CS355

Mobile Application Development การพัฒนาโปรแกรมประยุกต์สำหรับอุปกรณ์พกพา



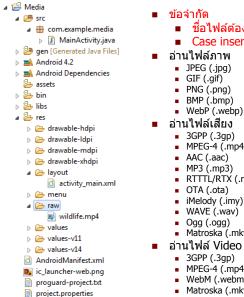
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MA09: Audio, Video and Animation and เสียง วิดีทัศน์ ภาพเคลื่อนไหว และ Scheduler Examples ตัวอย่างงานประเภท Scheduler

Audio and Video: Import Media File into "res/raw"



- ข้อจำกัด
 - ชื่อไฟล์ต้องตั้งด้วยตัวพิบพ์เล็กทั้งหบด
 - Case insensitive
- อ่านไฟล์ภาพ
 - JPEG (.jpg)
 - GIF (.gif)
 - PNG (.png)
 - BMP (.bmp)
 - WebP (.webp)
- อ่านไฟล์เสียง
- - 3GPP (.3ap)
 - MPEG-4 (.mp4, .m4a)
 - AAC (.aac)
 - MP3 (.mp3)
 - RTTTL/RTX (.rtttl, .rtx)
 - OTA (.ota)

 - WAVE (.wav)

 - Ogg (.ogg) Matroska (.mkv, Android 4.0+)
 - อ่านไฟล์ Video
 - 3GPP (.3gp)
 - MPEG-4 (.mp4)
 - WebM (.webm)
 - Matroska (.mkv, Android 4.0+)

Audio and Video: AndroidManifest.xml

```
<?xml version="1.0" encoding="utf-8"?>
                      <manifest xmlns:android="http://schemas.android.com/apk/res/android"</pre>
                          package="com.example.cs.media" >
                            <uses-permission
                                android:name="android.permission.WAKE_LOCK" />
                            uses-permission
 manifests
                                android:name="android.permission.WRITE EXTERNAL
    AndroidManifest.xml
                                                   STORAGE"/>
 com.example.cs.media
                           <uses-permission</pre>
      © ™ MainActivity
                                android:name="android.permission.RECORD AUDIO"/>

    com.example.cs.media (androidTest)

▼ Pares
                             android:allowBackup="true"

▼ layout

                             android:icon="@mipmap/ic launcher"
      activity main.xml
                             android:label="@string/app_name"
 ▶ 🛅 menu
                             android:theme="@style/AppTheme" >
 ▶ imipmap
 ▼ 🖻 raw
                                 android:name=".MainActivity"
                                 android:label="@string/app_name"
                                 <intent-filter>
 <action android:name="android.intent.action.MAIN" />
                                     <category android:name="android.intent.category.LAUNCHER" />
                                 </intent-filter>
                             </activity>
                          </application>
                      </manifests
```

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Audio and Video: Layout (activity_main.xml)



<LinearLayout android:orientation="vertical"</pre> android:gravity="center" > <TextView android:id="@+id/textView" android:text="@string/msg" /> <VideoView android:id="@+id/videoView" /> android:id="@+id/button1" android:text="@string/play_video" /> <LinearLayout android:id="@+id/linearLayout1" android:orientation="horizontal" > <Button android:id="@+id/button2" android:text="@string/start record"/> android:id="@+id/button3" android:text="@string/start play" /> </LinearLayout> </LinearLayout>

Audio and Video: Code (MainActivity.java)

```
protected void onCreate(Bundle savedInstanceState) {
   super.onCreate(savedInstanceState);
   setContentView(R.layout.activity main)
   Button button1 = (Button) findViewById(R.id.button1);
   button1.setOnClickListener(new View.OnClickListener() {
       public void onClick(View v) {
           showVideoView();
   });
   final Button button2 = (Button) findViewById(R.id.button2);
   button2.setText("Start recording");
   button2.setOnClickListener(new View.OnClickListener() {
       public void onClick(View v)
           onRecord(mStartRecording);
           if (mStartRecording) {
               button2.setText("Stop recording");
               button2.setText("Start recording");
           mStartRecording = !mStartRecording
   });
   final Button button3 = (Button) findViewById(R.id.button3);
   button3.setText("Start playing");
   button3.setOnClickListener(new View.OnClickListener() {
       public void onClick(View v) {
           onPlay(mStartPlaying);
           if (mStartPlaying) {
               button3.setText("Stop playing");
               button3.setText("Start playing");
           mStartPlaying = !mStartPlaying:
   });
```

