#### CS 475

ToolBar with
Spinner
Checkbox
EditText
Data Adapter

#### **Tool Bar- Custom Widgets**

What about if you want to embed a spinner?

What is a spinner?

A combo box, with choices -->

 Quick way to select one value from a set



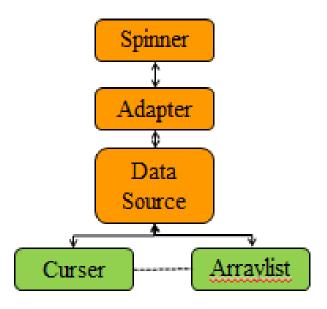
### Spinners

#### Steps to add a spinner

- Add Spinner to ToolBar
- Create Data Adapter and layouts (list of selectable items for the drop-down and the layout to use when drawing each item in the list)
- Bind the Data Adapter to Spinner
- Create event handler to respond to user events

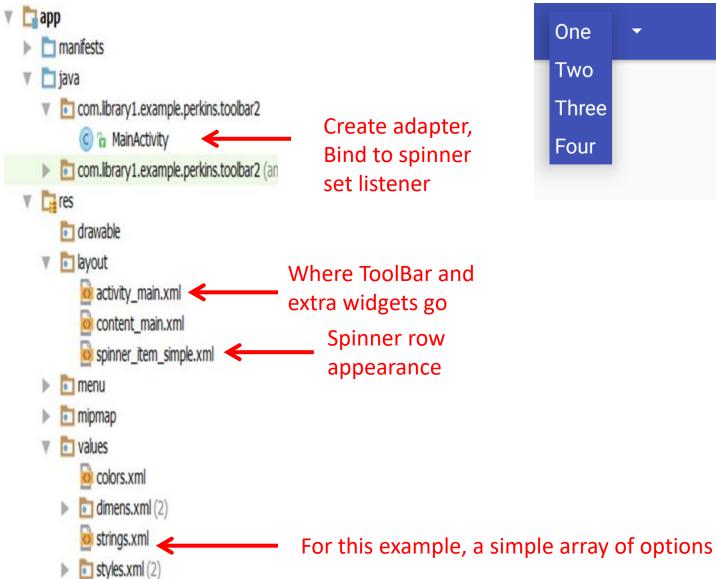
#### Data Adapters

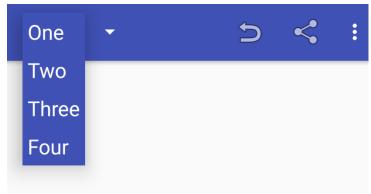
- Manages datasource for a view
- Consistent access protocol
- Easy datasource swapping
- Used by a lots of things
  - ListView
  - Spinner
  - Contacts list



Standard and Custom Adapter

## Spinners





# Spinners- activity\_main.xml

```
<android.support.v7.widget.Toolbar</pre>
    android:id="@+id/toolbar"
    android:layout width="match parent"
    android:layout height="?attr/actionBarSize"
    android:background="?attr/colorPrimary"
    app:popupTheme="@style/AppTheme.PopupOverlay">
    <Spinner
        android:id="@+id/spinner"
        android:layout width="wrap content"
        android:layout height="wrap content"
        android:paddingRight="10dp"/>
    <CheckBox
        android:id="@+id/checkBox"
        android:layout width="wrap content"
        android:layout height="wrap content"
        android:text="New CheckBox"
        android:paddingRight="10dp"
        android:paddingLeft="10dp"/>
    <EditText
        android:layout width="wrap content"
        android:layout height="wrap content"
        android:text="New Text here"
        android:id="@+id/textView"
        android:paddingRight="10dp"/>
</android.support.v7.widget.Toolbar>
```

Where you put extra views or widgets, in addition to the menu items found in res/menu/main\_

