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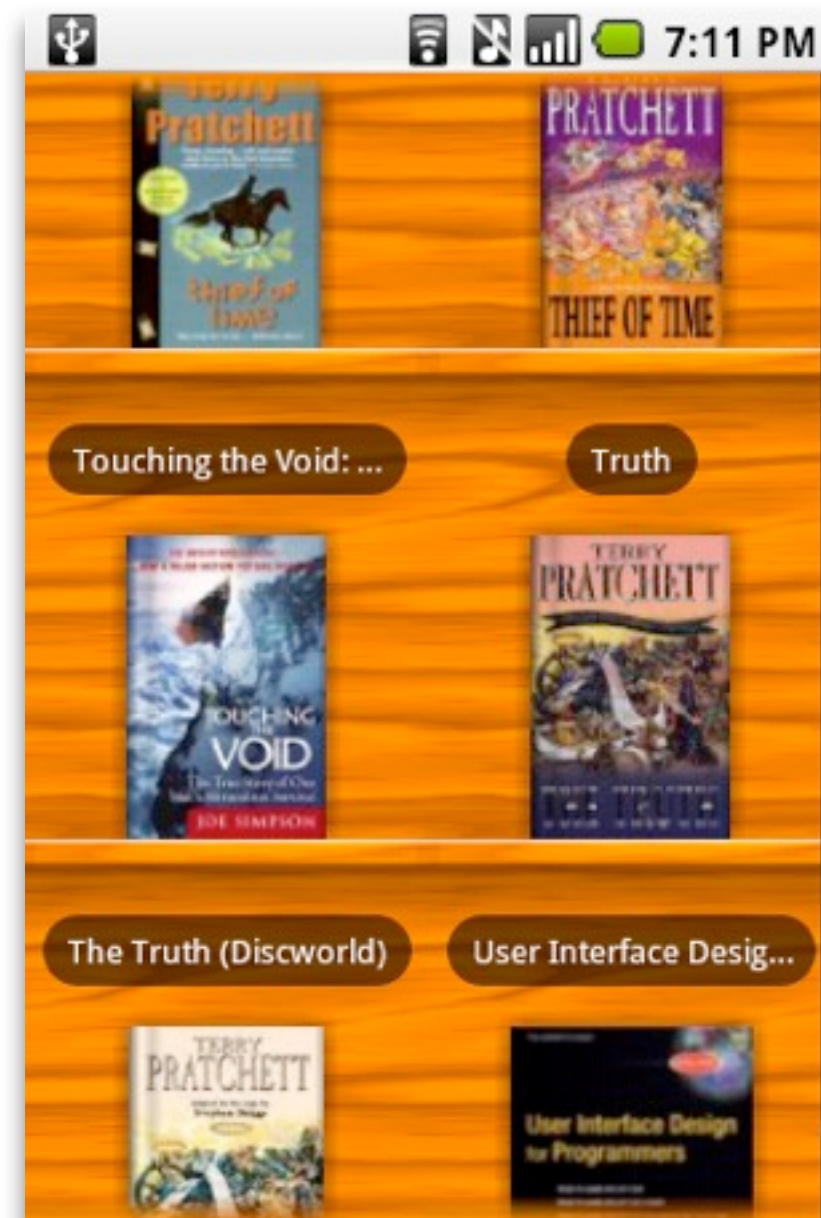
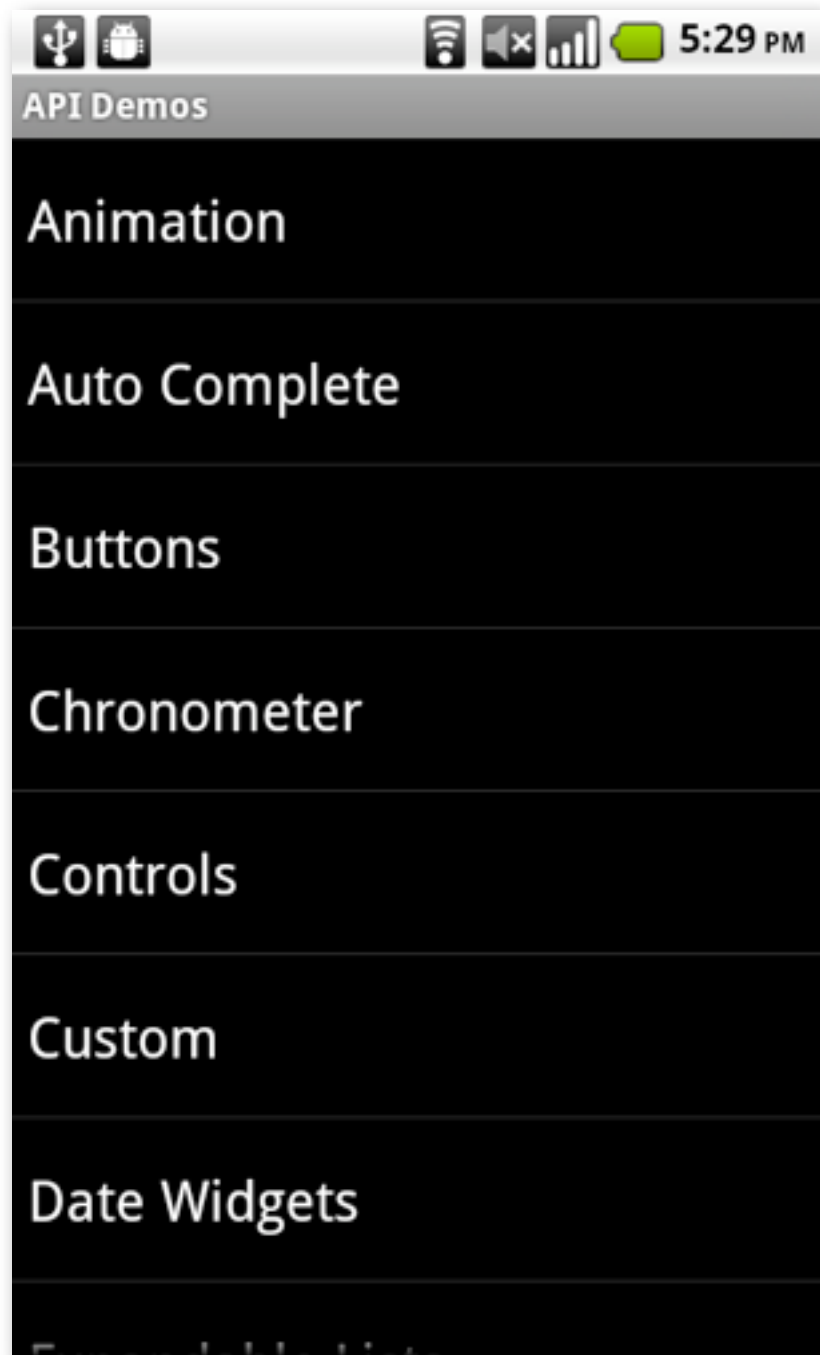
# The World of List View

