

# Creating a Custom View

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# What to Expect from This Module



## Custom Views

Adding a Custom View with Android Studio

Creating the View Appearance

Calculating Drawing Positioning

Performing View Drawing



# Custom Views

## Views can be customized

- Most view classes can be extended
- Add new methods to simplify your common usage scenarios
- Override existing methods to provide custom view behavior



# Custom Views

## Fully customized views

- Generally extend the View class directly
- You take full control of appearance
- You customize behavior
- You can include customized events, etc.



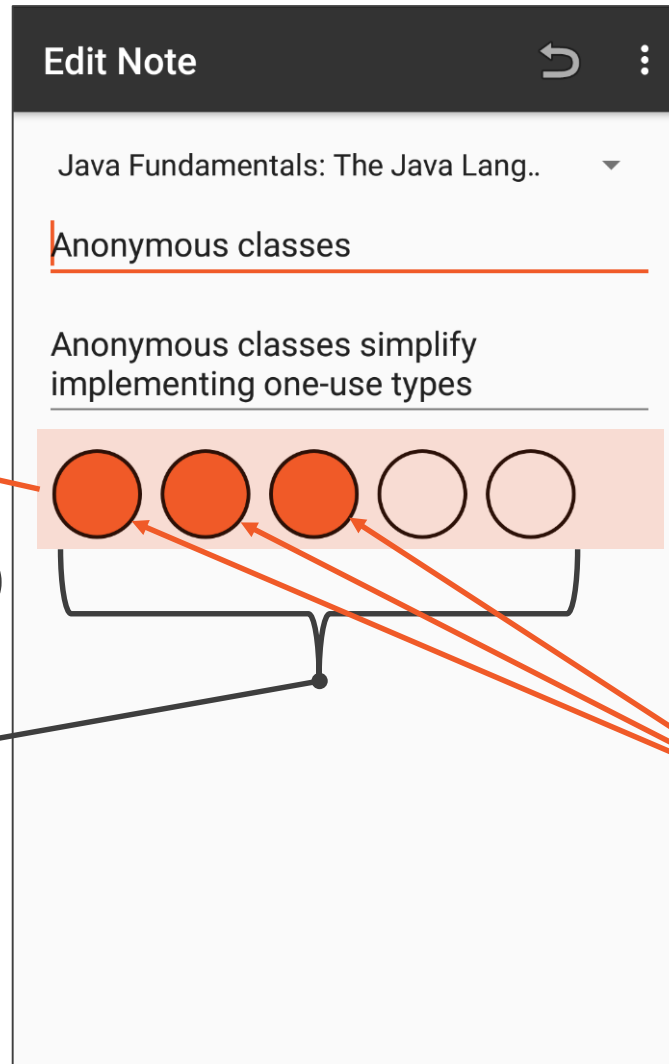
# Add a Custom View to Our App

**ModuleStatusView**

`setModuleStatus(boolean[])`

**Number of  
Modules**

**Completed  
Modules**



# View Appearance

## Appearance created by drawing

- Must draw all aspects

## The drawing issues that we must address

- When
- Where
- What
- How



# When to Draw

## Override onDraw method

- Called whenever UI needs rendering
- Perform view's drawing behavior
- Receives a Canvas reference



# Where to Draw

## Canvas

- Provides a surface for drawing

## Positioning individual items

- Each item is positioned within canvas
- Positioning is expressed in pixels





# What to Draw

## Canvas

- Includes variety of drawing methods

## Text

- `drawText`

## Bitmaps

- `drawBitmap`

## Geometries

- `drawLine`, `drawSquare`, `drawCircle`
- Many, many more



# How to Draw

## Paint

- Specifies color
- Specifies other characteristics
- Anti-aliasing enabled in most cases



# How to Draw

## Common text paint characteristics

- Size, spacing, alignment , etc.
- Effects like underline & strike-thru
- Typeface

## Paint class includes text helper methods

- Measuring text size, etc.