Compete Toolbar

# Spinner and Row layout



# Spinner - Data for Adapter

```
🔚 app
  manifests
  java
                                            <resources>
  com.library1.example.perkins.toolbar2
                                                 <string name="app name">toolbar2</string>
      C & MainActivity
                                                 <string name="action settings">Settings</string>
                                                 <string-array name="numbers">
  com.library1.example.perkins.toolbar2 (an
                                                      <item>One</item>
                                                      <item>Two</item>
    drawable
                                                      <item>Three</item>
                                                      <item>Four</item>
   layout
                                                 </string-array>
       activity_main.xml
                                            </resources>
         content_main.xml
       spinner_item_simple.xml
    menu
    mipmap
    values
       colors.xml
       dimens.xml
       styles.xml (2)
```

## Spinner - Java - Setup

```
Spinner spinner;
private void setupSimpleSpinner() {
                                                                            Create simple adapter
   //create a data adapter to fill above spinner with choices
   //R.array.numbers is arraylist in strings.xml
   //R.layout.spinner item simple is just a textview
   ArrayAdapter<CharSequence> adapter = ArrayAdapter.createFromResource(this,R.array.numbers,R.layout.spinner item simple);
   //get a reference to the spinner
   spinner = (Spinner) findViewById(R.id.spinner);  Get reference to spinner
   //bind the spinner to the datasource managed by adapter
   spinner.setAdapter(adapter);
                                                                     Bind Adapter
   //respond when spinner clicked
   spinner.setOnItemSelectedListener(new AdapterView.OnItemSelectedListener() {
       public static final int SELECTED ITEM = 0;
       @Override
       public void onItemSelected(AdapterView<?> arg0, View arg1, int pos, long rowid) {
                                                                                                        Handle onClick
           if (arg0.getChildAt(SELECTED ITEM) != null) {
                                                                                                        Events in Spinner
               ((TextView) arg0.getChildAt(SELECTED ITEM)).setTextColor(Color.WHITE);
               Toast.makeText(MainActivity.this, (String) arg0.getItemAtPosition(pos), Toast.LENGTH SHORT).show();
       @Override
       public void onNothingSelected(AdapterView<?> arg0) {
   });
```

# Checkbox, EditText

```
<android.support.v7.widget.Toolbar</pre>
    android:id="@+id/toolbar"
    android:layout width="match parent"
    android:layout height="?attr/actionBarSize"
    android:background="?attr/colorPrimary"
    app:popupTheme="@style/AppTheme.PopupOverlay"> EditText myText;
                                                        private void setupEditText() {
    <Spinner
                                                           myText = (EditText)findViewById(R.id.textView);
        android:id="@+id/spinner"
                                                           myText.setText("New Text");
        android:layout width="wrap content"
        android:layout height="wrap content"
        android:paddingRight="10dp"/>
                                                        CheckBox myCheckbox;
    <CheckBox
                                                        private void setupCheckBox() {
        android:id="@+id/checkBox"
                                                            myCheckbox = (CheckBox) findViewById(R.id.checkBox);
        android:layout width="wrap content"
                                                            myCheckbox.setOnCheckedChangeListener((buttonView, isChecked) -> {
        android:layout height="wrap content"
                                                                   String myString = (isChecked)?"Checked":"UN Checked";
        android:text="New CheckBox"
                                                                   Toast.makeText(MainActivity.this, myString, Toast.LENGTH SHORT).show()
        android:paddingRight="10dp"
                                                            });
        android:paddingLeft="10dp"/>
    <EditText
        android:layout width="wrap content"
        android:layout height="wrap content"
        android:text="New Text here"
        android:id="@+id/textView"
        android:paddingRight="10dp"
```

android:ems="4" /> </ablroid.support.v7.widget.Toolbar>

Limits to max of 4 widest chars (M in this case)

#### Summary

- Create a toolbar
- With icons (and text if you want)
- And widgets (spinners, edittexts, checkboxes)
  - (Really any widget if you follow recipes outlined above)
- A bit about data adapters
  - decouple datasource from app
  - Consistent API