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# Agenda

- Virtualization and adapters
- Item properties
- Headers and footers
- List selectors
- Other features
- Gotchas and don'ts

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# Virtualization

- Problem: large data sets
  - Memory
  - Performance
- Solution
  - Populate on demand
  - Recycle views to reduce object churn

# Adapters

- Terminology
  - index: Child views
  - position: Data in Adapter
  - id: Unique identifier for data
- Stable IDs
  - `hasStableIds() == true`
  - An ID always refers to the same value
  - Helps ListView

# Adapters

- getView(int position, View convertView, ViewGroup parent)
  - Full data presentation control
  - Optimization
  - Shoot yourself in the foot (and the face)

# getView

## Opportunities for optimization

- ListView is smart
- convertView
  - Supplied by ListView
  - Matches item types
  - Reuse it

# getView

## The Slow Way

```
1 public View getView(int position, View convertView, ViewGroup parent) {  
2     View item = mInflater.inflate(R.layout.list_item_icon_text, null);  
  
3     ((TextView) item.findViewById(R.id.text)).setText(DATA[position]);  
4     ((ImageView) item.findViewById(R.id.icon)).setImageBitmap(  
5         (position & 1) == 1 ? mIcon1 : mIcon2);  
  
6     return item;  
7 }
```

# getView

## The Right Way

```
1 public View getView(int position, View convertView, ViewGroup parent) {  
2     if (convertView == null) {  
3         convertView = inflater.inflate(R.layout.item, parent, false);  
4     }  
  
5     ((TextView) convertView.findViewById(R.id.text)).setText(DATA[position]);  
6     ((ImageView) convertView.findViewById(R.id.icon)).setBitmap(  
7         (position & 1) == 1 ? mIcon1 : mIcon2);  
  
8     return convertView;  
9 }
```

