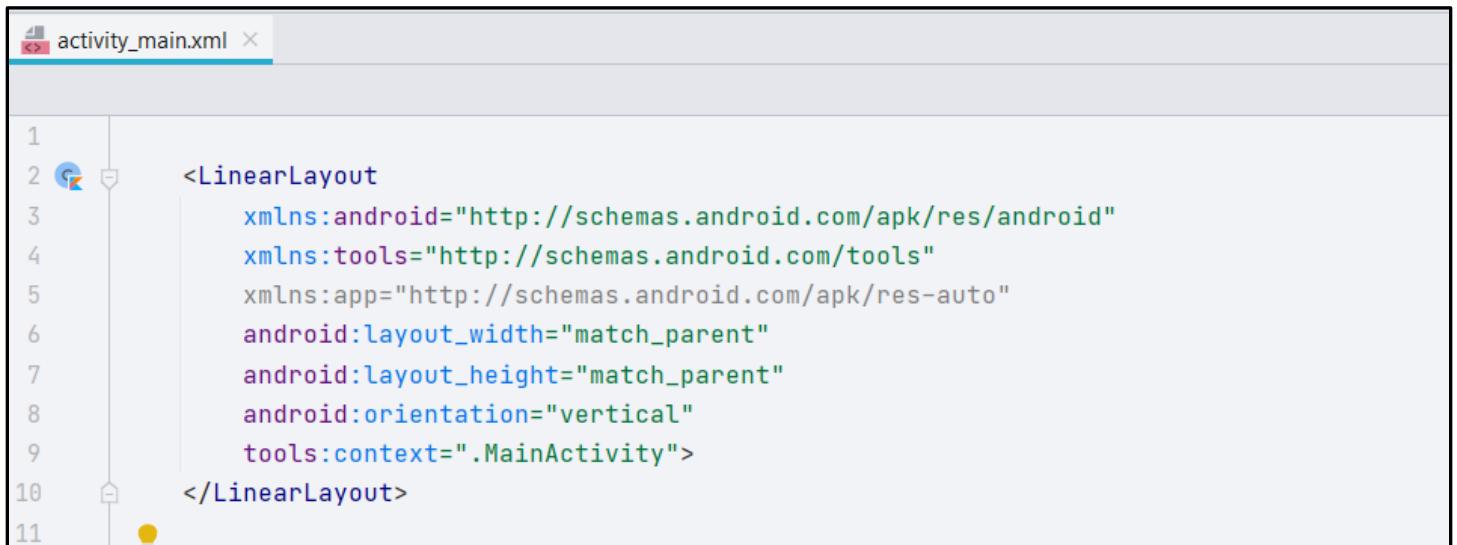


CSM3505
Native Mobile Programming

Lab 4

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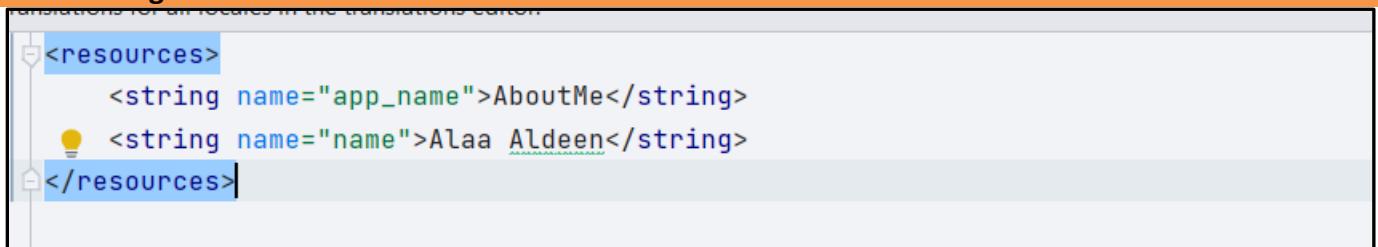
Task 1: Android Kotlin Fundamentals: LinearLayout using the Layout Editor



The screenshot shows the XML code for the activity_main.xml layout. It defines a single `<LinearLayout>` with vertical orientation, matching parent width and height, and a context of `MainActivity`. The code is as follows:

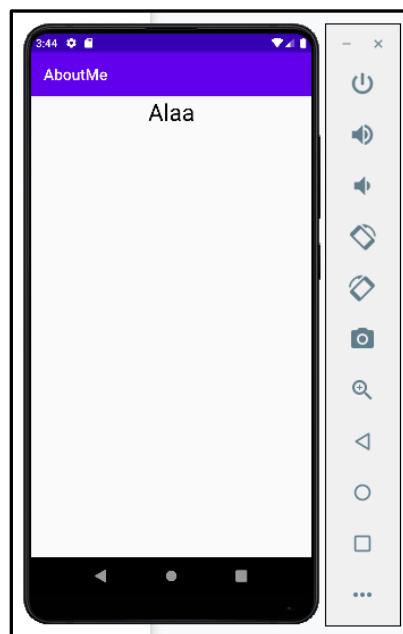
```
1<LinearLayout
2    xmlns:android="http://schemas.android.com/apk/res/android"
3    xmlns:tools="http://schemas.android.com/tools"
4    xmlns:app="http://schemas.android.com/apk/res-auto"
5    android:layout_width="match_parent"
6    android:layout_height="match_parent"
7    android:orientation="vertical"
8    tools:context=".MainActivity">
9
10</LinearLayout>
11
```

