



Lecture 12: SQLite

IN721: Design and Development of Applications for Mobile Devices

Semester One, 2020

Kaiako: Grayson Orr

Te Kura Matatini ki Otago, Ōtepoti, Aotearoa

Friday, 17 April

LECTURE 11: LOCALIZATION TOPICS

- ▶ Localization
- ▶ RTL & LTR

LECTURE 13: SQLITE TOPICS

- ▶ SQLite
- ▶ Formatting date & time

SQLITE

- ▶ What is SQLite?
 - ▶ Open-source relational database
 - ▶ Used to perform different database operations
 - ▶ Storing, manipulating or retrieving persistent data from the database
 - ▶ Embedded in your Android device by default
- ▶ In production, you wouldn't use SQLite. This is sufficient for the assignment
- ▶ If you are interested in alternative solutions, please privately message me on MS Teams

PLAYLIST

- ▶ Create a class called Playlist - in the helpers directory
- ▶ Three fields
 - ▶ ID
 - ▶ Name
 - ▶ Date & time
- ▶ In today's practical, feel free to add more

```
class Playlist {  
    var id: Int = 0  
    var name: String? = null  
    var dateTime: String? = null  
}
```

PLAYLIST VIEWHOLDER

- ▶ Create a view holder class - in the helpers directory
- ▶ Extends from RecyclerView.ViewHolder
 - ▶ Two text views
 - ▶ One image button

```
class PlaylistViewHolder(view: View) : RecyclerView.ViewHolder(view) {  
    var txvName: TextView = view.findViewById(R.id.txvPlaylistName)  
    var txvDateTime: TextView = view.findViewById(R.id.txvPlaylistDateTime)  
    var imgBtnMenu: ImageButton = view.findViewById(R.id.imgBtnPlaylistMenu)  
}
```

ITEMCLICK INTERFACE

- ▶ Create an interface class called IItemClick - in the interfaces directory
- ▶ Create a function called onItemClick - takes a Playlist object & image button as its arguments

```
1 | interface IItemClick {  
2 |     fun onItemClick(playlist: Playlist, imgBtn: ImageButton)  
   | }  
   |
```

PLAYLIST RECYCLERVIEW ADAPTER

- ▶ Create a class called PlaylistRecyclerViewAdapter - in the helpers directory
- ▶ Extends from RecyclerView.Adapter
- ▶ Similar code structure to LastFmRecyclerViewAdapter
- ▶ Override functions that we must implement:
 - ▶ getItemCount
 - ▶ onBindViewHolder
 - ▶ onCreateViewHolder
- ▶ loadNewData - notifies any data changes
- ▶ Inner class called MenuOnButtonClickListener - called the onItemClick's onItemClick function

PLAYLIST RECYCLERVIEW ADAPTER

► PlaylistRecyclerViewAdapter class

```
class PlaylistRecyclerViewAdapter(var listener: IItemClick, private var playlists: ArrayList<Playlist>) :  
    RecyclerView.Adapter<PlaylistViewHolder>() {  
  
    override fun getItemCount(): Int {  
        return if (playlists.isNotEmpty()) playlists.size else 0  
    }  
  
    fun notifyData(newPlaylists: ArrayList<Playlist>) {  
        playlists = newPlaylists  
        notifyDataSetChanged()  
    }  
  
    override fun onCreateViewHolder(parent: ViewGroup, viewType: Int): PlaylistViewHolder {  
        val view: View =  
            LayoutInflater.from(parent.context).inflate(R.layout.custom_playlist_list_item, parent, attachToRoot: false)  
        return PlaylistViewHolder(view)  
    }  
  
    override fun onBindViewHolder(viewHolder: PlaylistViewHolder, position: Int) {  
        val playlist: Playlist = playlists[position]  
        viewHolder.tvvName.text = "Name: " + playlist.name  
        viewHolder.tvvDateTime.text = "Date: " + DateTime.formatDateTime(playlist.dateTime!!)  
        viewHolder.imgBtnMenu.setOnClickListener(MenuOnButtonClickListener(playlist, viewHolder.imgBtnMenu))  
    }  
  
    inner class MenuOnButtonClickListener(var playlist: Playlist, var imgBtn: ImageButton) : View.OnClickListener {  
        override fun onClick(v: View) {  
            listener.onItemClick(playlist, imgBtn)  
        }  
    }  
}
```

PLAYLIST MENU LAYOUT

- ▶ Create a new menu layout with two items
- ▶ One for updating a playlist & one for deleting a playlist

```
<?xml version="1.0" encoding="utf-8"?>
<menu xmlns:android="http://schemas.android.com/apk/res/android">
    <item
        android:id="@+id/update"
        android:title="Update" />
    <item
        android:id="@+id/delete"
        android:title="Delete" />
</menu>
```

