

Table of Contents

- 1. Addendum 1
 - New Activity Wizard 1
 - Nexus 7 Emulator 4
 - Theme Attributes 4
 - Additional Errata 4

Addendum

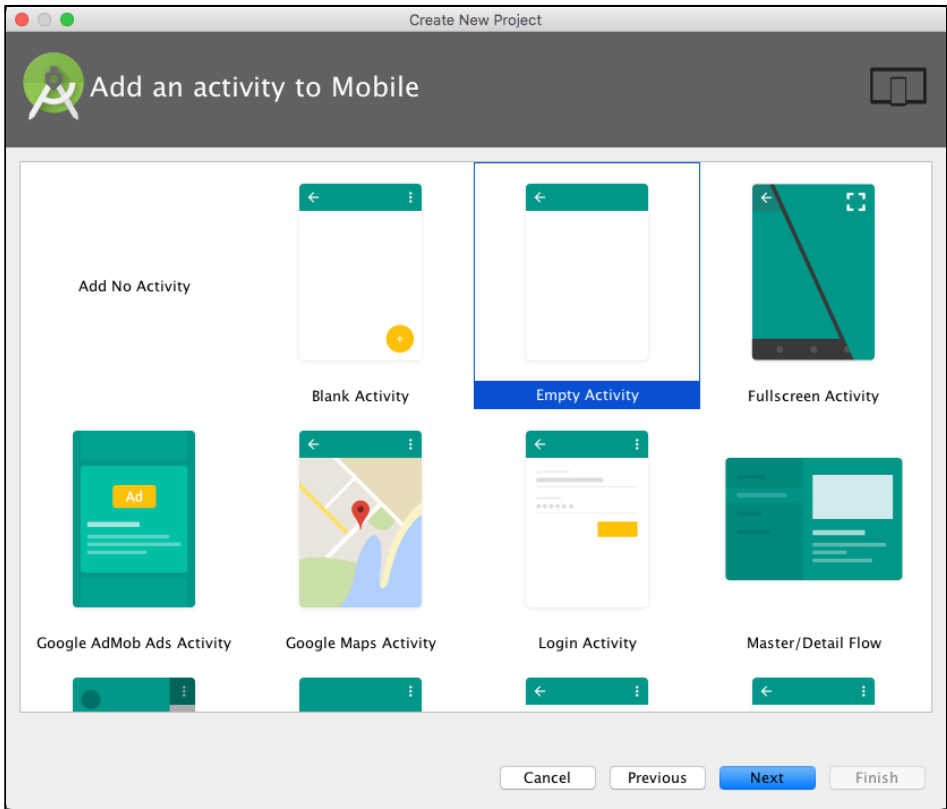
The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions we provide in the book are no longer correct. This addendum addresses all of the breaking changes we currently know about.

New Activity Wizard

You will find a few activity templates when you create a new project or a new standalone activity. *Always* choose the Empty Activity template.

Currently, the book instructs you to select the Blank Activity template. This template has recently changed and no longer meshes with the instructions in the book.