# getView

## The Fast Way

```
static class ViewHolder {  
    TextView text;  
    ImageView icon;  
}
```

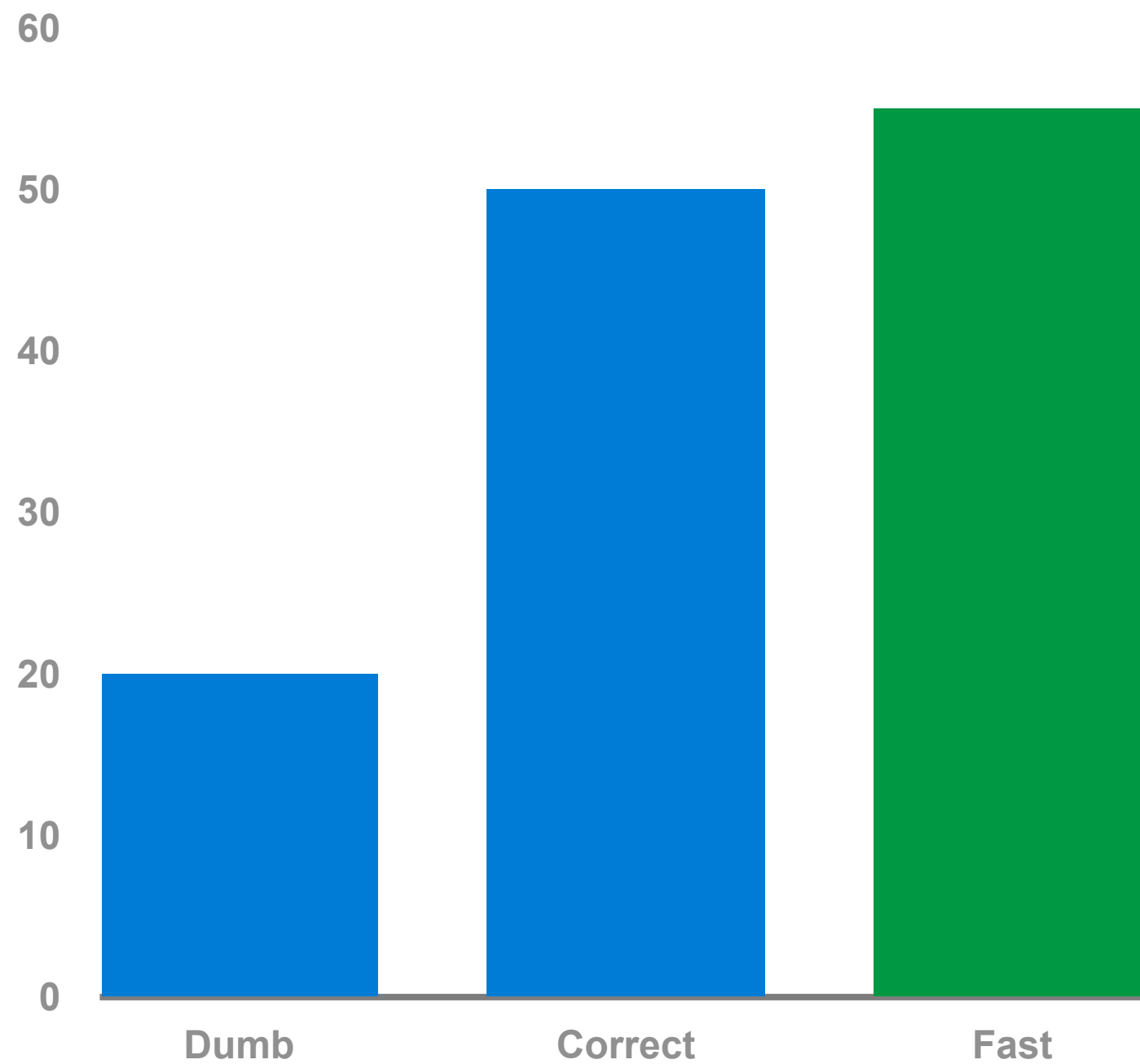
# getView

## The Fast Way

```
1 public View getView(int position, View convertView, ViewGroup parent) {
2     ViewHolder holder;
3
4     if (convertView == null) {
5         convertView = inflater.inflate(R.layout.list_item_icon_text,
6             parent, false);
7         holder = new ViewHolder();
8         holder.text = (TextView) convertView.findViewById(R.id.text);
9         holder.icon = (ImageView) convertView.findViewById(R.id.icon);
10
11         convertView.setTag(holder);
12     } else {
13         holder = (ViewHolder) convertView.getTag();
14     }
15
16     holder.text.setText(DATA[position]);
17     holder.icon.setImageBitmap((position & 1) == 1 ? mIcon1 : mIcon2);
18
19     return convertView;
20 }
```



