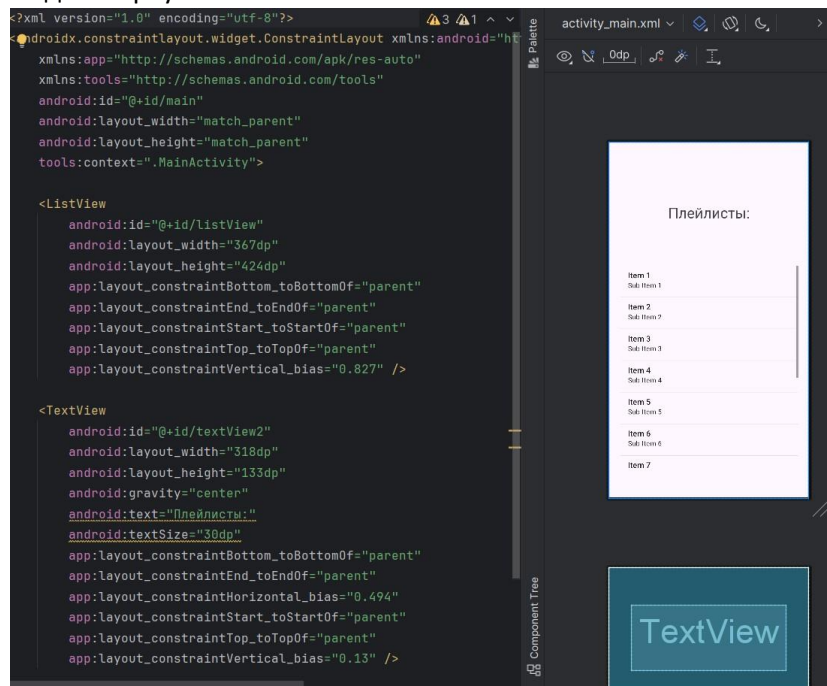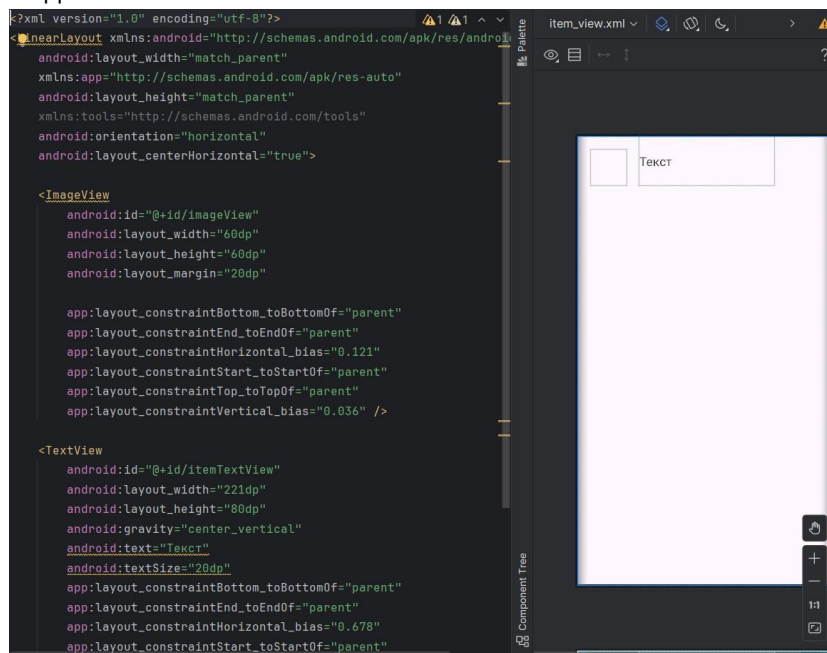Практическая №7(ListView)

1. Создаю первую активность со списком плейлистов

2. Создаю 2 активность с ячейкой

3. Оформляю список плейлистов, чтобы при нажатии перебрасывало на активность плейлиста

```kotlin
class MainActivity : AppCompatActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        enableEdgeToEdge()
        setContentView(R.layout.activity_main)
        ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main)) { v, insets ->
            val systemBars = insets.getInsets(WindowInsetsCompat.Type.systemBars())
            v.setPadding(systemBars.left, systemBars.top, systemBars.right, systemBars.bottom)
            insets
        }
        //Создание листа, для вывода этих данных в список

        val items = listOf(
            List_Item(R.drawable.fluddality, text: "Fluddality\nGone.Fludd", action: "Action1"),
            List_Item(R.drawable.frendzona, text: "Флирт на вписке\nФрендзона", action: "Action2"),
            List_Item(R.drawable.pm, text: "RATT#WHORE\nПошлая Молли", action: "Action3"),
        )
        val listView : ListView = findViewById(R.id.listView)

        val adapter = AdapterList( context: this, items)
        listView.adapter = adapter
        //Добавление кликабельности объектов в списке listView
        listView.setOnItemClickListener { parent, view, position, id ->
            val selectedItem = items[position]

            when(selectedItem.action){
                "Action1" -> {
                    changeActivity(selectedItem.imageR, MainActivity2::class.java)
                }
                "Action2" -> {
                    changeActivity(selectedItem.imageR, MainActivity3::class.java)
                }
                "Action3" -> {
                    changeActivity(selectedItem.imageR, MainActivity4::class.java)
                }
            }
```