Record Audio: MainActivity.java (1/2)

```
final Button button2 = (Button) findViewById(R.id.button2);
button2.setText("Start recording");
button2.setOnClickListener(new View.OnClickListener() {
    public void onClick(View v) {
        onRecord(mStartRecording);
        if (mStartRecording) {
                                                  private void onRecord(boolean start)
            button2.setText("Stop recording");
                                                      if (start) {
                                                          startRecording();
            button2.setText("Start recording");
                                                      } else {
                                                          stopRecording();
        mStartRecording = !mStartRecording;
});
         public MainActivity() {
             mFileName = Environment.getExternalStorageDirectory().getAbsolutePath();
             mFileName += "/audiorecordtest.3gp";
```

Video: MainActivity.java

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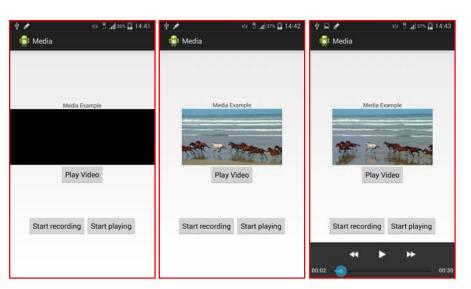
Record Audio: MainActivity.java (2/2)

```
public MainActivity() {
   mFileName = Environment.getExternalStorageDirectory().getAbsolutePath();
   mFileName += "/audiorecordtest.3gp";
private void startRecording() {
    mRecorder = new MediaRecorder();
   mRecorder.setAudioSource(MediaRecorder.AudioSource.MIC);
   mRecorder.setOutputFormat(MediaRecorder.OutputFormat.THREE GPP);
   mRecorder.setOutputFile(mFileName);
   mRecorder.setAudioEncoder(MediaRecorder.AudioEncoder.AMR NB);
    trv {
        mRecorder.prepare();
    } catch (IOException e) {
        Log.e(LOG TAG, "prepare() failed");
    mRecorder.start();
private void stopRecording() {
    mRecorder.stop();
    mRecorder.release();
    mRecorder = null;
```

Play & Stop Audio: MainActivity.java (1/2)

```
final Button button3 = (Button) findViewById(R.id.button3);
button3.setText("Start playing");
button3.setOnClickListener(new View.OnClickListener() {
    public void onClick(View v) {
        onPlay(mStartPlaying);
                                                 private void onPlay(boolean start) {
        if (mStartPlaying) {
                                                     if (start) {
            button3.setText("Stop playing");
                                                         startPlaying();
                                                     } else {
            button3.setText("Start playing");
                                                         stopPlaying();
        mStartPlaying = !mStartPlaying;
});
         public MainActivity() {
            mFileName = Environment.getExternalStorageDirectory().getAbsolutePath();
            mFileName += "/audiorecordtest.3gp";
```

Run on Device: Video



Play & Stop Audio: MainActivity.java (2/2)

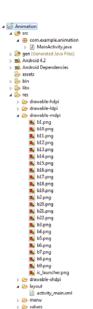
```
public MainActivity() {
    mFileName = Environment.getExternalStorageDirectory().getAbsolutePath();
    mFileName += "/audiorecordtest.3gp";
}

private void startPlaying() {
    mPlayer = new MediaPlayer();
    try {
        mPlayer.setDataSource(mFileName);
        mPlayer.prepare();
        mPlayer.start();
    } catch (IOException e) {
        Log.e(LOG_TAG, "prepare() failed");
    }
}

private void stopPlaying() {
    mPlayer.release();
    mPlayer = null;
    }
}
```