# getView



List of 10,000 items, Nexus One device

# Adapters

How to shoot yourself in the foot

- Local view cache
- Accessing views from the adapter
- Change convertView's **structure**
- Assumptions about getView calls

# Adapters

## Handling data changes

- `notifyDataSetChanged()`
  - New or updated data
- `notifyDataSetInvalidated()`
  - No more data available

# Adapters

## Handling different view types

- Built-in item types
- getItemViewType
  - Type of View for a given position
  - Used to provide the right convertView
- getViewTypeCount
  - How many types to expect

# Adapters

## Handling slow data sources

- Adapter modifications on the UI thread
- Fetching data can happen anywhere
- Request data on another thread
- Commit adapter changes on the UI thread
- **Call `notifyDataSetChanged()`**

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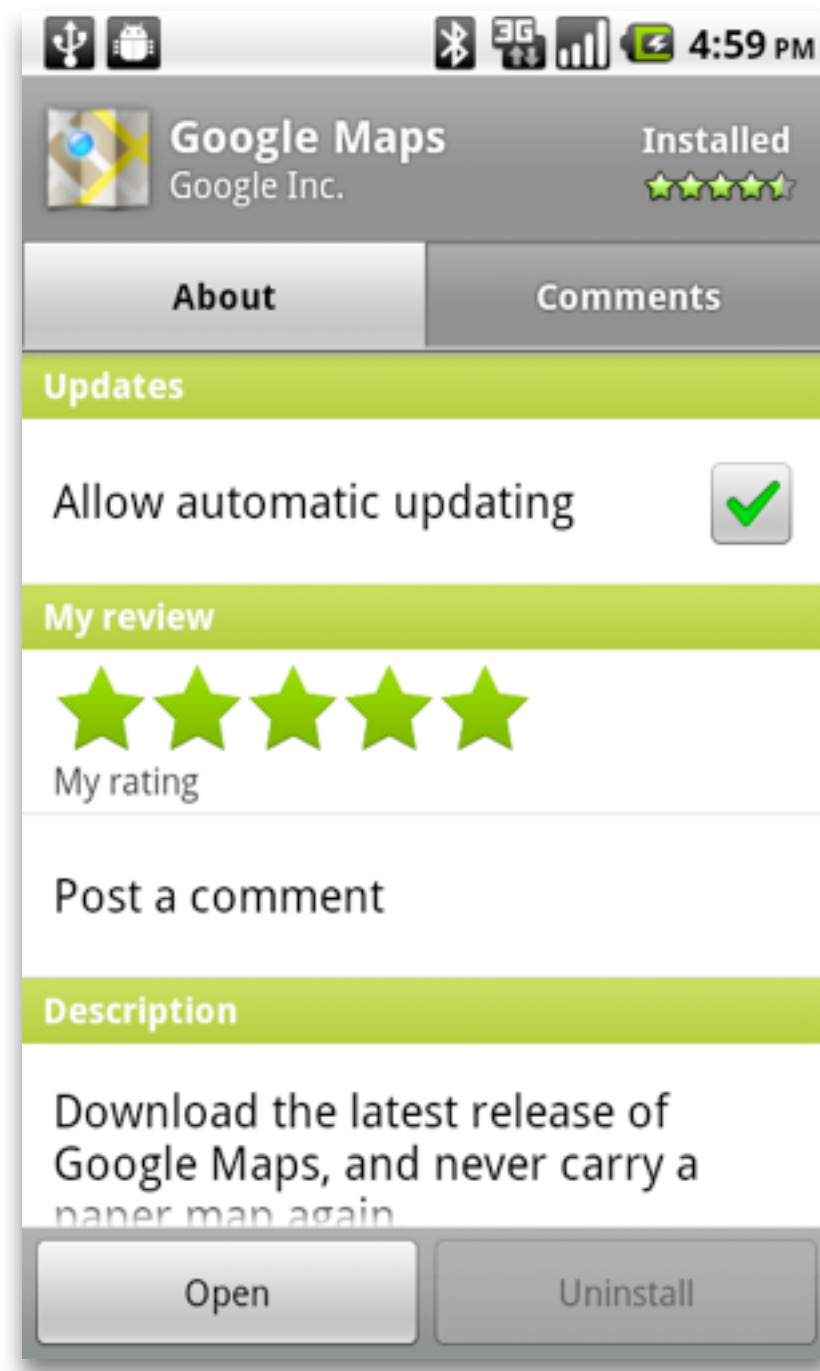
# Item properties