Create a string resource

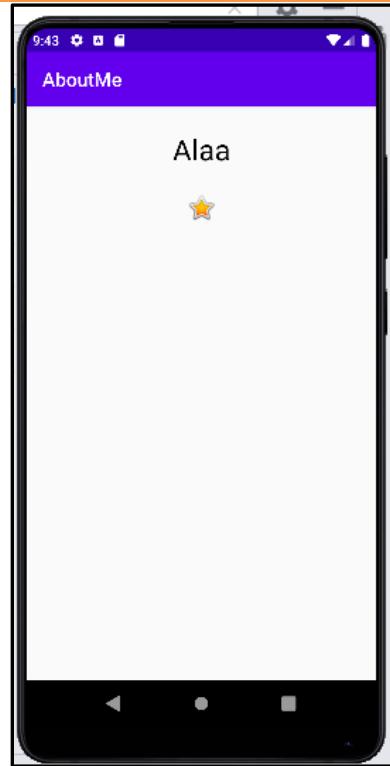


The screenshot shows the resources XML file with two string resources: `app_name` containing "AboutMe" and `name` containing "Alaa Aldeen". The code is as follows:

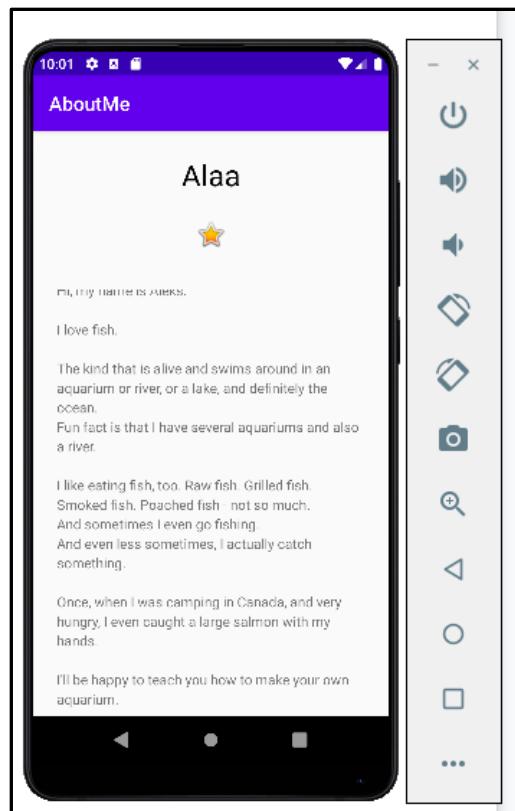
```
<resources>
    <string name="app_name">AboutMe</string>
    <string name="name">Alaa Aldeen</string>
</resources>
```