Figure 1.1 Choose Empty Activity

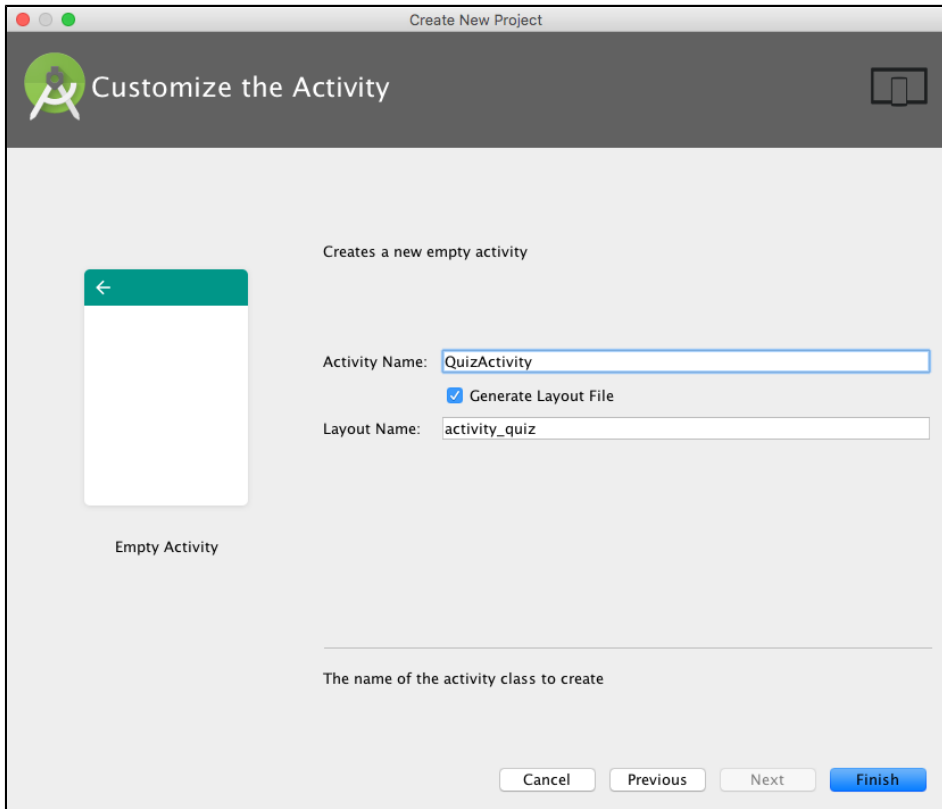


There are two choices here for a plain activity: Blank Activity and Empty Activity. As you can tell from the picture, though, Blank Activity is not actually blank. It comes with a floating action button, a snackbar, and a few other goodies. These are useful tools, but they will get in your way as you work through the book.

Empty Activity is a bare-bones activity template. You will still find some boilerplate code in this template, but it is the best option.

Once you select Empty Activity, you will notice that the next step in the wizard has also changed from what is presented in the book.

Figure 1.2 Now with fewer options



The title, menu information, and a few other options have been removed. The Empty Activity template has been trimmed down and some boilerplate code has been stripped. Do not worry about this change. You can continue to ignore the menu system until you use it in Chapter 13: The Toolbar.

You can find new activity creation in the following places:

- Page 6 - Listing 1.6 Choosing a type of Activity
- Page 7 - Listing 1.7 Configuring the new activity
- Page 89 - Figure 5.3 The New Activity Wizard menu
- Page 90 - Figure 5.4 The New Blank Activity wizard
- Page 127 - Just after figure 7.7
- Page 128 - Figure 7.8 Configuring CrimeActivity
- Page 326 - Just after the "Creating BeatBox" header
- Page 384 - Just after the "Setting up NerdLauncher" header

- Page 407 - Just after figure 23.3
- Page 527 - Just after the "Setting Up the DragAndDraw Project" header
- Page 539 - Just after the "Building the Scene" header
- Page 552 - Just after the "Creating Locatr" header

Keep in mind that these templates frequently change. These changes are for the better, so embrace them.

Nexus 7 Emulator

As of this writing, there is a bug with the Nexus 7 emulator that will prevent you from testing Chapter 17: Two-Pane Master-Detail Interfaces.

The Nexus 7 emulator reports incorrect device properties and will not trigger the **sw600dp** resource qualifier. This qualifier will always function correctly on a physical device that is 7 inches or larger. If you do not have one of those handy, as of this writing, the Nexus 9 emulator works correctly.

Theme Attributes

In Chapter 20: Styles and Themes, there are two incorrect values that are used in the `res/values/styles.xml` file. The values in the book work correctly on Lollipop devices but are not backwards compatible.

Listing 1.1 Correcting style attributes (`styles.xml`)

```
<style name="AppTheme" parent="Theme.AppCompat">
    ...
<item name="android:colorBackground">@color/soothing_blue</item>
<item name="android:buttonStyle">@style/BeatBoxButton</item>

    <item name="android:windowBackground">@color/soothing_blue</item>
    <item name="buttonStyle">@style/BeatBoxButton</item>
</style>
```

You can find references to these attributes in the following places:

- Page 363 - Listing 20.10 Setting the window background
- Page 366 - Listing 20.13 Using the BeatBoxButton style

Additional Errata

Keep an eye on the errata forum post for additional information:

<http://forums.bignerdranch.com/viewtopic.php?f=549&t=10305>

If you come across any other issues or are stuck, there is a community of people on the forums ready to help.