


Curso de Programación de Aplicaciones para Android con Kotlin

 jotajotavm.com/android

SEEKBAR

 layout.xml

```
<SeekBar
    android:id="@+id/sbNormal"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:thumbTint="@color/purple"
    android:thumb="@drawable/ic_car"
    android:progressBackgroundTint="@color/blue_dark"
    android:progressTint="@color/orange"
    android:max="100"
    android:progress="30" />

<SeekBar
    android:id="@+id/sbCustom"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:max="100"
    android:progress="30"
    android:thumb="@drawable/sb_thumb"
    android:progressDrawable="@drawable/sb_progress_bg" />

<SeekBar
    android:id="@+id/seekBar2"
    style="@style/Widget.AppCompat.SeekBar.Discrete"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:max="10"
    android:progress="6" />
```

 codigo.kt

```
var sbNormal = findViewById<SeekBar>(R.id.sbNormal)
sbNormal.setOnSeekBarChangeListener(object : SeekBar.OnSeekBarChangeListener {
    override fun onProgressChanged(seekBar: SeekBar?, progress: Int, fromUser: Boolean) {
        if (fromUser)
            Toast.makeText(activityContext, text: "Tú lo cambiaste", Toast.LENGTH_SHORT).show()
    }

    override fun onStartTrackingTouch(seekBar: SeekBar?) { }

    override fun onStopTrackingTouch(seekBar: SeekBar?) { }
})
GlobalScope.launch { this: CoroutineScope
    seekbarManager(sbNormal)
}

private fun seekbarManager(sb: SeekBar){
    while (true){
        sleep( millis: 100L)
        sb.incrementProgressBy( diff: 5)
    }
}
```



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Código y drawables disponibles
para copiar/pegar desde el curso