## Enabled or disabled

- Enabled
  - Item can be selected, clicked
- Disabled
  - Section dividers/headers within content

# Item properties

## Enabled or disabled





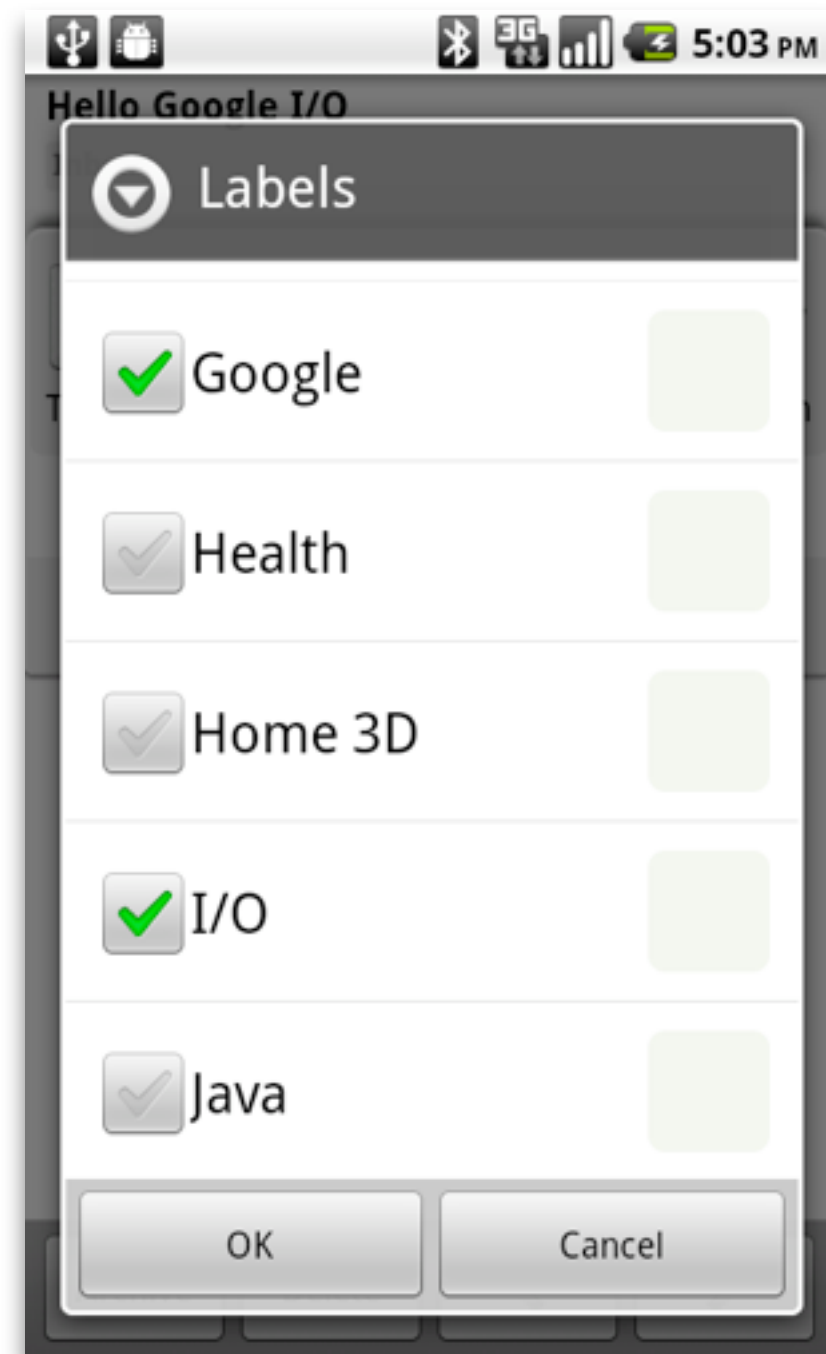
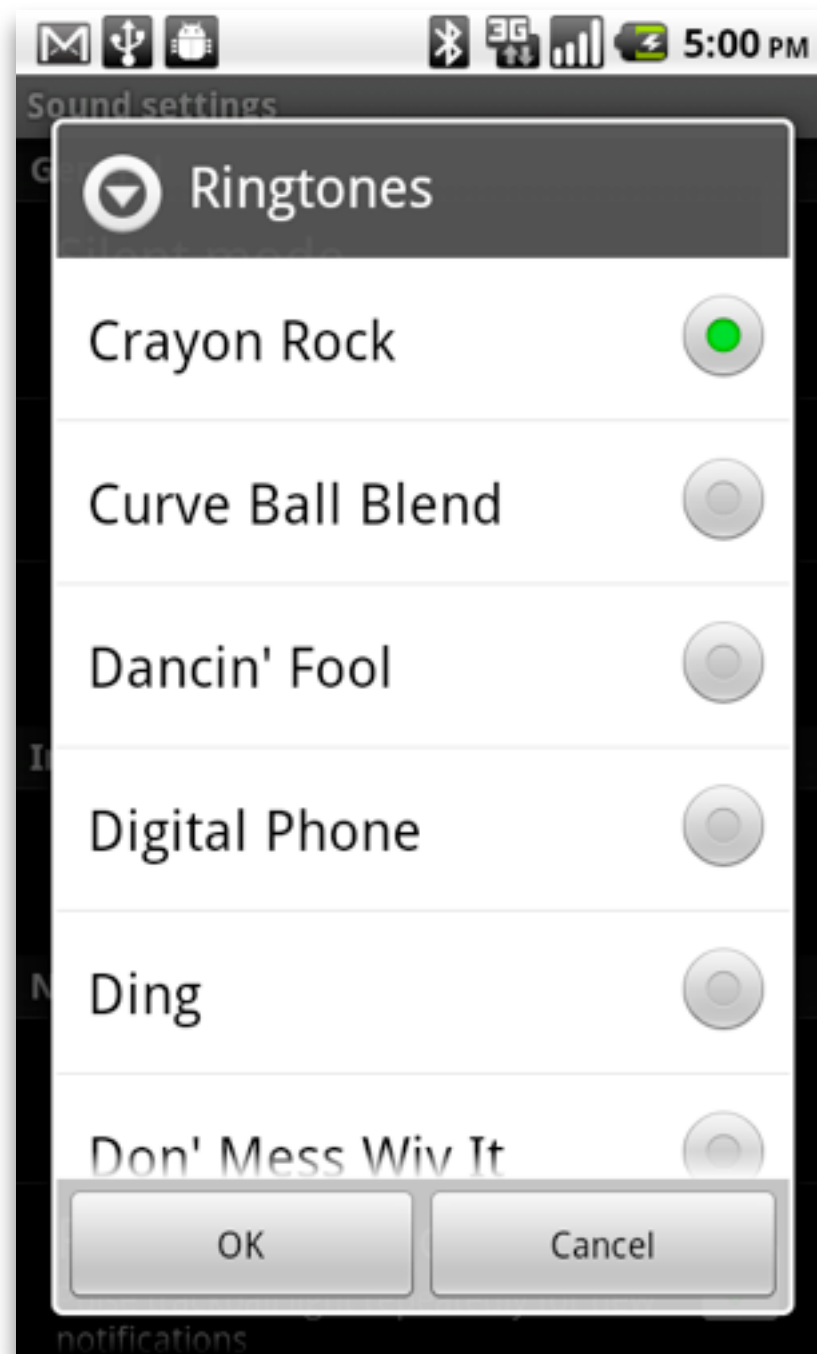
# Item properties

