In Class Lab: Making a google Maps Application

Start with default (set up key for app and all)

Puts you in maps_api.xml with instructions

Add a menu.xml AND menu folder under res

<item

<menu xmlns:android="http://schemas.android.com/apk/res/android"
 xmlns:app="http://schemas.android.com/apk/res-auto">

```
<resources>
    TODO: Before you run your application, you need a Google Maps API key.
    To get one, follow this link, follow the directions and press "Create" at the end:
    https://console.developers.google.com/flows/enableapi?
   id=maps_android_backend&keyType=CLIENT_SIDE_ANDROID&r=63:9E:62:C0:E0:B2:C2:0A:DB:23:80:D1:02:5F:E5:D6:09:9C:
37:9A%3Bcom.library1.example.perkins.maps16
    You can also add your credentials to an existing key, using this line:
    63:9E:62:C0:E0:B2:C2:0A:DB:23:80:D1:02:5F:E5:D6:09:9C:37:9A;com.library1.example.perkins.maps16
    Alternatively, follow the directions here:
    https://developers.google.com/maps/documentation/android/start#get-key
    Once you have your key (it starts with "AIza"), replace the "google_maps_key"
    string in this file.
    <string name="google_maps_key" templateMergeStrategy="preserve" translatable="false">YOUR_KEY_HERE</string>
</resources>
Then move to a fragment
In activity maps.xml
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
tools:context=".MapsActivity">
    <android.support.v7.widget.Toolbar</pre>
        android:id="@+id/toolbar
        android:layout_width="match_parent"
        android:layout_height="?attr/actionBarSize"
        android: background="?attr/colorPrimary
        android: theme="@style/ThemeOverlay.AppCompat.Dark">
            android:id="@+id/spinner"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
android:paddingRight="10dp" />
    </android.support.v7.widget.Toolbar>
    <fragment xmlns:android="http://schemas.android.com/apk/res/android"</pre>
        android:name="com.google.android.gms.maps.MapFragment"
        android:id="@+id/map"
                                                                                       Alt-enter on this
        android:layout_width="match_parent"
                                                                                       object to see
        android:layout_height="match_parent"
        android:layout_alignParentBottom = "true"
                                                                                       decompiled definition
        android:layout_below="@id/toolbar"/>
</RelativeLayout>
In strings.xml
<string-array name="map_types">
    <item>Normal</item>
                                                                          Align appropriately
    <item>Hvbrid</item>
    <item>Satellite</item>
                                                                          Space for tool bar at top the rest
    <item>Terrain</item>
    <item>None</item>
                                                                           is a map
</string-array>
                                                                          Get rid of line referencing
```