DB HELPER - SQLITEOPENHELPER

- ▶ Create a class called DBHelper - in the helpers directory
- ▶ The class takes context as its argument
- ▶ Extends from SQLiteOpenHelper

```
class DBHelper(context: Context) :  
    SQLiteOpenHelper(context, DATABASE_NAME, factory: null, DATABASE_VERSION)
```

DB HELPER

- ▶ Override functions that we must implement:
 - ▶ onCreate
 - ▶ onUpgrade
- ▶ We want to implement basic CRUD functionality. Create four functions:
 - ▶ insert
 - ▶ selectAll
 - ▶ update
 - ▶ delete

DB HELPER - CRUD

► insert & selectAll function

```
fun insert(msg: String): Long {  
    val db: SQLiteDatabase = this.writableDatabase  
    val values = ContentValues()  
    values.put(COLUMN_NAME, msg)  
    values.put(COLUMN_DATE_TIME, DateTime.currentDateTime())  
    val id: Long = db.insert(TABLE_NAME, nullColumnHack: null, values)  
    db.close()  
    return id  
}  
  
fun selectAll(): ArrayList<Playlist> {  
    val playlists = ArrayList<Playlist>()  
    val selectQuery = "SELECT * FROM $TABLE_NAME ORDER BY $COLUMN_DATE_TIME ASC"  
    val db: SQLiteDatabase = this.writableDatabase  
    val cursor: Cursor = db.rawQuery(selectQuery, selectionArgs: null)  
    if (cursor.moveToFirst()) {  
        do {  
            val playlist = Playlist()  
            playlist.id = cursor.getInt(cursor.getColumnIndex(COLUMN_ID))  
            playlist.name = cursor.getString(cursor.getColumnIndex(COLUMN_NAME))  
            playlist.dateTime = cursor.getString(cursor.getColumnIndex(COLUMN_DATE_TIME))  
            playlists.add(playlist)  
        } while (cursor.moveToNext())  
    }  
    cursor.close()  
    db.close()  
    return playlists  
}
```

DB HELPER - CRUD

► update & delete function

```
fun update(id: Long, msg: String): Int {  
    val db: SQLiteDatabase = this.writableDatabase  
    val values = ContentValues()  
    values.put(COLUMN_NAME, msg)  
    return db.update(  
        TABLE_NAME, values, whereClause: "$COLUMN_ID = ?",  
        arrayOf(id.toString())  
    )  
}
```

```
fun delete(id: Long) {  
    val db: SQLiteDatabase = this.writableDatabase  
    db.delete(  
        TABLE_NAME, whereClause: "$COLUMN_ID = ?",  
        arrayOf(id.toString())  
    )  
    db.close()  
}
```

DB HELPER - COMPANION OBJECT

- ▶ Companion object
- ▶ Contains the following information:
 - ▶ Database version
 - ▶ Database name
 - ▶ Table name
 - ▶ Column id
 - ▶ Column name
 - ▶ Column date & time
 - ▶ CREATE TABLE SQL query

```
companion object {  
    const val DATABASE_VERSION = 1  
    const val DATABASE_NAME = "db_playlist"  
    const val TABLE_NAME = "playlists"  
    const val COLUMN_ID = "id"  
    const val COLUMN_NAME = "name"  
    const val COLUMN_DATE_TIME = "date_time"  
    const val DATABASE_CREATE: String =  
        "CREATE TABLE $TABLE_NAME($COLUMN_ID INTEGER PRIMARY KEY AUTOINCREMENT, $COLUMN_NAME TEXT, $COLUMN_DATE_TIME TEXT)"  
}
```

DB HELPER - FORMATTING DATE & TIME

- ▶ Two functions that format date & time
- ▶ By default, it is yyyy-mm-dd hh:mm:ss
- ▶ In today's practical, you are going to use dd/MM/yyyy kk:mm:ss

```
object DateTime {  
  fun currentDateTime(): String {  
    val date: Date = Calendar.getInstance().time  
    val outputPattern = "dd/MM/yyyy kk:mm:ss"  
    val outputFormat = SimpleDateFormat(outputPattern, Locale.ENGLISH)  
    return outputFormat.format(date)  
  }  
  
  fun formatDateTime(dateTime: String): String {  
    val inputPattern = "dd/MM/yyyy kk:mm:ss"  
    val outputPattern = "dd MMM yyyy hh:mm:ss a"  
  
    val inputFormat = SimpleDateFormat(inputPattern, Locale.ENGLISH)  
    val outputFormat = SimpleDateFormat(outputPattern, Locale.ENGLISH)  
  
    lateinit var date: Date  
    lateinit var str: String  
  
    try {  
      date = inputFormat.parse(dateTime)  
      str = outputFormat.format(date)  
    } catch (e: ParseException) {  
      e.printStackTrace()  
    }  
  
    return str  
  }  
}
```