## TextPaint class extends Paint

- Includes a few additional fields
- Most of the work of drawing text is handled by the Paint class



# How to Draw

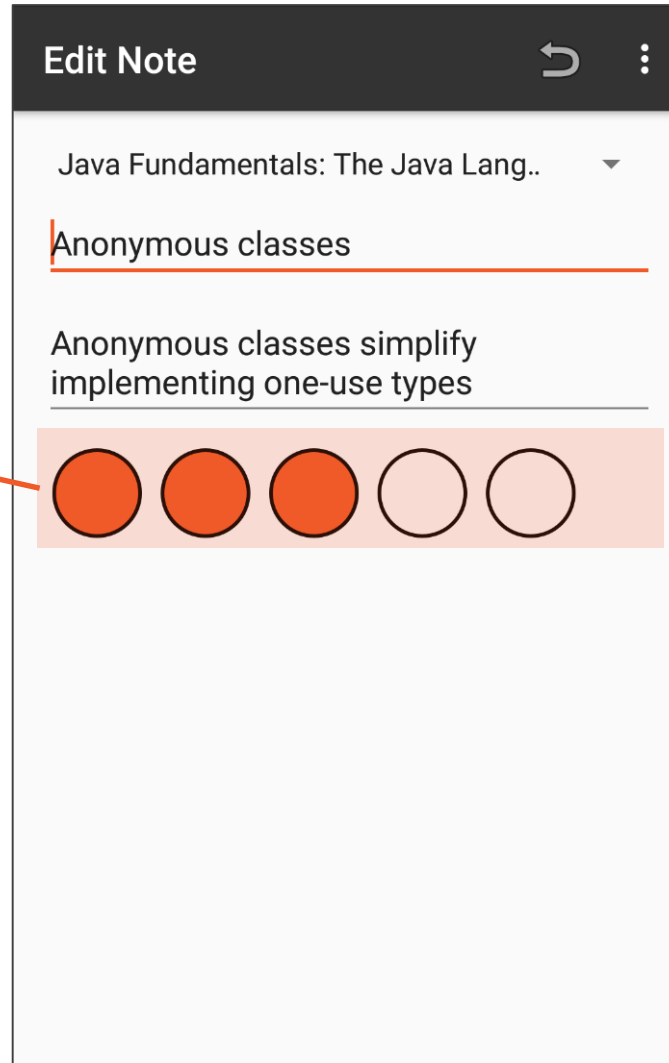
## Common geometry paint characteristics

- Paint with fill and/or stroke style
- Stroke path width
- Stroke path effects like dash, etc.

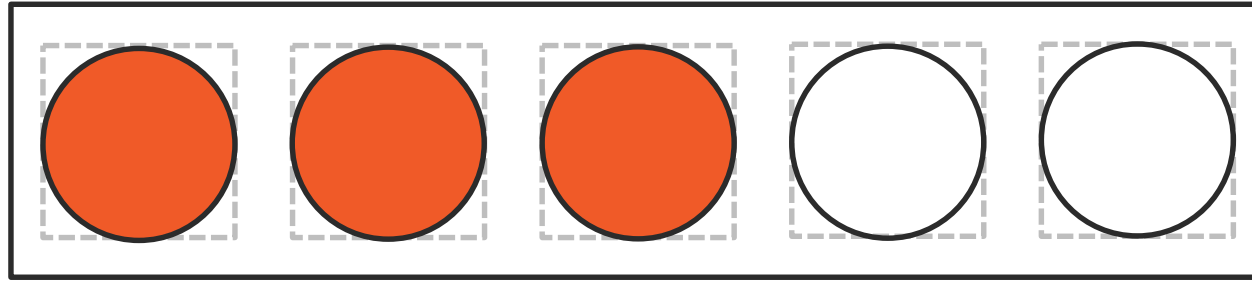


# Planning Our View Appearance

**ModuleStatusView**



# Planning Our View Appearance



## Where

Shape size: 144px

Spacing: 33px

Module rectangles

## What

Circle

## How

Paint outline

Style: Stroke

Color: Black

Stroke width: 6px

Paint fill

Style: Fill

Color: Orange



# Summary



## Views can be customized

- Most view classes can be extended
- Add/override methods for your needs

## Fully customized views

- Normally extend View class directly
- You take full control of behavior
- You take full control of appearance

# Summary



## Override View onDraw method

- Called when view needs to be drawn
- Receives a Canvas reference

## Canvas class

- Addresses where & what to draw
- Serves as target of drawing
- Drawing positioned within Canvas
- Provides methods for drawing text, bitmaps, and geometries



# Summary



## Paint class

- Indicates how to draw
- Specify color and other characteristics
- Anti-aliasing enabled in most cases