mainactivity

```
android:id="@+id/action_KP"
        app:showAsAction="always"
        android:title="KP"></item>
    <item
        android:id="@+id/action_NZ"
        app:showAsAction="never"
        android:title="Christchurch"></item>
    <item
        android:id="@+id/action_MT"
        app:showAsAction="never"
        android:title="Milford"></item>
    <item
        android:id="@+id/action_RT"
        app:showAsAction="never"
        android:title="Routeburn"></item>
</menu>
in res/values/styles change from
<style name="AppTheme" parent="Theme.AppCompat.Light.DarkActionBar">
<style name="AppTheme" parent="Theme.AppCompat.Light.NoActionBar">
In MainActivity
public class MapsActivity extends AppCompatActivity implements OnMapReadyCallback {
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_maps);
    Toolbar toolbar = (Toolbar) findViewById(R.id.toolbar);
    setSupportActionBar(toolbar);
    android.support.v7.app.ActionBar actionBar = getSupportActionBar();
                                                                                                 Get with fragment
   // Obtain the SupportMapFragment and get notified when the map is ready to be used
   //NOTE I have to change from the default SupportMapFragment
                                                                                                 manager NOT default
    MapFragment mapFragment = (MapFragment) getFragmentManager()
                                                                                                 SupportMapFragment
            .findFragmentById(R.id.map);
    mapFragment.getMapAsync(this);
And in onMapReady You want to set up the spinner after the map is loaded and ready otherwise the user
will try to change the map type before its loaded
public void onMapReady(GoogleMap googleMap) {
    mMap = googleMap;
    mMap.addMarker(new\ MarkerOptions().position(\textit{KP\_HOUSE}).title("Marker\ KP"));
    \verb|mMap.moveCamera(CameraUpdateFactory.| newLatLng(\textit{KP\_HOUSE}));|
    setupSimpleSpinner();
}
                                                                                  Hover over
                                                                                  MainActivity and hit
Override and add
public boolean onCreateOptionsMenu(Menu menu) {
                                                                                  Ctrl-o
                                                action bar if it is present.
                         this adds items to the
    getMenuInflater().inflate(R.menu.menu, menu);
    return true;
                                                                                     Hover over
                                                                                    MainActivity and hit
                                                                                     Ctrl-o
```

```
//handle navigate button
public boolean onOptionsItemSelected(MenuItem item)
    switch (item.getItemId()) {
                                                   Hover over and hit
        case R.id.action_KP
                                                   alt-enter
           goToKP();
           break;
       case R.id.action_NZ:
           goToNZ();
           break;
        case R.id.action_MT:
           goToMT();
           break;
        case R.id.action_RT:
           goToRT();
           break;
        default:
           break:
   return true;
private static final LatLng KP_HOUSE = new LatLng(37.047291, -76.493837);
private static final LatLng NZ_MT = new LatLng(-44.9083700, 167.9100500);
private static final LatLng NZ_RT = new LatLng( -44.7283600, 168.1800600);
private void goToKP() {
  CameraUpdate camera = CameraUpdateFactory.newLatLngZoom(KP_HOUSE, 15);
  mMap.addMarker(new MarkerOptions().position(CC NZ).title("Keith and Lynns house"));
  mMap.animateCamera(camera);
private void goToNZ() {
   CameraUpdate camera = CameraUpdateFactory.newLatLngZoom(CC_NZ, 15);
   mMap.addMarker(new MarkerOptions().position(CC_NZ).title("Christchurch NZ"));
   mMap.animateCamera(camera);
private void goToMT() {
   CameraUpdate camera = CameraUpdateFactory.newLatLngZoom(NZ_MT, 15);
   mMap.addMarker(new MarkerOptions().position(NZ_MT).title("Milford Track NZ\nworlds best hike"));
   mMap.animateCamera(camera);
private void goToRT() {
   CameraUpdate camera = CameraUpdateFactory.newLatLngZoom(NZ_RT, 15);
   mMap.addMarker(new MarkerOptions().position(NZ_RT).title("Routeburn Track NZ\nworlds best hike"));
   mMap.animateCamera(camera);
test here you will need to go to res/values/styles and changethe theme to
<style name="AppTheme" parent="Theme.AppCompat.Light.NoActionBar">
And finally the spinner
AdapterView.OnItemSelectedListener mySpinnerListener;
private void setupSimpleSpinner() {
   Spinner spinner = (Spinner) findViewById(R.id.spinner);
    // Create an ArrayAdapter using the string array and a default spinner layout
   ArrayAdapter<CharSequence> adapter = ArrayAdapter.createFromResource(this,
           R.array.map_types, android.R.layout.simple_spinner_item);
    // Specify the layout to use when the list of choices appears
   adapter.setDropDownViewResource(android.R.layout.simple_spinner_dropdown_item);
    // Apply the adapter to the spinner
   spinner.setAdapter(adapter);
    //set listener
   mySpinnerListener = new AdapterView.OnItemSelectedListener() {
       public void onItemSelected(AdapterView<?> parent, View view, int position, long id) {
```

```
switch (position) {
                   // Sets the map type
                  case 0:
                      mMap.setMapType(GoogleMap.MAP_TYPE_NORMAL);
                      break;
                  case 1:
                      mMap.setMapType(GoogleMap.MAP_TYPE_HYBRID);
                      break;
                  case 2:
                      mMap.setMapType(GoogleMap.MAP_TYPE_SATELLITE);
                      break;
                  case 3:
                      mMap.setMapType(GoogleMap.MAP_TYPE_TERRAIN);
                      break;
                      mMap.setMapType(GoogleMap.MAP_TYPE_NONE);
                      break;
                  default:
                      break;
             }
         }
         * Callback method to be invoked when the selection disappears from this
* view. The selection can disappear for instance when touch is activated
          * or when the adapter becomes empty.
          * \textit{@param parent} The AdapterView that now contains no selected item. */
         public void onNothingSelected(AdapterView<?> parent) {
         }
    };
    //respond when spinner clicked
    spinner.setOnItemSelectedListener(mySpinnerListener);
}
```