Code Review 5 – Code Review for Lab6 (ScoreKeeper Events)

I found using the pill shape on the right side of an element text is the easiest way to extract strings in strings.xml file.

Before, I was used to just hardcode texts and see yellow warnings, but I realized that it is very interesting to extract strings if we want to make an app translatable to other languages.

I noticed that when rotating the device from portrait to landscape and vice versa the data entered before is lost, I will for the next labs figure out how to keep data from one position to another.

The App Lifecycle on Android is something that I found very interesting, from creating the App (onCreate()) to destroying completely the App(onDestroy()), we pass by bunch of methods depending on how the user reacts.

I discovered that we could go from an App to another without destroying them, just stop them (onStop()) and when coming back the App just calls onRestart().

When I wanted to apply an event to a button, I found that there are three ways to do it.

The first one is to implement the interface View.OnClickListener by the activity and apply the method setOnClickListener(this) to the button and override the method onClick(View v)

The scond one is to declare onClick in xml file of the activity and give it a name and call this method inside the activity.

The third option is to apply directly setOnClickListener to the button without implementing any interface for that.

```
btn.setOnClickListener(new View.OnClickListener(){
        @override
        Public void onClick(View v){
                // What we want to do by the button click goes here
        }
});
```

I personally chose the last one because we don’t need to implement an interface for that neither to use an xml file.