

Android Application Development – Practical

Practical 10: Implementing Gestures

AIM: Create Android application to demonstrate touch gesture.

Touch gestures allow users to interact with your app using touch. Android supports a range of touch gestures, including tap, double tap, swipe, scroll, long press, drag and fling.

MotionEvent:

A touch event starts when the user places one or more pointers on the device's touchscreen, and ends when they remove these pointer(s) from the screen. This begins Android gestures.

While one or more pointers are in contact with the screen, MotionEvent objects gather information about the touch event. This information includes the touch event's movement, in terms of X and Y coordinates, and the pressure and size of the contact area.

A MotionEvent also describes the touch event's state, via an action code. Android supports a long list of action codes, but some of the core action codes include:

ACTION_DOWN. A touch event has started. This is the location where the pointer first makes contact with the screen.

ACTION_MOVE. A change has occurred during the touch event (between ACTION_DOWN and ACTION_UP). An ACTION_MOVE contains the pointer's most recent X and Y coordinates, along with any intermediate points since the last DOWN or MOVE event.

ACTION_UP. The touch event has finished. This contains the final release location. Assuming the gesture isn't cancelled, all touch events conclude with ACTION_UP.

Q.1 Create Android App to demonstrate Touch Gesture.