## Choice mode

- Single choice mode (radio buttons)
- Multiple choice mode (checked items)
- What is selected?
  - Single choice mode
    - `getCheckedItemPosition()`
  - Multiple choice mode
    - `getCheckedItemPositions()`
  - Stable IDs make life easier when positions can change
    - `getCheckedItemIds()`

# Item properties

## Choice mode



# Item properties

## Focusable

- `setItemsCanFocus(boolean itemsCanFocus)`
- Do list items focus as a whole? (false)
- Or can views within list items have focus? (true)

# Item properties

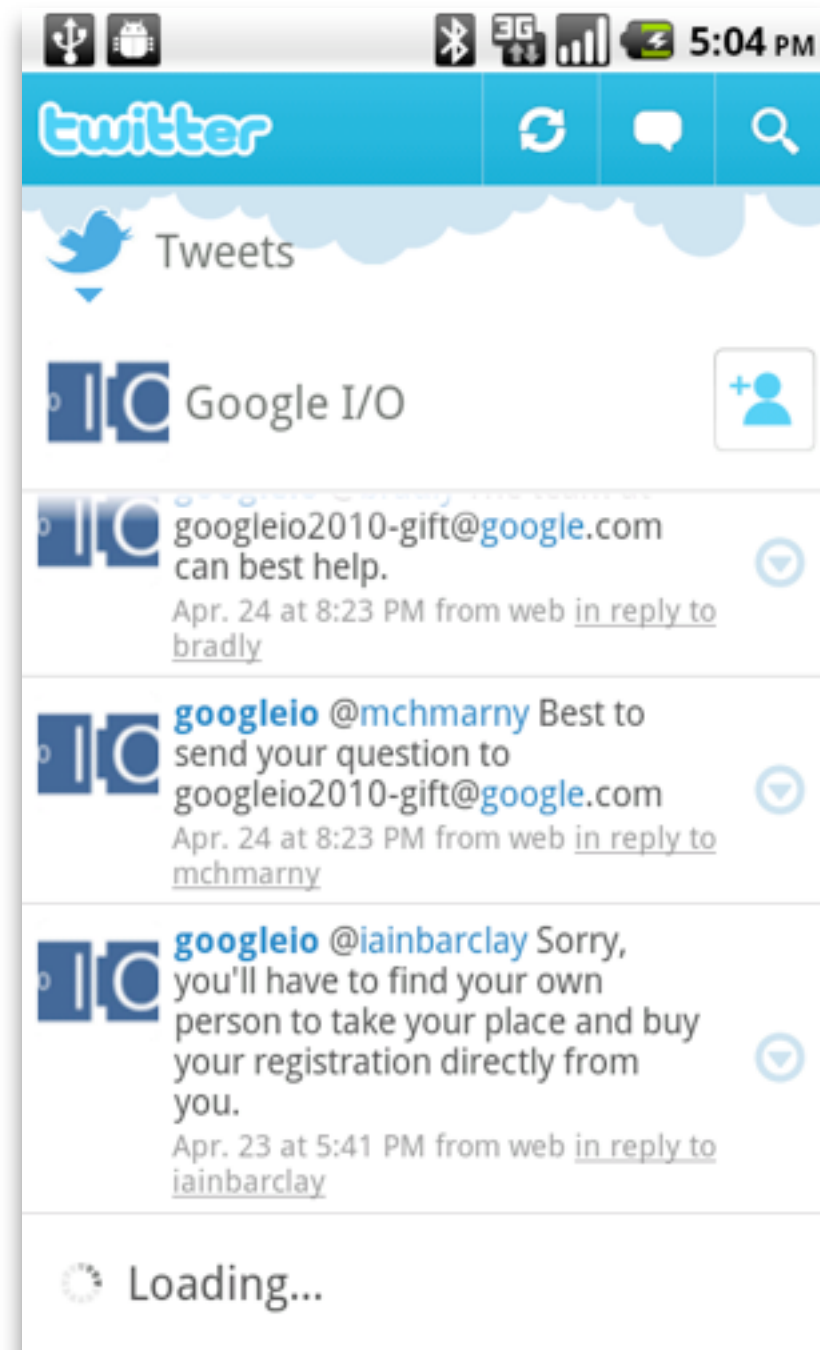
## Focusable



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# Headers and footers



# Headers and footers

## Fixed

```
1 <LinearLayout
2     android:layout_width="fill_parent"
3     android:layout_height="fill_parent"
4     android:orientation="vertical">
5
6     <LinearLayout
7         android:layout_width="fill_parent"
8         android:layout_height="wrap_content">
9         <!-- ... -->
10    </LinearLayout>
11
12    <ListView
13        android:id="@+id/list"
14
15        android:layout_width="fill_parent"
16        android:layout_height="0dip"
17        android:layout_weight="1.0" />
18
19 </LinearLayout>
```

# Headers and footers

## Scrolling

- `ListView.addHeaderView()`
- `ListView.addFooterView()`
- Must be called *before* `setAdapter()`
- `isSelectable == Adapter.isEnabled()`
  - Sorry, our bad



# Headers and footers

## Wrapped adapter

```
1 ListView list = ...;
2 list.addHeaderView(myHeader);
3 list.addFooterView(myFooter);
4 list.setAdapter(myAdapter);
5
6 boolean same = list.getAdapter() == myAdapter;
7 // same == false!
8 // getAdapter() returns a
9 // android.widget.HeaderViewListAdapter
```

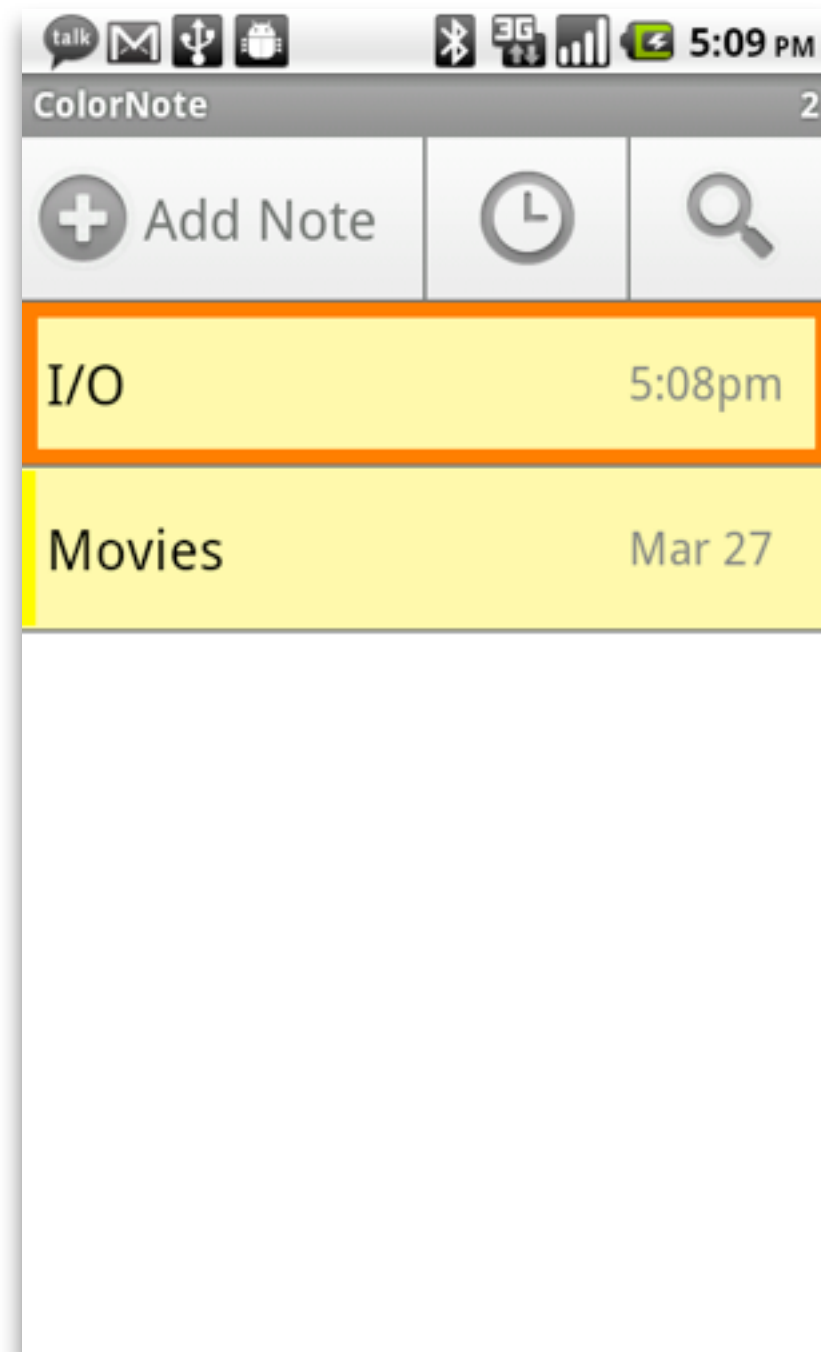
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# List selectors