Run on Device: Audio





> @ values-v11
> @ values-v14

AndroidManifest.xm

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Animation

Import Images into "res/drawable"



Animation: Layout (activity_main.xml)



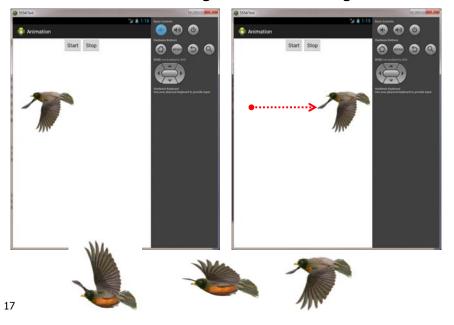
Animation: MainActivity.java \rightarrow onCreate()

```
public class MainActivity extends AppCompatActivity {
   AnimationDrawable mAnimation;
   ImageView img;
   int x=0, y=0;
   protected void onCreate(Bundle savedInstanceState)
       super.onCreate(savedInstanceState);
       setContentView(R.layout.activity_main);
       img = (ImageView) findViewById(R.id.img);
       BitmapDrawable[] frame = new BitmapDrawable[23]
       int i=0;
           frame[i] = (BitmapDrawable)getResources().getDrawable(
                   getResources().getIdentifier((String)"b"+i, "drawable", this.getPackageName()) );
       int reasonableDuration = 200;
       mAnimation = new AnimationDrawable();
       for(i=1: i<=22: i++){
           mAnimation.addFrame(frame[i], reasonableDuration);
       img.setImageDrawable(mAnimation);
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```

Animation : MainActivity.java → onCreate() Image Translation

```
TranslateAnimation tAnimation = new TranslateAnimation(0, 260, 0, 0);
tAnimation.setDuration(5000);
tAnimation.setFillAfter(true);
tAnimation.setRepeatCount(Animation.INFINITE);
tAnimation.setRepeatMode(Animation.REVERSE);
img.setAnimation(tAnimation);
           final Button strtbtn = (Button) findViewById(R.id.strtbtn);
           strtbtn.setOnClickListener(new View.OnClickListener() {
                  public void onClick(View v) {
                      mAnimation.start();
                      mAnimation.setOneShot(false);
               });
           final Button stpbtn = (Button) findViewById(R.id.stpbtn);
           stpbtn.setOnClickListener(new View.OnClickListener() {
                  public void onClick(View v) {
                      mAnimation.stop();
               });
```

Translates Image from Left to Right



Animation : MainActivity.java → onCreate() Image Rotation

```
RotateAnimation rAnim = new RotateAnimation(Of, -18Of,
                               RotateAnimation. RELATIVE_TO_SELF, 0.5f,
                               RotateAnimation. RELATIVE_TO_SELF, 0.5f);
rAnim.setStartOffset(0);
rAnim.setDuration(10000);
rAnim.setFillAfter(true);
rAnim.setRepeatCount(Animation.INFINITE);
rAnim.setRepeatMode(Animation.RESTART);
img.setAnimation(rAnim);
           final Button strtbtn = (Button) findViewById(R.id.strtbtn);
           strtbtn.setOnClickListener(new View.OnClickListener() {
                  public void onClick(View v) {
                      mAnimation.start();
                      mAnimation.setOneShot(false);
               });
           final Button stpbtn = (Button) findViewById(R.id.stpbtn);
           stpbtn.setOnClickListener(new View.OnClickListener() {
                  public void onClick(View v) {
                      mAnimation.stop();
               });
```

Rotates Image Counter Clockwise



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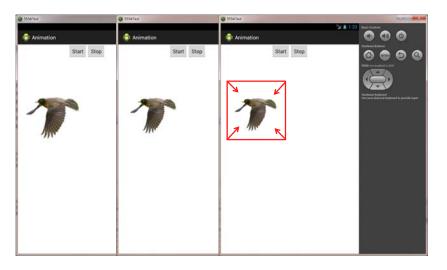


Animation : MainActivity.java → onCreate() Image Scale