4. Создаю Data class

```kotlin
package com.example.pr7

data class List_Item(val imageR: Int, val text: String, val action: String){
}
```

```kotlin
package com.example.pr7

import ...

class AdapterList(context: Context, private val items: List<com.example.pr7.List_Item>) : ArrayAdapter<List_Item>(co
    override fun getView(position : Int, convertView: View?, parent: ViewGroup): View {
        val item = getItem(position)

        val view = convertView ?: LayoutInflater.from(context).inflate(R.layout.item_view,parent, attachToRoot: false)

        val imageView: ImageView = view.findViewById(R.id.imageView)
        val textView : TextView = view.findViewById(R.id.itemTextView)

        item?.let {
            imageView.setImageResource(it.imageR)
            textView.text = it.text
        }
        return view
    }
}
```
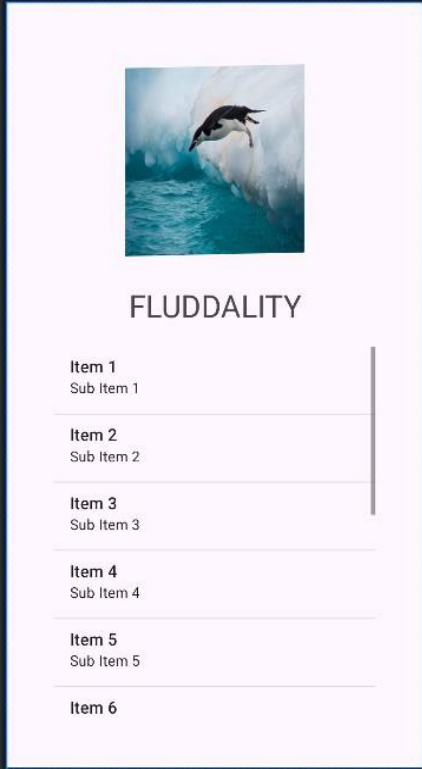
5. Создаю для каждого плейлиста активность

```xml
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout xmlns:android="ht
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity2">

    <ListView
        android:id="@+id/listView2"
        android:layout_width="318dp"
        android:layout_height="354dp"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintHorizontal_bias="0.494"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent"
        app:layout_constraintVertical_bias="0.87" />

    <ImageView
        android:id="@+id/imageView2"
        android:layout_width="176dp"
        android:layout_height="185dp"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintHorizontal_bias="0.497"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent"
        app:layout_constraintVertical_bias="0.106"
        app:srcCompat="@drawable/fluddality" />

    <TextView
```

activity_main2.xml

FLUDDALITY

| Item 1 |
| Sub Item 1 |
| Item 2 |
| Sub Item 2 |
| Item 3 |
| Sub Item 3 |
| Item 4 |
| Sub Item 4 |
| Item 5 |
| Sub Item 5 |
| Item 6 |

6. Оформляю код чтобы при нажатии на песню она воспроизводилась

```kotlin
package com.example.pr7

import android.media.MediaPlayer
import android.os.Bundle
import android.widget.ListView
import android.widget.Toast
import androidx.activity.enableEdgeToEdge
import androidx.appcompat.app.AppCompatActivity
import androidx.core.view.ViewCompat
import androidx.core.view.WindowInsetsCompat

class MainActivity4 : AppCompatActivity() {
    var media: MediaPlayer = MediaPlayer()
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        enableEdgeToEdge()
        setContentView(R.layout.activity_main3)
        ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main)) { v, insets ->
            val systemBars = insets.getInsets(WindowInsetsCompat.Type.systemBars())
            v.setPadding(systemBars.left, systemBars.top, systemBars.right, systemBars.bottom)
            insets
        }

        val items = listOf(
            List_Item(intent.getIntExtra( name: "imgKey", defaultValue: 0), text: "Адская Колыбельная", action: "Action1"),
            List_Item(intent.getIntExtra( name: "imgKey", defaultValue: 0), text: "Не обижай господина министра", action: "A
            List_Item(intent.getIntExtra( name: "imgKey", defaultValue: 0), text: "To Hell and Back", action: "Action3"),
        )
        val listView : ListView = findViewById(R.id.listView2)
        media = MediaPlayer.create( context: this, R.raw.adskayakolibelnaya)
        val adapter = AdapterList( context: this, items)

        listView.adapter = adapter
        listView.setOnItemClickListener { _, _, position, _ ->
```

```kotlin
class MainActivity4 : AppCompatActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        listView.setOnItemClickListener { _, _, position, _ ->

            when(selectedItem.action){
                "Action1" -> {
                    Toast.makeText( context: this, text: "Адская Колыбельная",
                        Toast.LENGTH_SHORT).show()
                    media.stop()
                    media = MediaPlayer.create( context: this, R.raw.adskayakolibelnaya)
                    media.start()
                }
                "Action2" -> {
                    Toast.makeText( context: this, text: "Не обижай господина министра",
                        Toast.LENGTH_SHORT).show()
                    media.stop()
                    media = MediaPlayer.create( context: this, R.raw.gospodinministr)
                    media.start()
                }
                "Action3" -> {
                    Toast.makeText( context: this, text: "To Hell and Back",
                        Toast.LENGTH_SHORT).show()
                    media.stop()
                    media = MediaPlayer.create( context: this, R.raw.tohellandback)
                    media.start()
                }
            }
        }
    }
    public override fun onDestroy() {
        media.stop()
        super.onDestroy()
    }
}
```

7. Результат