

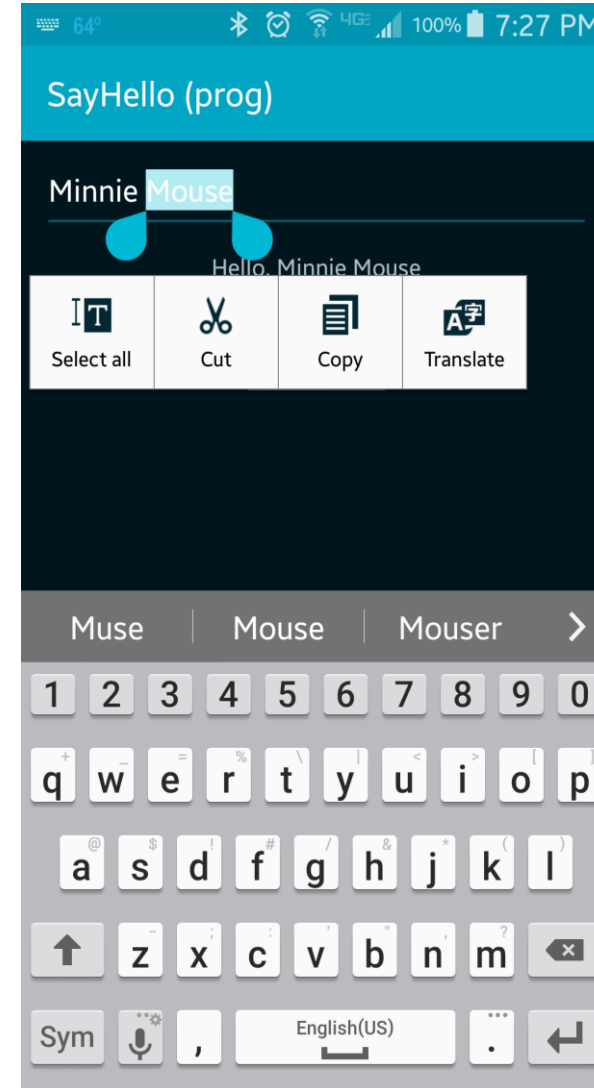
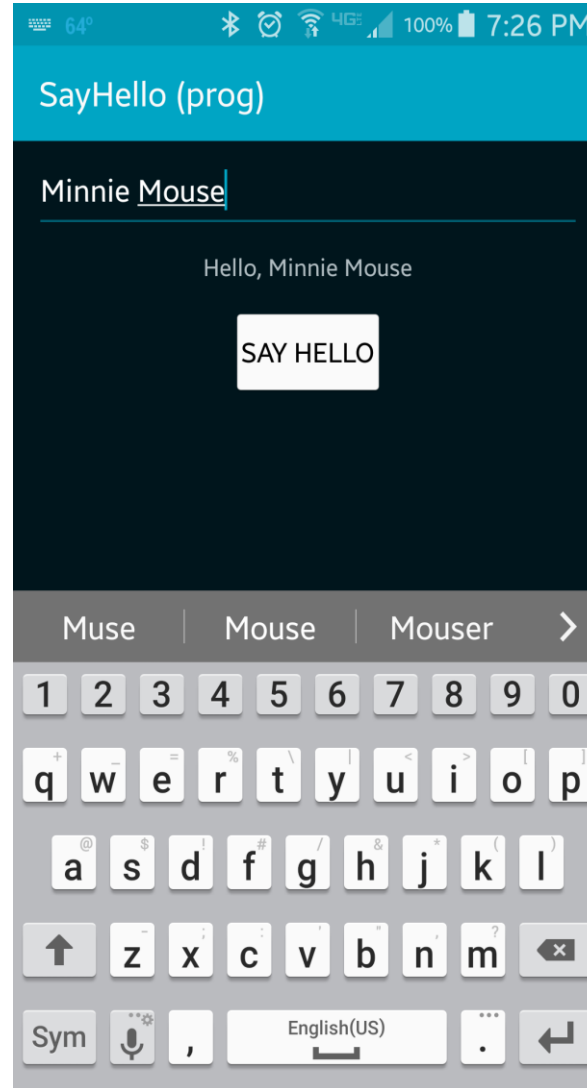
Android – SayHello (prog)

- Application that allows user to enter a name
- On press of button, a greeting message with the name is displayed
- Three widgets are arranged using `LinearLayout`:
 - `EditText`
 - For entering name
 - `TextView`
 - For displaying greeting
 - `Button`
 - Once clicked, will add message to `TextView`
- Does not use layout resource, but programmatically build the interface
- `LinearLayout.setOrientation()`
 - Used to create vertically aligned `LinearLayout` container for the widgets

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- Layout parameters specific to `LinearLayout` can be used for `EditText` and `TextView` to set parameters
- `EditText`, `TextView` and `Button` are added as children to `LinearLayout`
- `onClickListener` is set for the button but instantiating an anonymous class
- Anonymous class implements the interface `onClickListener`
- When user presses button `onClick()` callback is called
- `EditText` and `TextView` are referenced in this anonymous class and hence has to be declared final.

- User enters the name in the EditText and pressed button
- Greeting message with the name is displayed in the TextView



References

- [EditText](#)
- [TextView](#)
- [Button](#)
- [LinearLayout](#)
- [OnClickListener](#)

Exercise

- Add a second button below the “Say Hello” button. The label for the second button should read “Ask” and when clicked, should echo “How are you, XXX?” to the label (overwriting any previous message), where XXX is the name the user entered.