```
ScaleAnimation sAnimation = new ScaleAnimation(1f, 0.5f, 1f, 0.5f,
            Animation. RELATIVE_TO_SELF, 0.5f, Animation. RELATIVE_TO_SELF, 0.5f);
sAnimation.setDuration(10000);
sAnimation.setFillAfter(true);
sAnimation.setRepeatCount(Animation.INFINITE);
sAnimation.setRepeatMode(Animation.RESTART);
img.setAnimation(sAnimation);
                   final Button strtbtn = (Button) findViewById(R.id.strtbtn);
                   strtbtn.setOnClickListener(new View.OnClickListener() {
                          public void onClick(View v) {
                             mAnimation.start();
                              mAnimation.setOneShot(false);
                       });
                   final Button stpbtn = (Button) findViewById(R.id.stpbtn);
                   stpbtn.setOnClickListener(new View.OnClickListener() {
                          public void onClick(View v) {
                              mAnimation.stop();
                       });
```

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Scales Image: Zoom In / Zoom Out

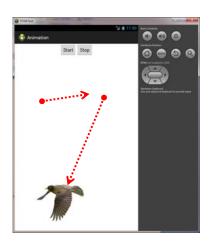


Move to the Touch Point: Keep Current Position (1/3)



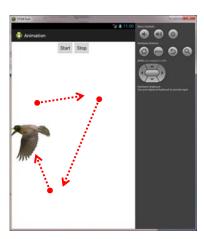


Move to the Touch Point : Keep Current Position (2/3)



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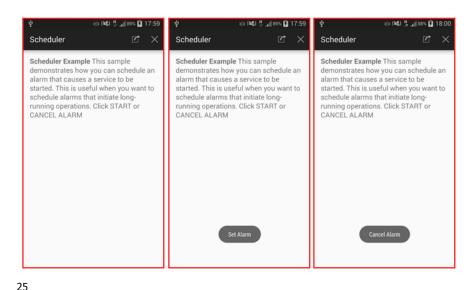
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Move to the Touch Point : Keep Current Position (3/3)

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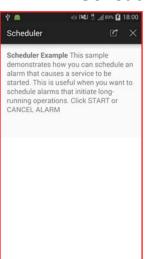
Scheduler

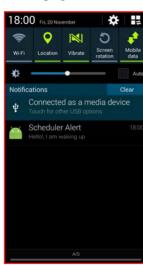


Scheduler: MainActivity.java

```
public class MainActivity extends AppCompatActivity {
    SampleAlarmReceiver alarm = new SampleAlarmReceiver();
    @Override
   protected void onCreate(Bundle savedInstanceState) {
       super.onCreate(savedInstanceState);
       setContentView(R.layout.activity main);
    @Override
   public boolean onCreateOptionsMenu(Menu menu)
       getMenuInflater().inflate(R.menu.menu_main, menu);
       return true;
   public boolean onOptionsItemSelected(MenuItem item) {
       switch (item.getItemId()) {
            case R.id.start action:
                alarm.setAlarm(this);
                return true:
            case R.id.cancel action:
                alarm.cancelAlarm(this);
                return true;
       return false;
```

Scheduler: Alert





Scheduler: SampleAlarmReceiver.java (1/3)

