# Promjena ikone za android aplikaciju

Korak 1 − Izradite novi projekt u Android Studiju, idite na Datoteka ⇒ Novi projekt i ispunite sve potrebne pojedinosti da biste stvorili novi projekt.

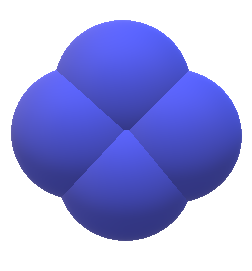
Korak 2 − Dalje slijedite put kako biste došli do željene mape za dodavanje ikone (app → res → mipmap).

Korak 3 - Dodajte ikonu aplikacije. Možete jednostavno kopirati i zalijepiti sliku u mipmap mapu.

Korak 4 - Nakon stavljanja slike u mapu mipmap. Morate preimenovati zadani naziv ikone u naziv slike ikone.

Korak 5 − Dodajte sljedeći kod u res/layout/activity\_main.xml.

Slika:





Slika na kojoj se prikazuje tekst

Opis je automatski generiran

*<?***xml version="1.0" encoding="utf-8"***?>*<**manifest xmlns:android="http://schemas.android.com/apk/res/android"  
 package="com.example.myapplication16"**>  
  
 <**application  
 android:allowBackup="true"  
 android:icon="@mipmap/img"  
 android:label="@string/app\_name"  
  
 android:roundIcon="@mipmap/img"  
 android:supportsRtl="true"  
 android:theme="@style/Theme.MyApplication16"**>  
 <**activity  
 android:name=".MainActivity"  
 android:exported="true"**>  
 <**intent-filter**>  
 <**action android:name="android.intent.action.MAIN"** />  
  
 <**category android:name="android.intent.category.LAUNCHER"** />  
 </**intent-filter**>  
 </**activity**>  
 </**application**>  
  
</**manifest**>



Slika na kojoj se prikazuje tekst, monitor, zaslon

Opis je automatski generiran

# Animacija u Androidu

Primjer 1:

activity\_main

*<?***xml version="1.0" encoding="utf-8"***?>*<**RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 android:layout\_width="fill\_parent"  
 android:layout\_height="fill\_parent"  
 android:orientation="vertical"** >  
  
 <**Button  
 android:id="@+id/bounceBallButton"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_centerHorizontal="true"  
 android:text="Bounce Ball"** />  
  
 <**ImageView  
 android:id="@+id/bounceBallImage"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_centerHorizontal="true"  
 android:layout\_below="@id/bounceBallButton"  
 android:background="@drawable/ball\_shape"** />

</**RelativeLayout**>

Ball\_shape

*<?***xml version="1.0" encoding="utf-8"***?>*<**shape xmlns:android="http://schemas.android.com/apk/res/android"  
 android:shape="oval"** >  
  
 <**solid android:color="#8c0000"** />  
  
 <**stroke  
 android:width="2dp"  
 android:color="#fff"** />  
  
 <**size  
 android:height="80dp"  
 android:width="80dp"** />  
  
</**shape**>

MainActivity

**package** com.example.myapplication17;  
  
**import** androidx.appcompat.app.AppCompatActivity;  
**import** android.os.Bundle;  
**import** android.util.Log;  
**import** android.view.View;  
**import** android.view.View.OnClickListener;  
**import** android.view.animation.Animation;  
**import** android.view.animation.BounceInterpolator;  
**import** android.view.animation.TranslateAnimation;  
**import** android.view.animation.Animation.AnimationListener;  
**import** android.widget.Button;  
**import** android.widget.ImageView;  
  
  
**public class** MainActivity **extends** AppCompatActivity {  
  
 **private static final** String ***TAG*** = **"AnimationStarter"**;  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***activity\_main***);  
 Button bounceBallButton = (Button) findViewById(R.id.***bounceBallButton***);  
 **final** ImageView bounceBallImage = (ImageView) findViewById(R.id.***bounceBallImage***);  
  
 bounceBallButton.setOnClickListener(**new** OnClickListener() {  
  
 @Override  
 **public void** onClick(View v) {  
 bounceBallImage.clearAnimation();  
 TranslateAnimation transAnim = **new** TranslateAnimation(0, 0, 0,  
 getDisplayHeight()/2);  
 transAnim.setStartOffset(500);  
 transAnim.setDuration(3000);  
 transAnim.setFillAfter(**true**);  
 transAnim.setInterpolator(**new** BounceInterpolator());  
 transAnim.setAnimationListener(**new** AnimationListener() {  
  
