle.putString("sex", sex);
/* 将Bundle 对象assign 给Intent */
intent.putExtras(bundle);
/* 调用Activity EX03_10_1 */
startActivityForResult(intent, my_requestCode);
} catch (Exception e) {
// TODO: handle exception
Toast.makeText(Ex11_UI_A.this,
R.string.errorString, Toast.LENGTH_LONG).show();
}
});
} @
Override

protected void onActivityResult(int requestCode, int resultCode,
Intent data) {
// TODO Auto-generated method stub
super.onActivityResult(requestCode, resultCode, data);
switch (resultCode) {
case RESULT_OK:
/* 取得来自Activity2 的数据, 并显示于画面上*/
Bundle bunde = data.getExtras();
String sex = bunde.getString("sex");
double height = bunde.getDouble("height");
edit_height.setText("" + height);
if (sex.equals("M")) {
radiobutton_Man.setChecked(true);
} else {
radiobutton_Woman.setChecked(true);
} break break;

```

**default:**

**break;**

}

}

}

新重写方法，等待返回结果

-----Android

编程基础

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⑦ 修改SecondActivity.java 代码

**package** zyf.Ex11\_UI\_A;

*/\* import 相关class \*/*

**import** java.text.DecimalFormat;

**import** java.text.NumberFormat;

**import** android.app.Activity;

**import** android.content.Intent;

**import** android.os.Bundle;

**import** android.view.View;

**import** android.widget.Button;

**import** android.widget.TextView;

**public class** BMIActivity **extends** Activity {

**private** Intent **intent**;

**private** Bundle **bunde**;

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

**@Override**

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

**super.**onCreate(savedInstanceState);

*/\* 加载main.xml Layout \*/*

setContentView(R.layout.*mylayout*);

*/\* 取得Intent 中的Bundle 对象\*/*

**intent** = **this.**getIntent();

**bunde** = **intent.**getExtras();

*/\* 取得Bundle 对象中的数据\*/*

String sex = **bunde.**getString("sex");

**double** height = **bunde.**getDouble("height");

*/\* 判断性别\*/*

String sexText = "";

**if** (sex.equals("M")) {

sexText = "男性";

} **else** {



```
sexText = "女性";
} /* 取得
标准
体重
*/
String weight = this.getWeight(sex, height);
/* 设置输出文字*/
TextView tv1 = (TextView) findViewById(R.id.text1);
tv1.setText("你是一位" + sexText + "\n你的身高是" + height +
"厘米\n你的标准体重是" + weight + "公斤");
```

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## 编程基础

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### ⑧ 结果

```
/* 以findViewById()取得Button 对象，并添加onClickListener */
Button b1 = (Button) findViewById(R.id.button_back);
b1.setOnClickListener(new Button.OnClickListener() {
@Override
public void onClick(View v) {
// TODO Auto-generated method stub
/* 返回result 回上一个activity */
BMIActivity.this.setResult(RESULT_OK, intent);
/* 结束这个activity */
BMIActivity.this.finish();
}
});
} /* 包含
五
入
的
method */
private String format(double num) {
NumberFormat formatter = new DecimalFormat("0.00");
String s = formatter.format(num);
return s;
} /* 以
```

findViewById()取

得

Button 对

象

,

并

添

加

onClickListener \*/

```
private String getWeight(String sex, double height) {
```

```
String weight = "";
```

```
if (sex.equals("M")) {
```

```
weight = format((height - 80) * 0.7);
```

```
} else {
```

```
weight = format((height - 70) * 0.6);
```

```
} return weight;
```

```
}
```

```
}
```

返回刚刚接收的Intent

-----Android

编程基础