```
public class SampleAlarmReceiver extends WakefulBroadcastReceiver {
    private AlarmManager alarmMgr;
    private PendingIntent alarmIntent;
    @Override
    public void onReceive(Context context, Intent intent) {
        Intent service = new Intent(context, SampleSchedulingService.class);
        startWakefulService(context, service);
    public void setAlarm(Context context) {
        alarmMgr = (AlarmManager)context.getSystemService(Context.ALARM SERVICE);
        Intent intent = new Intent(context, SampleAlarmReceiver.class);
        alarmIntent = PendingIntent.getBroadcast(context, 0, intent, 0);
        // (1) Wake up the device to fire a one-time alarm in one minute.
        alarmMgr.set(AlarmManager.ELAPSED REALTIME WAKEUP,
                     SystemClock.elapsedRealtime() + 60*1000, alarmIntent);
        alarmMgr.set(AlarmManager.ELAPSED_REALTIME_WAKEUP,
                     SystemClock.elapsedRealtime() + 10 * 1000, alarmIntent);
        // (2) Wake up the device to fire the alarm in 30 minutes,
                                           and every 30 minutes after that.
        alarmMgr.setInexactRepeating(AlarmManager.ELAPSED_REALTIME_WAKEUP,
                                    AlarmManager.INTERVAL HALF HOUR,
                                    AlarmManager.INTERVAL_HALF_HOUR, alarmIntent);
```

Scheduler: SampleAlarmReceiver.java (2/3)

```
// (3) Set the alarm to fire at approximately 8:30 a.m.,
             according to the device's clock, and to repeat once a day.
Calendar calendar = Calendar.getInstance();
calendar.setTimeInMillis(System.currentTimeMillis());
// Set the alarm's trigger time to 8:30 a.m.
calendar.set(Calendar.HOUR_OF_DAY, 8);
calendar.set(Calendar.MINUTE, 30);
alarmMgr.setInexactRepeating(AlarmManager.RTC_WAKEUP,
                            calendar.getTimeInMillis(),
                            AlarmManager.INTERVAL DAY, alarmIntent);
Toast.makeText(context, "Set Alarm", Toast.LENGTH_LONG).show();
ComponentName receiver = new ComponentName(context,
                                                SampleBootReceiver.class);
PackageManager pm = context.getPackageManager();
pm.setComponentEnabledSetting(receiver,
                          PackageManager. COMPONENT_ENABLED_STATE_ENABLED,
                           PackageManager.DONT_KILL_APP);
```

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Scheduler: SampleSchedulingService.java (1)

```
public class SampleSchedulingService extends IntentService {
    @Override
   protected void onHandleIntent(Intent intent) {
        sendNotification(getString(R.string.msg));
        SampleAlarmReceiver.completeWakefulIntent(intent);
    private void sendNotification(String msg) {
        mNotificationManager = (NotificationManager)
                               this.getSystemService(Context.NOTIFICATION_SERVICE);
        PendingIntent contentIntent = PendingIntent.getActivity(this, 0,
                                          new Intent(this, MainActivity.class), 0);
       NotificationCompat.Builder mBuilder =
            new NotificationCompat.Builder(this).setSmallIcon(R.mipmap.ic_launcher)
                                   .setContentTitle(getString(R.string.header))
                                   .setStyle(new NotificationCompat.BigTextStyle()
                                   .bigText(msg))
                                  .setContentText(msq);
        mBuilder.setContentIntent(contentIntent);
        mNotificationManager.notify(NOTIFICATION_ID, mBuilder.build());
```

Scheduler: SampleAlarmReceiver.java (3/3)

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Scheduler: SampleSchedulingService.java (2)

References

- http://developer.android.com
- http://www.androidsnippets.com/play-video-file-from-resources
- http://developer.android.com/reference/android/graphics/drawable/AnimationDrawable.html
- http://thenewboston.org/list.php?cat=6
- http://developer.android.com/reference/android/view/animation/Animation.html
- http://developer.android.com/reference/android/view/animation/TranslateAnimation.html
- http://developer.android.com/reference/android/view/animation/RotateAnimation.html
- http://developer.android.com/reference/android/view/animation/ScaleAnimation.html
- Bird Image from KadrmasConcepts Blog
 - http://www.kadrmasconcepts.com/blog/2011/05/20/sprite-sheets-return-of-the-animated-gif/
- http://developer.android.com/guide/topics/media/mediaplayer.html
- Scheduler example

http://developer.android.com/training/scheduling/alarms.html