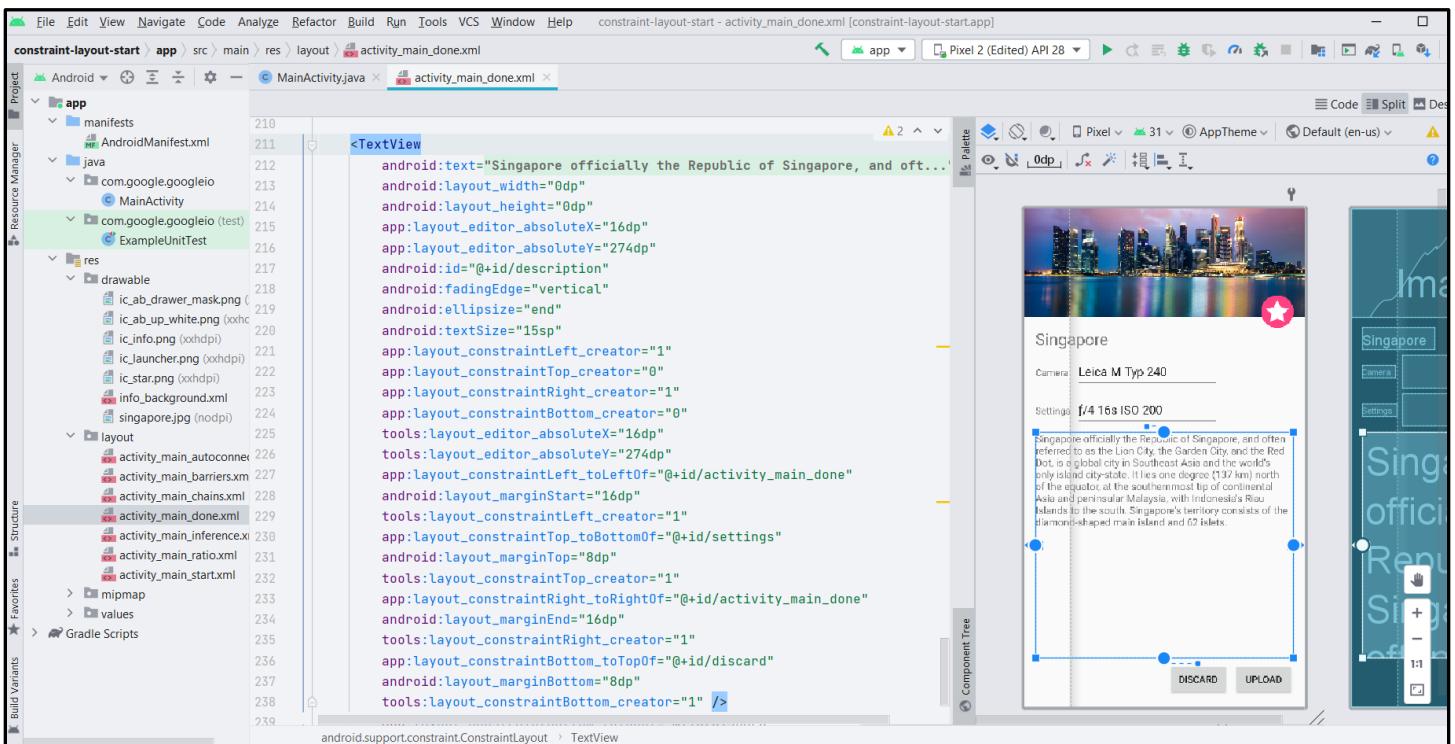
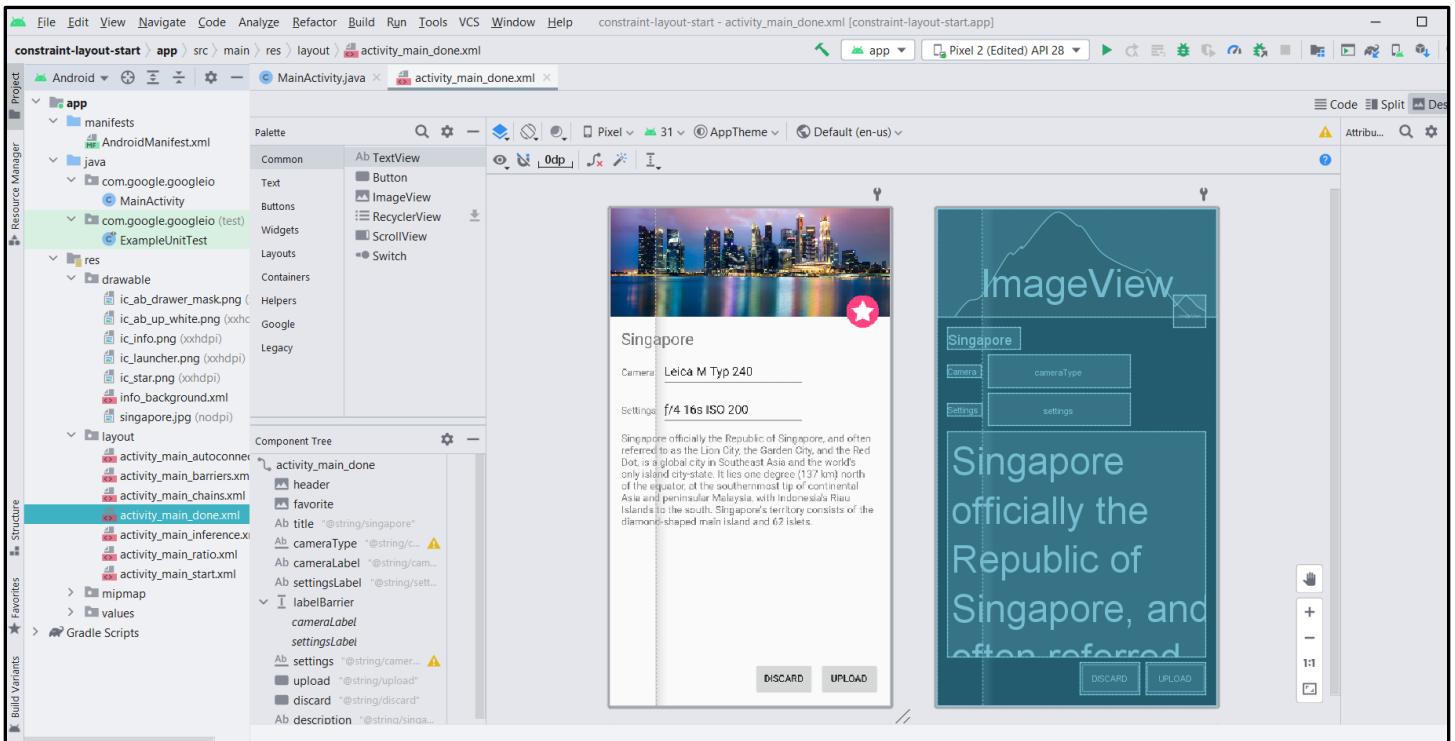
Task: Add an ImageView