- Highlights the selected item
- Not shown in touch mode
  - There's no selection in touch mode!
- Shown behind list items
  - `android:drawSelectorOnTop="true"`

# List selectors



# List selectors

```
1 <selector>
2
3   <item android:state_window_focused="false"
4       android:drawable="@color/transparent" />
5
6   <item android:state_focused="true" android:state_enabled="false"
7       android:state_pressed="true"
8       android:drawable="@drawable/list_selector_background_disabled" />
9
10  <item android:state_focused="true" android:state_enabled="false"
11      android:drawable="@drawable/list_selector_background_disabled" />
12
13  <item android:state_focused="true" android:state_pressed="true"
14      android:drawable="@drawable/list_selector_background_transition" />
15  <item android:state_focused="false" android:state_pressed="true"
16      android:drawable="@drawable/list_selector_background_transition" />
17
18  <item android:state_focused="true"
19      android:drawable="@drawable/list_selector_background_focus" />
20
21 </selector>
```

# List selectors

- If your items are opaque, use a selector drawable:
  - `convertView.setBackground(R.drawable.selector)`

```
1 <selector>
2     <item android:state_selected="true"
3         android:drawable="@color/transparent" />
4     <item android:state_selected="false"
5         android:drawable="#ff00ff00" />
6 </selector>
```

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# Other features

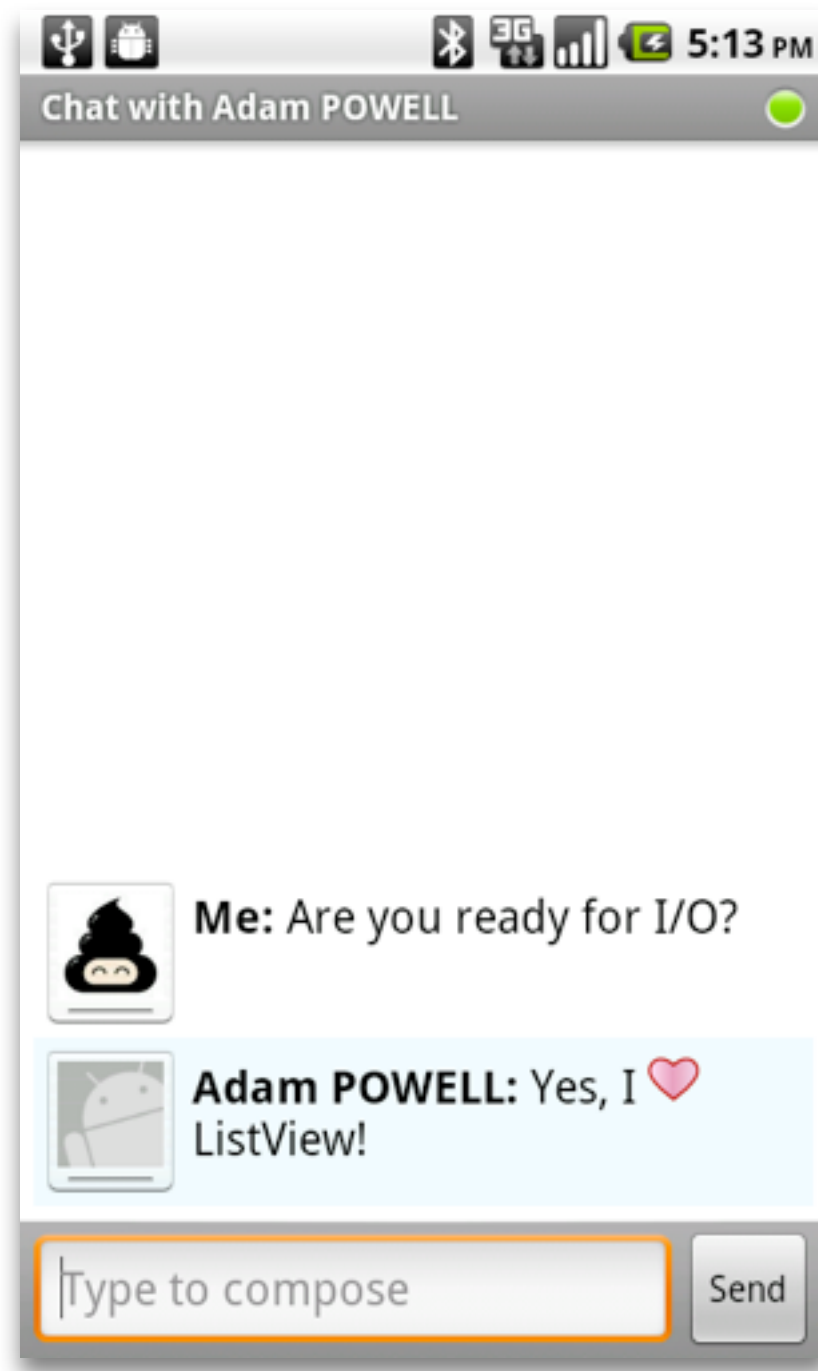
## Transcript and stack from bottom

- `android:transcriptMode`
  - Behavior of the list when the content changes
  - “disabled”, doesn’t scroll
  - “normal”, scrolls to the bottom if last item is visible
  - “alwaysScroll”, always scrolls to the bottom
- `android:stackFromBottom`
  - Stack items in reverse order
  - Starts with the last item from the adapter
- Useful for chats
  - Messaging, Talk, IRC, etc.