 @Override  
 **public void** onAnimationStart(Animation animation) {  
 Log.*i*(***TAG***, **"Starting button dropdown animation"**);  
  
 }  
  
 @Override  
 **public void** onAnimationRepeat(Animation animation) {  
 *//* ***TODO Auto-generated method stub*** }  
  
 @Override  
 **public void** onAnimationEnd(Animation animation) {  
 Log.*i*(***TAG***,  
 **"Ending button dropdown animation. Clearing animation and setting layout"**);  
 bounceBallImage.clearAnimation();  
 **final int** left = bounceBallImage.getLeft();  
 **final int** top = bounceBallImage.getTop();  
 **final int** right = bounceBallImage.getRight();  
 **final int** bottom = bounceBallImage.getBottom();  
 bounceBallImage.layout(left, top, right, bottom);  
  
 }  
 });  
 bounceBallImage.startAnimation(transAnim);  
 }  
 });  
  
 }  
  
 **private int** getDisplayHeight() {  
 **return this**.getResources().getDisplayMetrics().**heightPixels**;  
 }  
}

vježbe:

<https://www.geeksforgeeks.org/animation-in-android-with-example/>

<https://guides.codepath.com/android/animations>

Primjer 2:

activity\_main.xml

*<?***xml version="1.0" encoding="utf-8"***?>  
<!-- constraint layout as parent layout-->*<**androidx.constraintlayout.widget.ConstraintLayout  
 xmlns:android="http://schemas.android.com/apk/res/android"  
 xmlns:app="http://schemas.android.com/apk/res-auto"  
 xmlns:tools="http://schemas.android.com/tools"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 tools:context=".MainActivity"**>  
  
 *<!-- grid layout wo make grid of images-->  
  
 <!-- Text view for score-->* <**TextView  
 android:id="@+id/score"  
 android:layout\_width="144dp"  
 android:layout\_height="52dp"  
 android:layout\_marginStart="135dp"  
  
 android:layout\_marginEnd="132dp"  
 android:layout\_marginBottom="244dp"  
 android:text="Score : 0"  
 android:textColor="#32cd32"  
 android:textSize="24sp"  
 android:textStyle="bold"  
 app:layout\_constraintBottom\_toBottomOf="parent"  
 app:layout\_constraintEnd\_toEndOf="parent"  
 app:layout\_constraintStart\_toStartOf="parent"** />  
  
 <**ImageView  
 android:id="@+id/image\_view1"  
 android:layout\_width="120dp"  
 android:layout\_height="120dp"  
 android:layout\_marginStart="200dp"  
 android:layout\_marginTop="50dp"  
 android:onClick="increaseScore"  
 android:src="@drawable/ball"  
 app:layout\_column="0"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_row="1"  
 tools:ignore="SpeakableTextPresentCheck,SpeakableTextPresentCheck"  
 android:contentDescription="TODO"** />  
  
 <**ImageView  
 android:id="@+id/image\_view2"  
 android:layout\_width="120dp"  
 android:layout\_height="120dp"  
 android:layout\_marginStart="100dp"  
 android:layout\_marginTop="50dp"  
 android:onClick="increaseScore"  
 android:src="@drawable/ball"  
 app:layout\_column="1"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_row="1"  
 tools:ignore="SpeakableTextPresentCheck"** />  
  
 <**ImageView  
 android:id="@+id/image\_view3"  
 android:layout\_width="120dp"  
 android:layout\_height="120dp"  
 android:layout\_marginStart="300dp"  
 android:layout\_marginTop="50dp"  
 android:onClick="increaseScore"  
 android:src="@drawable/ball"  
 app:layout\_column="2"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_row="1"  
 tools:ignore="SpeakableTextPresentCheck"** />  
  
