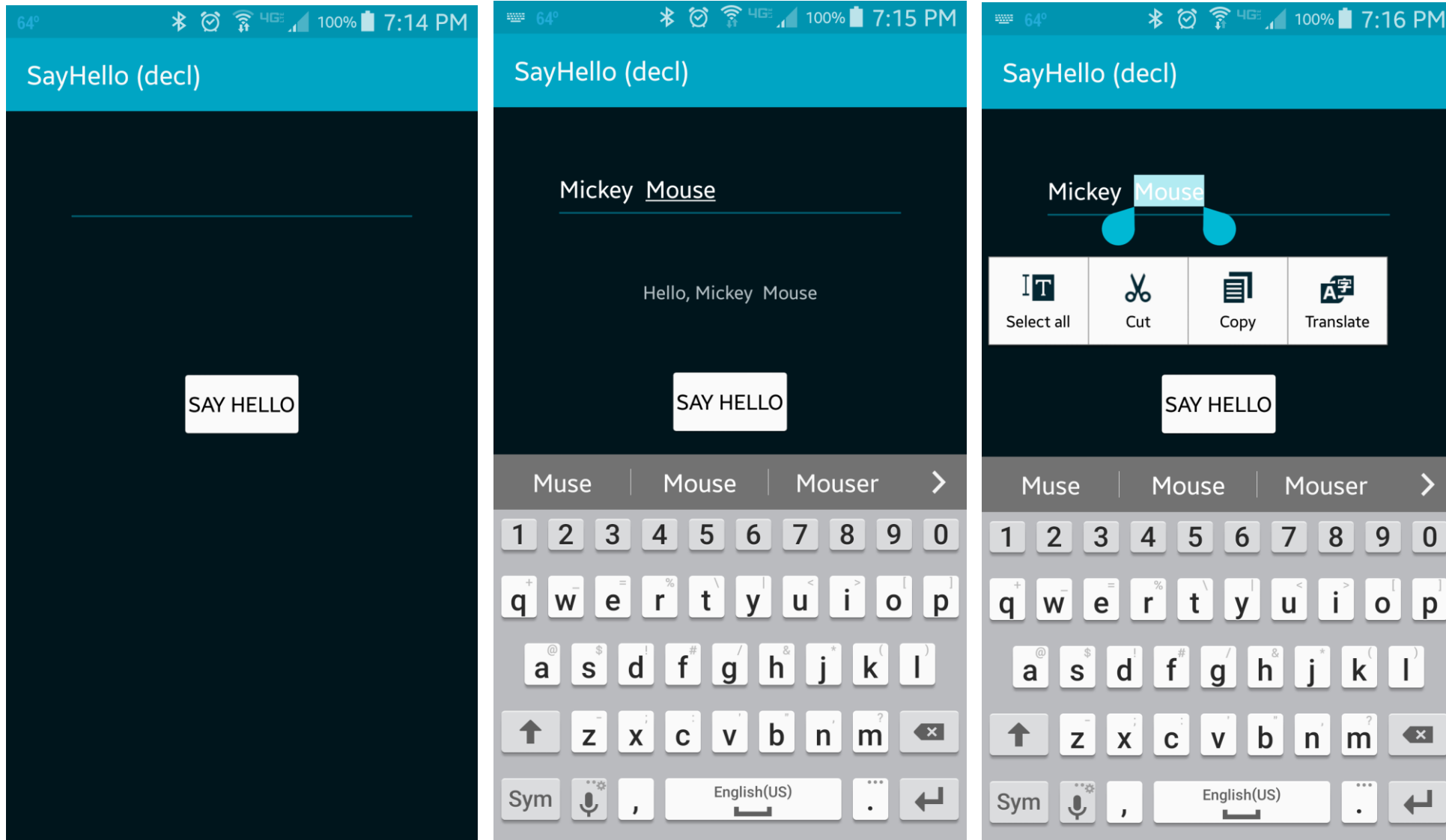


Android – SayHello (decl)

- Allows user to enter a name and a greeting message is displayed with the name when user presses a button
- Makes use of layout resource described in `res/layout/main.xml`
- Widgets - `TextView` and `EditText` referenced are located using their resource ID defined in `R-class`
- `R-class` is generated from information contained in layout file
- `OnClickListener` is set via layout resource
- `findViewById()`
 - Used to locate the widgets with appropriate ID
 - Returns an instance of `android.view.View` hence downcast to proper type is required

- Button widget defines click listener via XML attribute 'onClick' in layout resource
- It has value of the method that has to be invoked which is declared in the context that created the Button
- The method's signature must have:
 - void return type
 - one input argument of type `android.view.View`
- In layout resource - `LinearLayout` aligns the three widgets:
 - `EditText`
 - `TextView`
 - `Button`
- Each is assigned a resource ID via XML attribute 'id'

- User enters the name in the EditText and presses the Button
- Greeting message with the name is displayed in the TextView



References

- [TextView](#)
- [EditText](#)
- [R.id](#)
- [View](#)

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.