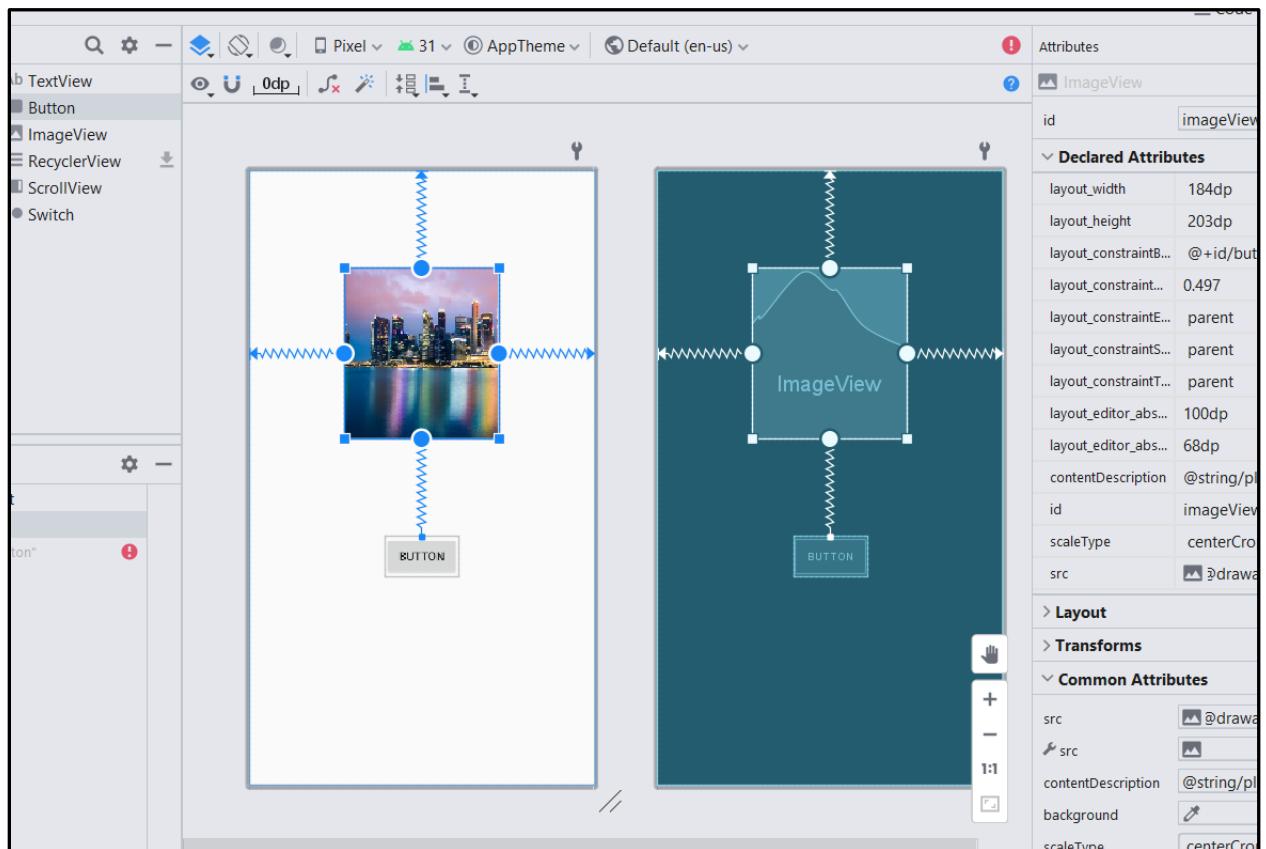
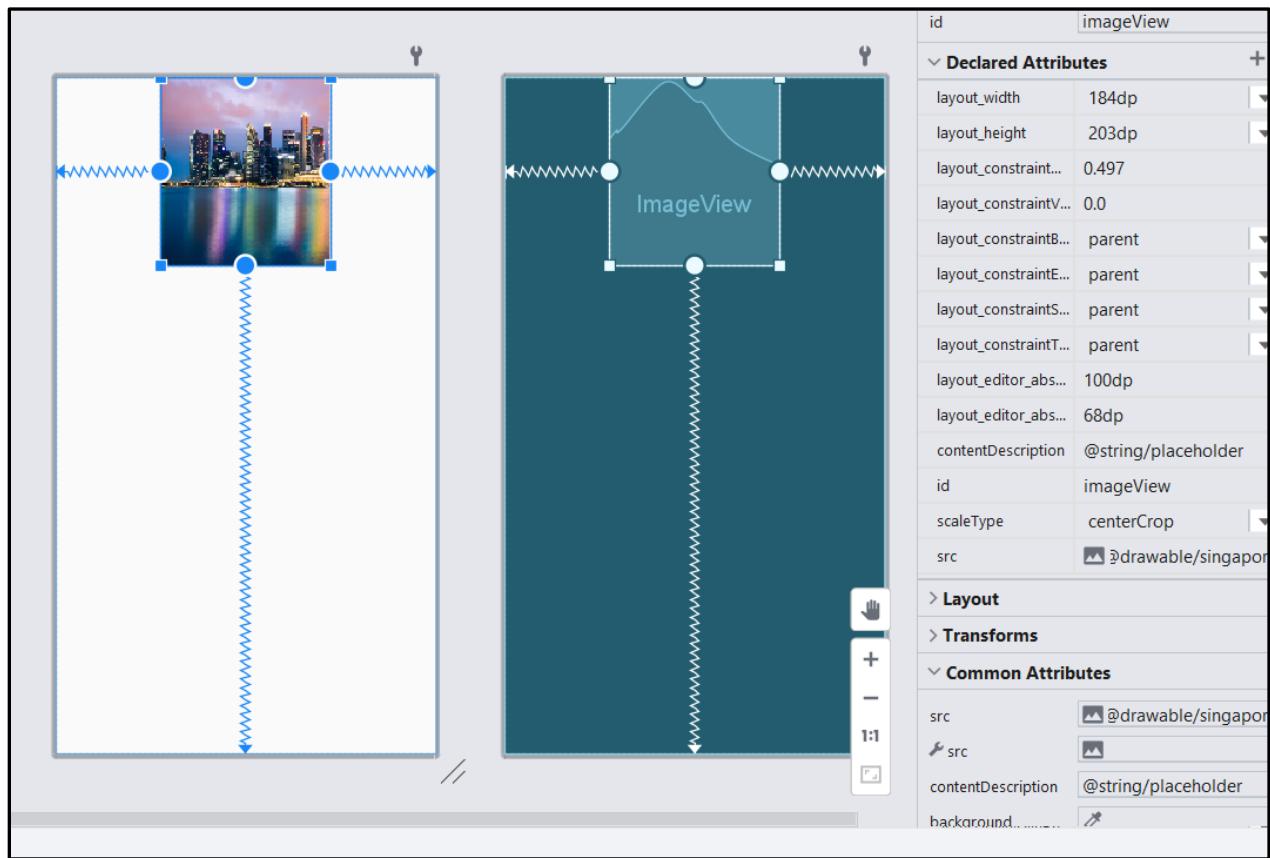