 <**ImageView  
 android:id="@+id/image\_view4"  
 android:layout\_width="120dp"  
 android:layout\_height="120dp"  
 android:layout\_marginStart="100dp"  
 android:layout\_marginTop="150dp"  
 android:onClick="increaseScore"  
 android:src="@drawable/ball"  
 app:layout\_column="0"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_row="2"  
 tools:ignore="SpeakableTextPresentCheck,SpeakableTextPresentCheck"** />  
  
 <**ImageView  
 android:id="@+id/image\_view5"  
 android:layout\_width="120dp"  
 android:layout\_height="120dp"  
 android:layout\_marginStart="200dp"  
 android:layout\_marginTop="150dp"  
 android:onClick="increaseScore"  
 android:src="@drawable/ball"  
 app:layout\_column="1"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_row="2"  
 tools:ignore="SpeakableTextPresentCheck"** />  
  
 <**ImageView  
 android:id="@+id/image\_view6"  
 android:layout\_width="120dp"  
 android:layout\_height="120dp"  
 android:layout\_marginStart="300dp"  
 android:layout\_marginTop="150dp"  
 android:onClick="increaseScore"  
 android:src="@drawable/ball"  
 app:layout\_column="2"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_row="2"  
 tools:ignore="SpeakableTextPresentCheck"** />  
  
 <**ImageView  
 android:id="@+id/image\_view7"  
 android:layout\_width="120dp"  
 android:layout\_height="120dp"  
 android:layout\_marginStart="100dp"  
 android:layout\_marginTop="250dp"  
 android:onClick="increaseScore"  
 android:src="@drawable/ball"  
 app:layout\_column="2"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_row="3"  
 tools:ignore="SpeakableTextPresentCheck"** />  
  
 <**ImageView  
 android:id="@+id/image\_view8"  
 android:layout\_width="120dp"  
 android:layout\_height="120dp"  
 android:layout\_marginStart="200dp"  
 android:layout\_marginTop="250dp"  
 android:onClick="increaseScore"  
 android:src="@drawable/ball"  
 app:layout\_column="1"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_row="3"  
 tools:ignore="SpeakableTextPresentCheck"** />  
  
 <**ImageView  
 android:id="@+id/image\_view9"  
 android:layout\_width="120dp"  
 android:layout\_height="120dp"  
 android:layout\_marginStart="300dp"  
 android:layout\_marginTop="250dp"  
 android:onClick="increaseScore"  
 android:src="@drawable/ball"  
 app:layout\_column="0"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_row="3"  
 tools:ignore="SpeakableTextPresentCheck"** />  
  
 <**TextView  
 android:id="@+id/time"  
 android:layout\_width="209dp"  
 android:layout\_height="149dp"  
 android:layout\_marginStart="135dp"  
 android:layout\_marginTop="50dp"  
 android:layout\_marginEnd="132dp"  
 android:text="Time = 0"  
 android:textColor="#32cd32"  
 android:textSize="24sp"  
 app:layout\_constraintEnd\_toEndOf="parent"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toBottomOf="@+id/score"** />  
  
</**androidx.constraintlayout.widget.ConstraintLayout**>

MainActivity.java

**package** com.example.myapplication16;  
  
  
**import** android.os.Bundle;  
  
**import** androidx.appcompat.app.AppCompatActivity;  
  
  
**import** androidx.appcompat.app.AlertDialog;  
  
  
**import** android.content.DialogInterface;  
**import** android.content.Intent;  
  
**import** android.os.CountDownTimer;  
**import** android.os.Handler;  
**import** android.os.Looper;  
**import** android.util.AttributeSet;  
**import** android.view.View;  
**import** android.view.Window;  
**import** android.widget.ImageView;  
**import** android.widget.TextView;  
**import** android.widget.Toast;  
  
**import** java.util.Random;  
  
  
  