PLAYLIST ACTIVITY - CLASS DECLARATION

- ▶ Create a new empty activity via the wizard
- ▶ Extends from BaseActivity & ItemClick
- ▶ Declare necessary fields

```
class PlaylistActivity : BaseActivity(), ItemClick {  
    private lateinit var playlists: ArrayList<Playlist>  
    private lateinit var dbHelper: DBHelper  
    private lateinit var btnAdd: Button  
    private lateinit var recyclerView: RecyclerView  
    private lateinit var playlistRecyclerViewAdapter: PlaylistRecyclerViewAdapter
```

PLAYLIST ACTIVITY - ONCREATE

► onCreate code

```
override fun onCreate(savedInstanceState: Bundle?) {  
    super.onCreate(savedInstanceState)  
    setContentView(R.layout.activity_playlist)  
    displayToolbar(isHomeEnabled = true, isTitleEnabled = false)  
  
    playlists = ArrayList()  
    dbHelper = DBHelper( context: this@PlaylistActivity)  
    playlists = dbHelper.selectAll()  
  
    btnAdd = findViewById(R.id.btnAddPlaylist)  
    btnAdd.setOnClickListener { it: View!  
        addNewPlaylistDialog(DatabaseStatus.INSERT, id: 0, txt: "")  
    }  
  
    recyclerView = findViewById(R.id.rcvPlaylists)  
    val layoutManager = LinearLayoutManager( context: this@PlaylistActivity)  
    recyclerView.layoutManager = layoutManager  
    playlistRecyclerViewAdapter = PlaylistRecyclerViewAdapter( listener: this, playlists)  
    recyclerView.adapter = playlistRecyclerViewAdapter  
  
    readDataBase()  
}
```

PLAYLIST ACTIVITY - READ DATABASE

- ▶ Create a function called readDatabase
- ▶ Returns all records in the playlists table
- ▶ Notifies the recycler view of any data changes
- ▶ Updates the recycler view appropriately

```
private fun readDataBase() {  
    playlists = dbHelper.selectAll()  
    playlistRecyclerViewAdapter.notifyData(playlists)  
}
```

PLAYLIST ACTIVITY - DIALOG

- ▶ A little different to what we have done previously
- ▶ Good to see different implementations
- ▶ Set the content view to the fragment layout file
 - ▶ This layout file contains a text view, edit text & two buttons
- ▶ Two button click listeners - one for inserting/updating & one for deleting

PLAYLIST ACTIVITY - READDATABASE

► addNewPlaylistDialog code

```
private fun addNewPlaylistDialog(status: DatabaseStatus, id: Int, txt: String) {
    val dialog = Dialog( context: this@PlaylistActivity, R.style.DialogFullScreen)
    dialog.setCancelable(true)
    dialog.setCanceledOnTouchOutside(true)
    dialog setContentView(R.layout.fragment_add_playlist)

    val edtAddPlaylist: EditText = dialog.findViewById(R.id.edtAddPlaylist)
    val btnClosePlaylist: Button = dialog.findViewById(R.id.btnClosePlaylist)
    val btnAddPlaylist: Button = dialog.findViewById(R.id.btnAddPlaylist)
    val txvAddPlaylist: TextView = dialog.findViewById(R.id.txvAddPlaylist)

    if (status == DatabaseStatus.UPDATE) {
        edtAddPlaylist.setText(txt)
        btnAddPlaylist.text = "Update"
        txvAddPlaylist.text = "Update Playlist"
    } else {
        edtAddPlaylist.setText("")
        btnAddPlaylist.text = "Add"
        txvAddPlaylist.text = "Add New Playlist"
    }

    btnAddPlaylist.setOnClickListener { it: View!
        if (status == DatabaseStatus.UPDATE) {
            dbHelper.update(id.toLong(), edtAddPlaylist.text.toString().trim())
            readDataBase()
        } else if (status == DatabaseStatus.INSERT) {
            dbHelper.insert(edtAddPlaylist.text.toString().trim())
            readDataBase()
        }
        dialog.dismiss()
    }

    btnClosePlaylist.setOnClickListener { dialog.dismiss() }

    dialog.show()
}
```

PLAYLIST ACTIVITY - ITEMCLICK

- ▶ Implement the onItemClick function
- ▶ Popup menu - inflate the playlist menu layout
- ▶ This a menu that will allow you to update & delete playlist items

```
override fun onItemClick(playlist: Playlist, imgBtn: ImageButton) {  
    val popup = PopupMenu( context: this, imgBtn)  
    popup.menuInflater.inflate(R.menu.menu_playlist, popup.menu)  
    popup.setOnMenuItemClickListener { item ->  
        when (item.itemId) {  
            R.id.update -> addNewPlaylistDialog(DatabaseStatus.UPDATE, playlist.id, playlist.name!!)  
            R.id.delete -> {  
                dbHelper.delete(playlist.id.toString())  
                readDataBase()  
            }  
        }  
    }  
    true ^setOnMenuItemClickListener  
}  
popup.show()  
}
```

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 03

- ▶ Series of tasks covering lectures 09-12
- ▶ Worth 6% of your final mark for the Design and Development of Applications for Mobile Devices course
- ▶ Deadline: Friday, 24 April at 5pm