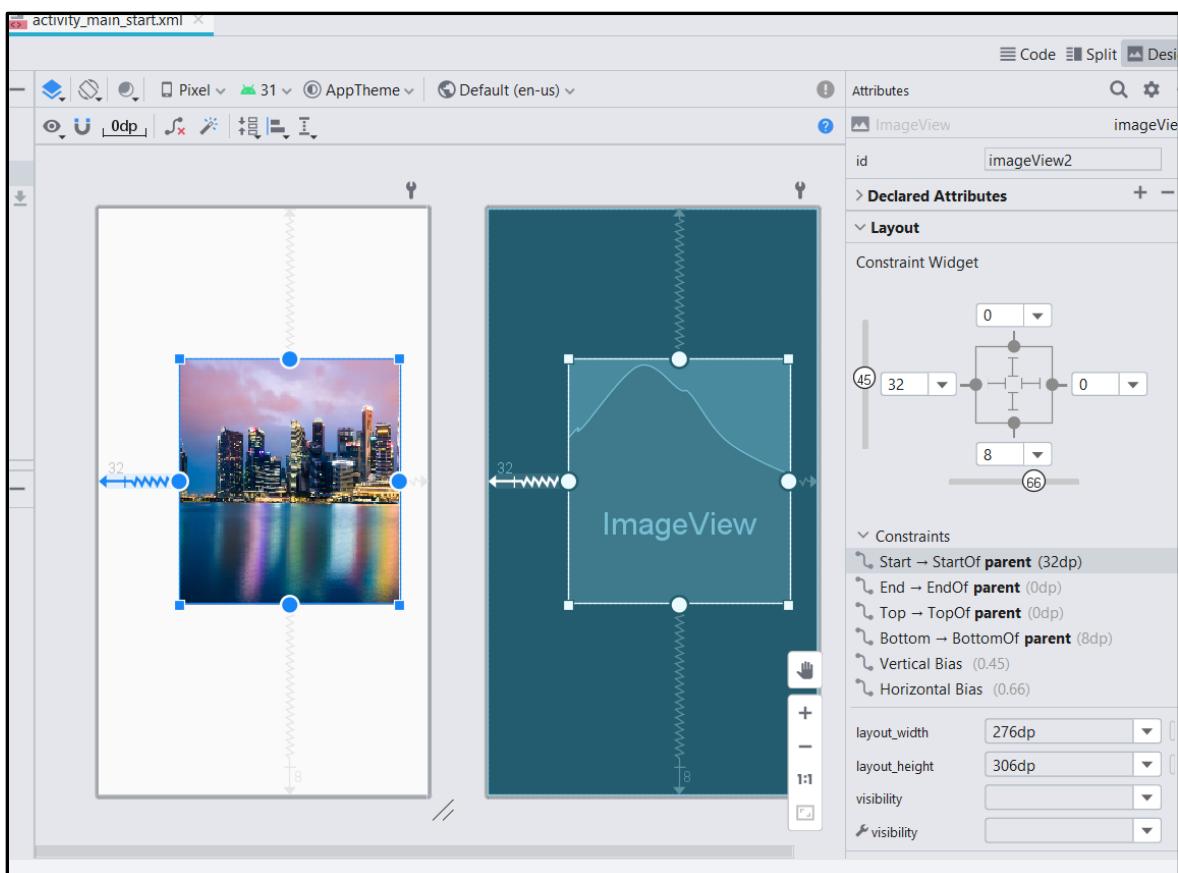
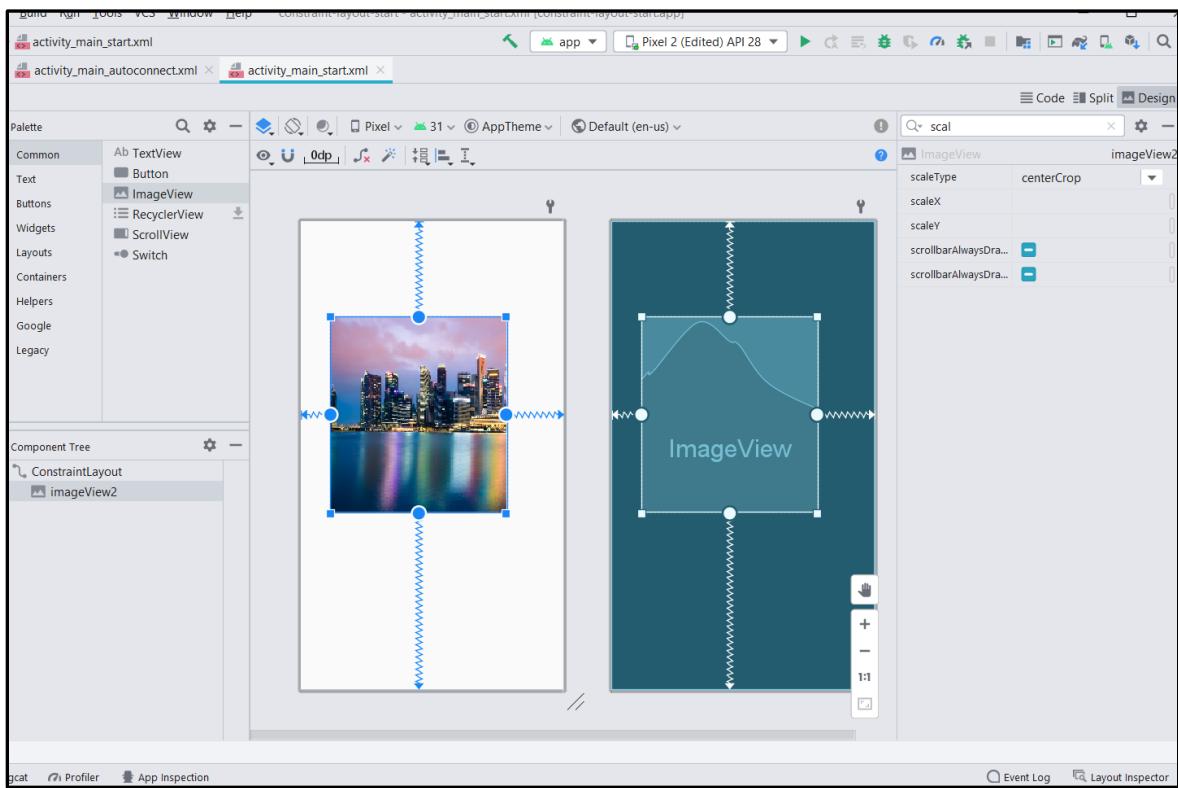
Add a ScrollView that contains a TextView