  
**public class** MainActivity **extends** AppCompatActivity {  
  
 *// initialize variables* ImageView[] **imageList**;  
 Handler **handler**;  
 TextView **scoring**,**ttimer**;  
 **int score**;  
 ImageView **imageView**,**imageView2**,**imageView3**,**imageView4**,**imageView5**,**imageView6**,**imageView7**,**imageView8**,**imageView9**;  
 Runnable **runnable**;  
  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
  
 *// hiding Action bar* requestWindowFeature(Window.***FEATURE\_NO\_TITLE***);  
 getSupportActionBar().hide();  
 setContentView(R.layout.***activity\_main***);  
  
  
  
 *// assigning variables* **scoring**=findViewById(R.id.***score***);  
 **ttimer**=findViewById(R.id.***time***);  
 **imageView**=findViewById(R.id.***image\_view1***);  
 **imageView2**=findViewById(R.id.***image\_view2***);  
 **imageView3**=findViewById(R.id.***image\_view3***);  
 **imageView4**=findViewById(R.id.***image\_view4***);  
 **imageView5**=findViewById(R.id.***image\_view5***);  
 **imageView6**=findViewById(R.id.***image\_view6***);  
 **imageView7**=findViewById(R.id.***image\_view7***);  
 **imageView8**=findViewById(R.id.***image\_view8***);  
 **imageView9**=findViewById(R.id.***image\_view9***);  
  
 **imageList**=**new** ImageView[]{**imageView**,**imageView2**,**imageView3**,**imageView4**,**imageView5**,**imageView6**,**imageView7**,**imageView8**,**imageView9**};  
 makeitgone();  
  
 *// setting timer to play game* **new** CountDownTimer(10000,1000)  
 {  
  
 *// increasing time* @Override  
 **public void** onTick(**long** l) {  
 **ttimer**.setText(**"Time : "**+l/1000);  
 }  
  
 *// When time is finished* @Override  
 **public void** onFinish() {  
 **ttimer**.setText(**"Time Over"**);  
 **handler**.removeCallbacks(**runnable**);  
  
 *// using for loop* **for** (ImageView image:**imageList**)  
 {  
 image.setVisibility(View.***INVISIBLE***);  
 }  
  
 *// dialog box to ask user's input* AlertDialog.Builder alert=**new** AlertDialog.Builder(MainActivity.**this**);  
 alert.setTitle(**"Try Again!"**);  
 alert.setMessage(**"Do you want to restart?"**);  
  
 *// if user want to restart game* alert.setPositiveButton(**"Yes"**, **new** DialogInterface.OnClickListener() {  
 @Override  
  
  
 **public void** onClick(DialogInterface dialogInterface, **int** i) {  
 Intent intent=getIntent();  
 finish();  
 startActivity(intent);  
 }  
 });  
  
 *// When user not want to play again* alert.setNegativeButton(**"No"**, **new** DialogInterface.OnClickListener() {  
 @Override  
 **public void** onClick(DialogInterface dialogInterface, **int** i) {  
 Toast.*makeText*(MainActivity.**this**, **"Game Over!!!"**, Toast.***LENGTH\_SHORT***).show();  
 }  
 });  
 alert.show();  
 }  
 }.start();  
 }  
  
 **private void** makeitgone() {  
 **handler**=**new** Handler();  
 **runnable**=**new** Runnable() {  
 @Override  
 **public void** run() {  
 **for**(ImageView image:**imageList**)  
 {  
 image.setImageResource(R.drawable.***ball***);  
 **final** Handler handler=**new** Handler(Looper.*getMainLooper*());  
 handler.postDelayed(**new** Runnable() {  
 @Override  
 **public void** run() {  
 image.setImageResource(R.drawable.***ball***);  
 }  
 },900);  
 image.setVisibility(View.***INVISIBLE***);  
 }  
  
 *// making image visible at random positions* Random random=**new** Random();  
 **int** i=random.nextInt(9);  
 **imageList**[i].setVisibility(View.***VISIBLE***);  
 **handler**.postDelayed(**this**,600);  
 }  
 };  
 **handler**.post(**runnable**);  
 }  
  
  
 *// increasing score* **public void** increaseScore(View view) {  
 **score**=**score**+1;  
 **scoring**.setText(**"Score : "**+ **score**);  
 }  
}