

Lecture 06: Card View & Parcelable IN721: Design and Development of Applications for Mobile Devices Semester One, 2020

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LECTURE 05: ASYNC TASK & RECYCLER VIEW TOPICS

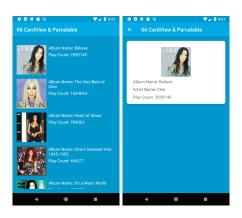
- ► File structure
- ► Album object
- ► Enums & interfaces
- ▶ Picasso
- Custom adapter recycler view
- ▶ View holder
- Async task JSON
- ► API keys
- ▶ Base activity

LECTURE 06: CARD VIEW & PARCELABLE TOPICS

- ► File structure
- ▶ Card view
- ► Parcelable

APPLICATION SCREENSHOT

► Extension to the simple application using Last.fm API



FILE STRUCTURE

- ► Adding new files to our current structure:
 - ► DetailsActivity.kt activities directory
 - ► RecyclerItemOnClickListener.kt helpers directory
 - ► IRecyclerViewItem.kt interfaces directory

- Create a new class called DetailsActivity.kt
- An activity & content XML file will be generated for you
- ► Remove the floating action button from the activity XML file



- activity_details.xml
- activity_main.xml
- content_details.xml
- content_main.xml
- 🚚 list_item.xml

► DetailsActivity.kt implements BaseActivity.kt

```
class DetailsActivity : BaseActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity details)
        displayToolbar( isHomeEnabled: true)
        val album: Album? = intent.extras.getParcelable( key: "album")
        txvAlbumName.text = "Album Name: {album?.name}"
        txvAlbumArtist.text = "Artist Name: {album?.artist}"
        txvAlbumPlayCount.text = "Play Count: {album?.playCount.toString()}"
        Picasso.with( context: this@DetailsActivity).load(album?.image)
            .error(R.drawable.ic_image_black_48dp)
            .placeholder(R.drawable.ic image black 48dp)
            .into(imvAlbumImage)
```

- ► Getting the Album's properties in the parcel
- ► You will investigate this later as part of your research tasks

```
class DetailsActivity : BaseActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity details)
        displayToolhar( isHomeEnabled: true)
        val album: Album? = intent.extras.getParcelable( kev: "album")
        txvAlbumName. text = "Album Name: {album?.name}"
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        txvAlbumPlayCount.text = "Play Count: {album?.playCount.toString()}"
        Picasso.with(context: this@DetailsActivity).load(album?.image)
            .error(R.drawable.ic image black 48dp)
            .placeholder(R.drawable.ic image black 48dp)
            .into(imvAlbumImage)
```

- Binding each Album property to a text view in the card view widget
- You will also investigate how to implement a card view widget as part of your research tasks
- Note: the card view widget will go inside the content XML file
- ► In the screenshot, string placeholders are used. This is why it is highlighted with grey text

```
class DetailsActivity : BaseActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R. layout.activity_details)
        displayToolbar( isHomeEnabled: true)
        val album: Album? = intent.extras.getParcelable( key: "album")

        txvAlbumName.text = "Album Name: {album?.name}"
        txvAlbumArtist.text = "Artist Name: {album?.natist}"
        txvAlbumPlayCount.text = "Play Count: {album?.playCount.toString()}"

    Picasso.with( context: this@DetailsActivity).load(album?.image)
        .error(R.drawable.ic_image_black_48dp)
        .placeholder(R.drawable.ic_image_black_48dp)
        .into(imvAlbumImage)
```

► Like we saw last time, used Picasso to display the image in the card view widget

```
class DetailsActivity : BaseActivity() {
   override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity details)
        displayToolbar( isHomeEnabled: true)
        val album: Album? = intent.extras.getParcelable( key: "album")
        txvAlbumName.text = "Album Name: {album?.name}"
        txvAlbumArtist.text = "Artist Name: {album?.artist}"
        txvAlbumPlavCount.text = "Plav Count: {album?.plavCount.toString()}"
        Picasso, with (context: this@DetailsActivity), load(album?, image)
            .error(R.drawable.ic image black 48dp)
            .placeholder(R.drawable.ic image black 48dp)
            .into(imvAlbumImage)
```

RECYCLERITEMONCLICKLISTENER

- RecyclerItemOnClickListener.kt implements RecyclerView.SimpleOnTouchListener
- GestureDectector.SimpleOnGestureListener
- Detects various gestures & events using the given MotionEvent
- onSingleTapUp override function
 - Notified when a tap occurs with the up MotionEvent that triggered it

IRECYCLERVIEWITEM

▶ One override function - onltemClick

```
interface IRecyclerViewItem {
    fun onItemClick(view: View, position: Int)
}
```

IRECYCLERVIEWITEM - MAINACTIVITY

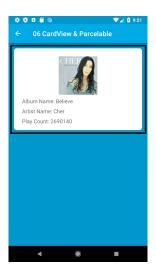
Implemented in the MainActivity.kt. Of course, not limited to this class

```
override fun onItemClick(view: View, position: Int) {
  val album: Album? = lastFmRecyclerViewAdapter.getAlbum(position)
  if (album != null) {
    val intent = Intent( packageContext: this, DetailsActivity::class.java)
    intent.putExtra( name: "album", album)
    startActivity(intent)
  }
}
```

CARD VIEW

- Containers that used in list views/recycler views to hold each item's information
- An easy & consistent way to show information in cards
- The card view has a default elevation above their containing view group
 - ► The system draws a box shadow below it
- ► Attributes to consider:
 - cardElevation
 - ▶ cardCornerRadius
 - ▶ cardBackgroundColor

CARD VIEW - EXAMPLE



Parcelable

- ► An interface used to serialize a class so its properties can be transferred from one activity to another
- Research task 1: What is the difference between a parcelable & serializable implementation?
- Research task 2: How to convert your Album data class into an Album parcelable class
- ▶ Research task 3: How to reduce the parcelable class boilerplate using @Parcelize

```
data class Album(
    var name: String,
    var playCount: Int,
    var artist: String,
    var image: String
)
```

PRACTICAL

- ► Series of tasks covering today's lecture
- ▶ Worth 1% of your final mark for the Design and Development of Applications for Mobile Devices course
- ▶ Deadline: Friday, 12 June at 5pm

EXAM 01

- Series of tasks covering lectures 01-04
- ▶ Worth 6% of your final mark for the Design and Development of Applications for Mobile Devices course
- ► Release: Today at 9am
- ► Deadline: Friday, 13 March at 10am