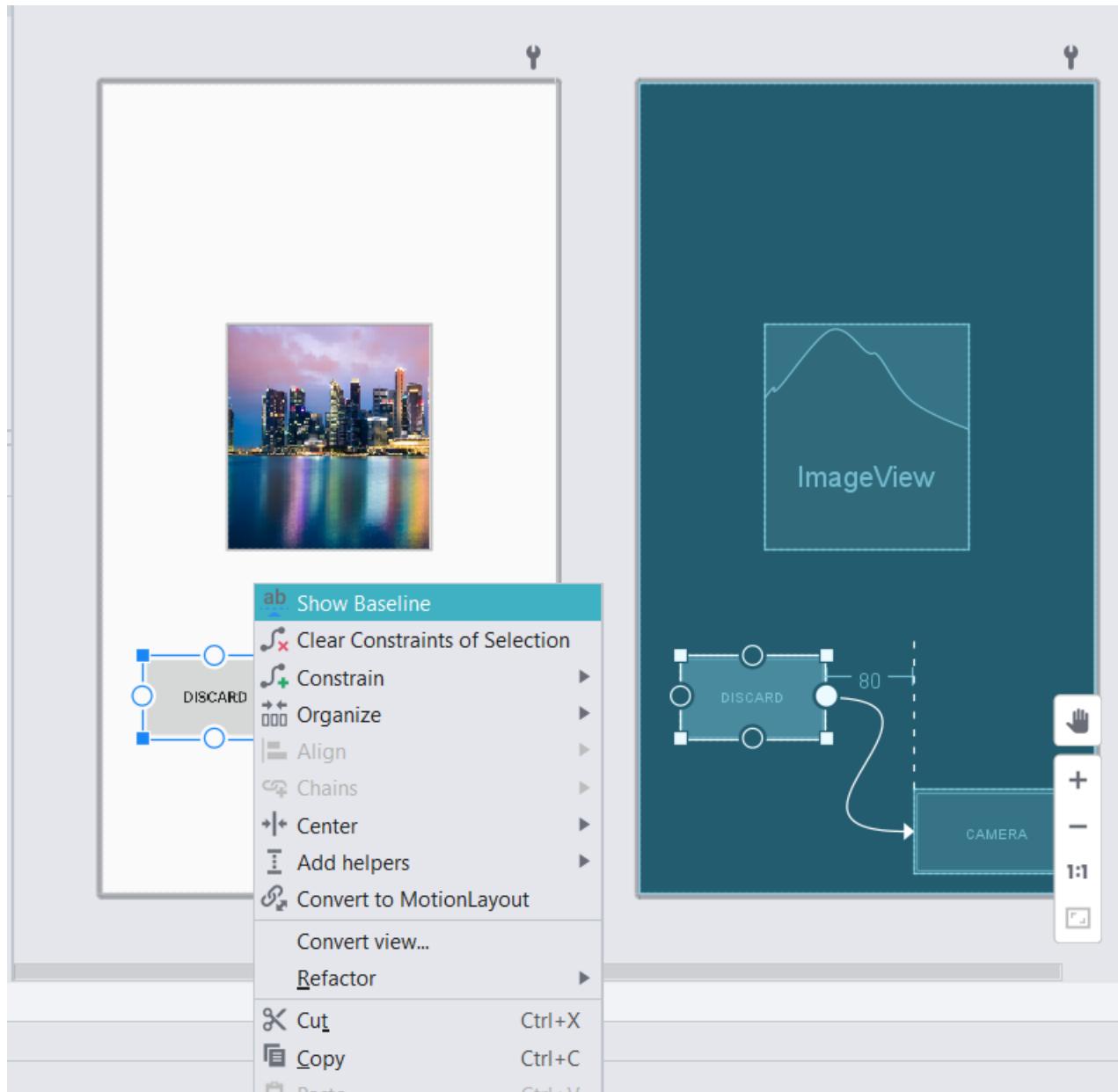


Task 2: Use ConstraintLayout to design your Android views

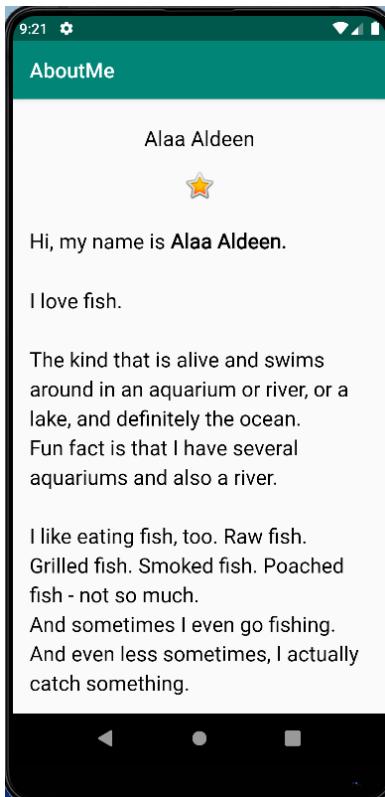








Task 3: Android Kotlin Fundamentals: Add user interactivity