# Other features

Transcript and stack from bottom



# Other features

## Text filter

- `android:textFilterEnabled="true"`
- Adapter must implement `Filterable`
  - `CursorAdapter`, `ArrayAdapter`, etc.
  - Implement `getFilter()`
- Implement the Filter

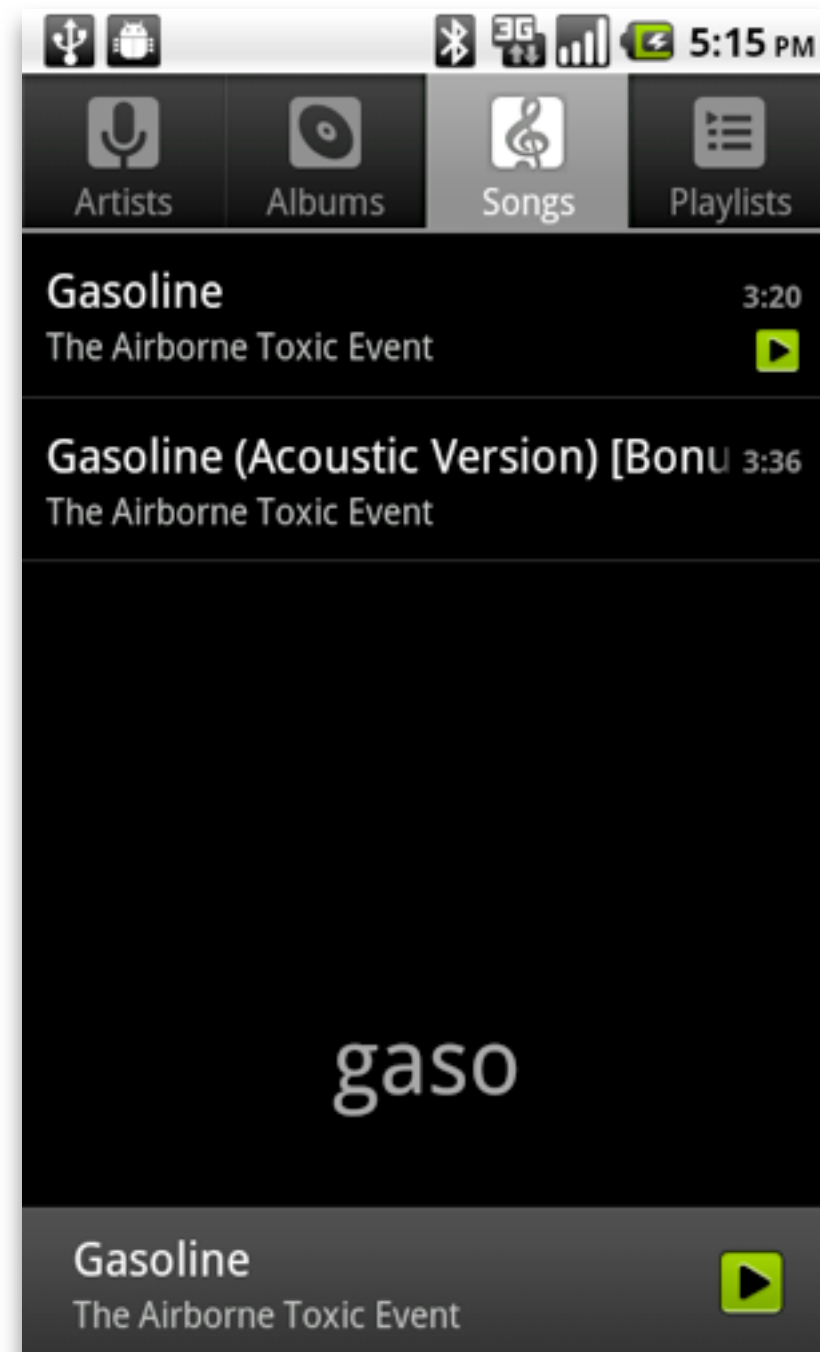
# Other features

## Text filter

```
1 // Filters the content of the adapter on a worker thread
2 protected FilterResults performFiltering(CharSequence prefix)
3
4 // Displays the results on the UI thread
5 protected void publishResults(CharSequence constraint,
    FilterResults results)
```

# Other features

## Text filter



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# Gotcha

My list turns black?!

- Very useful optimization
  - When scrolling views are cached in bitmaps
  - Opaque bitmaps to avoid blending
- Solution
  - `android:cacheColorHint="#00000000"`
  - `android:cacheColorHint="@color/myBackgroundColor"`

# Gotcha

## The scrollbar changes size?!

- When views have very different heights
- Smooth scrollbar needs each item's height
  - Too expensive
- Solution
  - `android:smoothScrollbar="false"`

# Don't!

`android:layout_height="wrap_content"`

- ListView is virtualized, remember?
- `wrap_content` = “as big as my children”
  - ListView supports unevenly sized children
  - Measure thousands of children?
- Android framework cheats
  - Measures only 3 children
  - Still expensive
- Wrong result



# Don't!

## ListView inside a ScrollView

- ScrollView scrolls
- ListView scrolls
- Who will scroll?

# Don't!

## Cache views in the adapter

- Don't outsmart ListView
  - ListView assumes ownership of views
- Complex recycling mechanism
  - Numerous optimizations
  - Sometimes we even leave bugs there
- Undead views is the worst case
  - View both in the recycler and on screen

# Don't!

## Use a ListView when you don't need one!

- ListView...
  - Is for repeating, unbounded data
  - Adds (lots of) complexity
- Will a LinearLayout or ScrollView do the job?



# Q&A

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