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MEDII INTERACTIVE DE DEZVOLTARE A PRODUSELOR SOFT

LUCRARE DE LABORATOR nr.5

INTERACTIVE DEVELOPMENT ENVIRONMENTS

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Obiectivele lucrării

· Realizeaza unei aplicaţii mobile

Efectuarea lucrării de laborator

Basic Level (nota 5 || 6) :

· Realizeaza o aplicatie simpla "Hello world" care va contine 2 butoane care vor afisa 2 pagini diferite, folosing 2 elemente diferite de interactiune

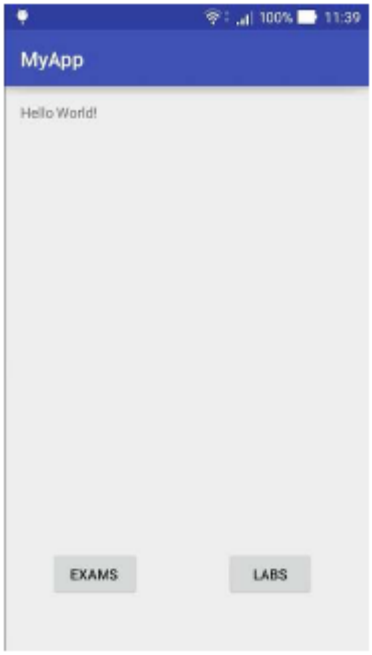
Main Activity

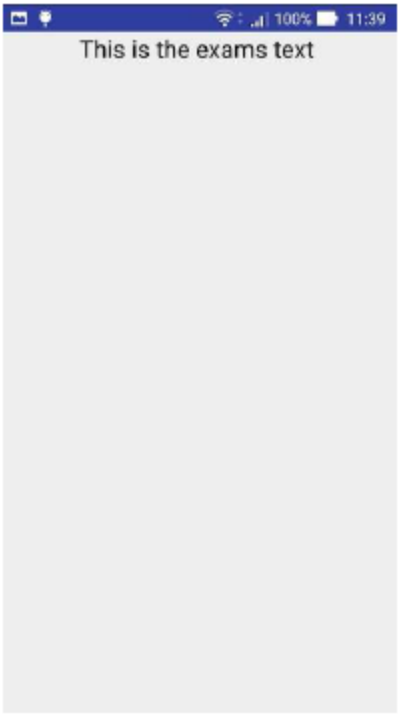
```
package com.example.l33tb.myapp;
import android.content.Context;
import android.content.Intent;
import android.net.Uri;
import android.support.v7.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import com.google.android.gms.appindexing.Action;
import com.google.android.gms.appindexing.AppIndex;
import com.google.android.gms.common.api.GoogleApiClient;
public class MainActivity extends AppCompatActivity {
/**
* ATTENTION: This was auto-generated to implement the App Indexing API.
* See https://g.co/AppIndexing/AndroidStudio for more information.
*/
private GoogleApiClient client;
@Override
protected void onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
setContentView(R.layout.activity_main);
addListenerOnButton();
}
public void addListenerOnButton() {
final Context context = this;
Button btnExams = (Button) findViewById(R.id.button1);
Button btnLabs = (Button) findViewById(R.id.button2);
btnExams.setOnClickListener(new View.OnClickListener() {

@Override
public void onClick(View arg0) {
Intent intent = new Intent(context, AppActivity.class);
startActivity(intent);
}
});
btnLabs.setOnClickListener(new View.OnClickListener() {
@Override
public void onClick(View arg0) {
Intent intent = new Intent(context, App2Activity.class);
startActivity(intent);
}
});
```

```
// ATTENTION: This was auto-generated to implement the App Indexing
API.
// See https://g.co/AppIndexing/AndroidStudio for more information.
client = new
GoogleApiClient.Builder(this).addApi(AppIndex.API).build();
}
@Override
public void onStart() {
super.onStart();
// ATTENTION: This was auto-generated to implement the App Indexing
API.
// See https://g.co/AppIndexing/AndroidStudio for more information.
client.connect();
Action viewAction = Action.newAction(
Action.TYPE_VIEW, // TODO: choose an action type.
"Main Page", // TODO: Define a title for the content shown.
// TODO: If you have web page content that matches this app
activity's content,
// make sure this auto-generated web page URL is correct.
// Otherwise, set the URL to null.
Uri.parse("http://host/path"),
// TODO: Make sure this auto-generated app URL is correct.
Uri.parse("androidapp://
com.example.l33tb.myapp/http/host/path")
);
AppIndex.AppIndexApi.start(client, viewAction);
}
@Override
public void onStop() {
super.onStop();
// ATTENTION: This was auto-generated to implement the App Indexing
API.
```

App2Activity

```
package com.example.l33tb.myapp;
/**
* Created by l33tb on 01.06.2016.
*/
import android.app.Activity;
import android.os.Bundle;
import android.widget.Button;
public class App2Activity extends Activity {
Button button;
@Override
public void onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
setContentView(R.layout.labs);
}
}
```





Concluzie

În urma efectuării lucrării de laborator la tema "*Interactive Development Environments"* am folosit IDE-ul Android Studio pentru a crea o aplicaţie mobilă simplă ce permite trecerea de la o pagină la alta. Am utilizat 2 butoane ca listener şi câte un layout nou pentru fiecare pagină nouă. Pentru trecerea propriu zisă am creat câte o clasă *AppActivity*, şi respectiv *App2Activity* în care am setat Content View-ul curent la layoutul dorit.

Bibliografie

1. Îndrumar metodic pentru lucrările de laborator la MIDPS
2. http://www.mkyong.com/android/android-activity-from-one-screen-to-another-screen/