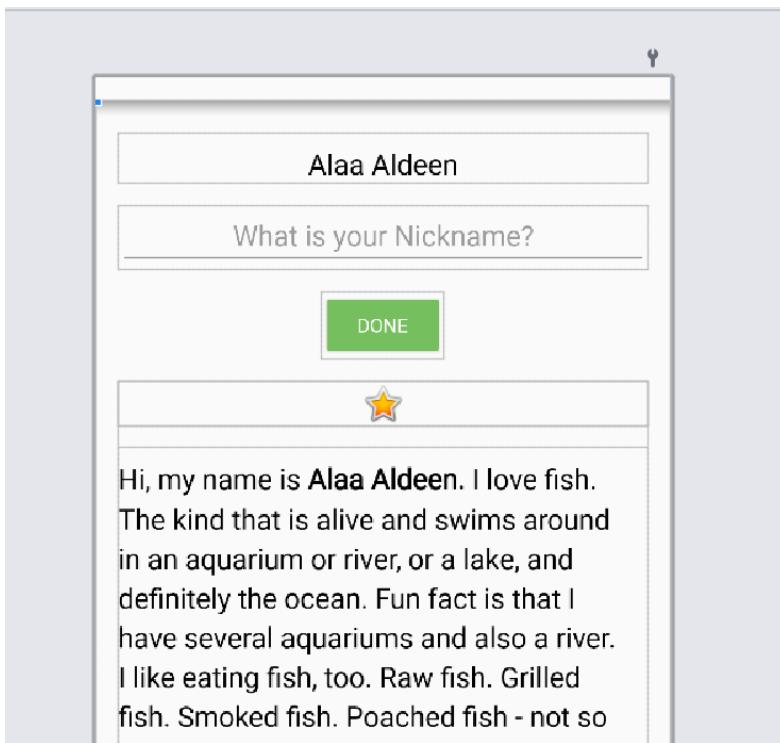
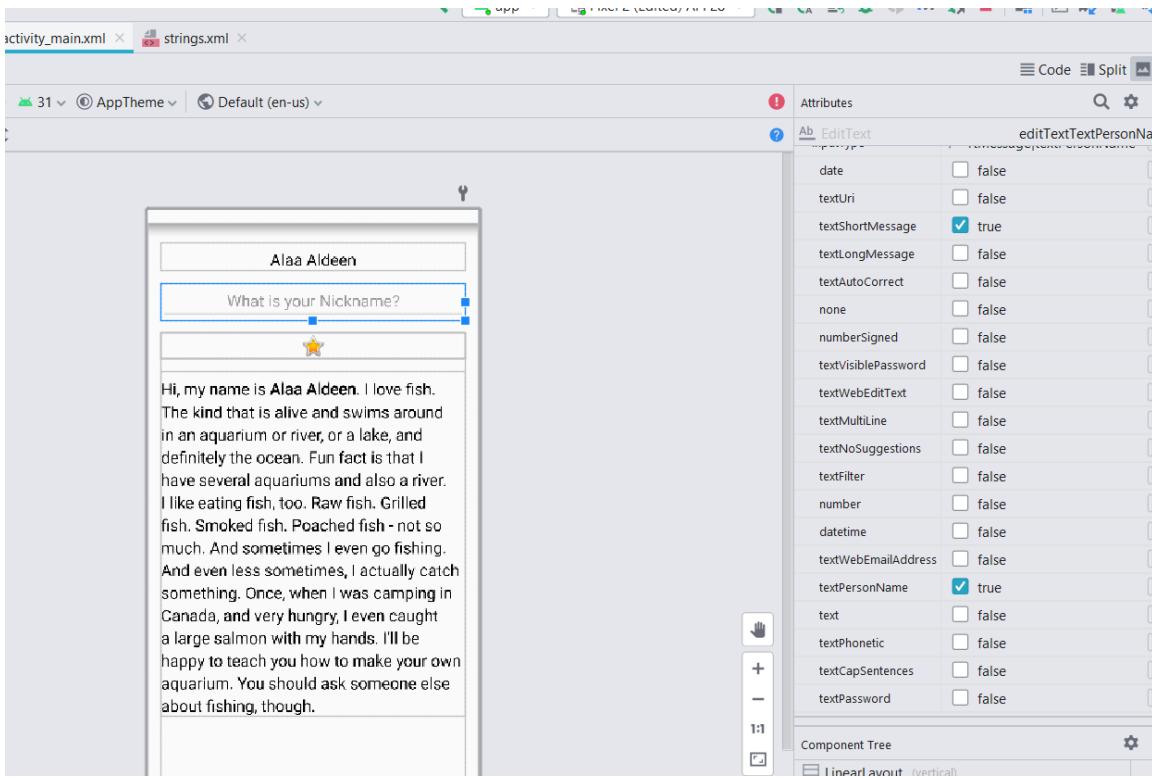
The screenshot shows the Android Studio interface. On the left, the project structure is displayed under the 'app' folder:

- manifests: AndroidManifest.xml
- java: com.example.android.aboutme (MainActivity)
- java (generated)
- res:
 - drawable
 - font
 - layout (activity_main.xml)
 - mipmap
 - values
 - colors.xml
 - dimens.xml
 - strings.xml
 - styles.xml
- Gradle Scripts

The main area shows the XML layout for 'activity_main.xml'. The layout includes a title 'Alaa Aldeen', a text input field labeled 'Name', a yellow star icon, and a large text block containing a bio and a poem. The top bar shows the following settings: Pixel: Pixel 31, AppTheme: Default (en-us), and a toolbar with various icons.

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical">
    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Alaa Aldeen"/>
    <EditText
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:hint="Name"/>
    <Image
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:src="star"/>
    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Hi, my name is Alaa Aldeen. I love fish.\nThe kind that is alive and swims around\nin an aquarium or river, or a lake, and\ndefinitely the ocean. Fun fact is that I\nhave several aquariums and also a river.\nI like eating fish, too. Raw fish. Grilled\nfish. Smoked fish. Poached fish - not so\nmuch. And sometimes I even go fishing.\nAnd even less sometimes, I actually catch\nsomething. Once, when I was camping in\nCanada, and very hungry, I even caught"/>

```



```
class MainActivity : AppCompatActivity() {

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)

        findViewById<Button>(R.id.done_button).setOnClickListener { it: View! ->
            addNickname(it)
        }
        findViewById<TextView>(R.id.nickname_text).setOnClickListener { it: View! ->
            updateNickname(it)
        }
    }

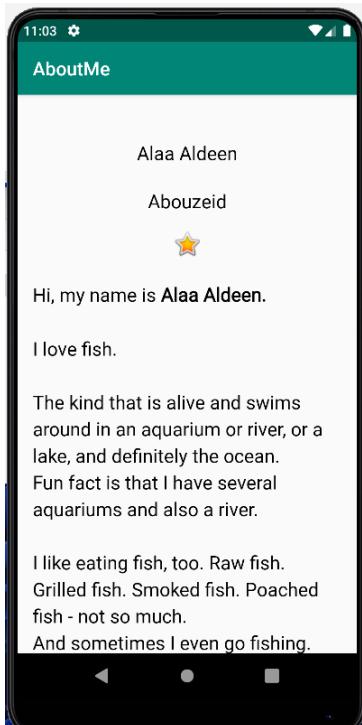
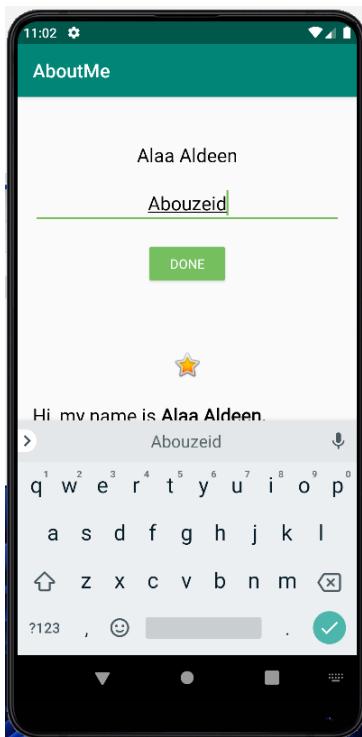
    private fun addNickname(view: View) {
        val editText = findViewById<EditText>(R.id.t1)
        val nicknameTextView = findViewById<TextView>(R.id.nickname_text)
        nicknameTextView.text = editText.text
        editText.visibility = View.GONE

        view.visibility = View.GONE
        nicknameTextView.visibility = View.VISIBLE
        val inputMethodManager = getSystemService(Context.INPUT_METHOD_SERVICE) as InputMethodManager
        inputMethodManager.hideSoftInputFromWindow(view.windowToken, flags: 0)
    }
}
```

```
private fun updateNickname(view: View) {
    val editText = findViewById<EditText>(R.id.t1)
    val doneButton = findViewById<Button>(R.id.done_button)

    editText.visibility = View.VISIBLE
    doneButton.visibility = View.VISIBLE
    view.visibility = View.GONE
    editText.requestFocus()

}
```



Task 4: Activities and Intents | Android Developers

