

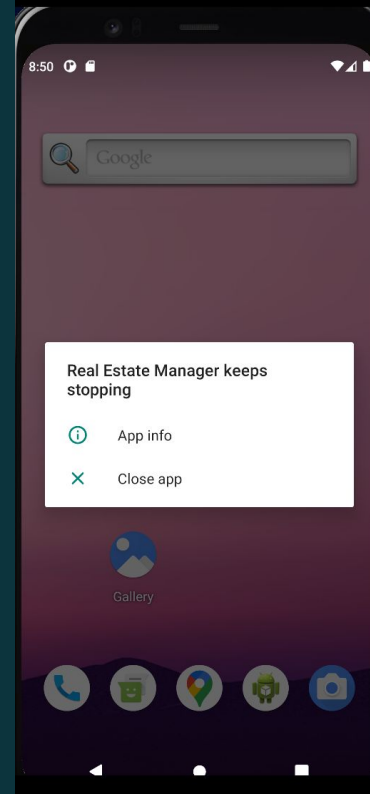
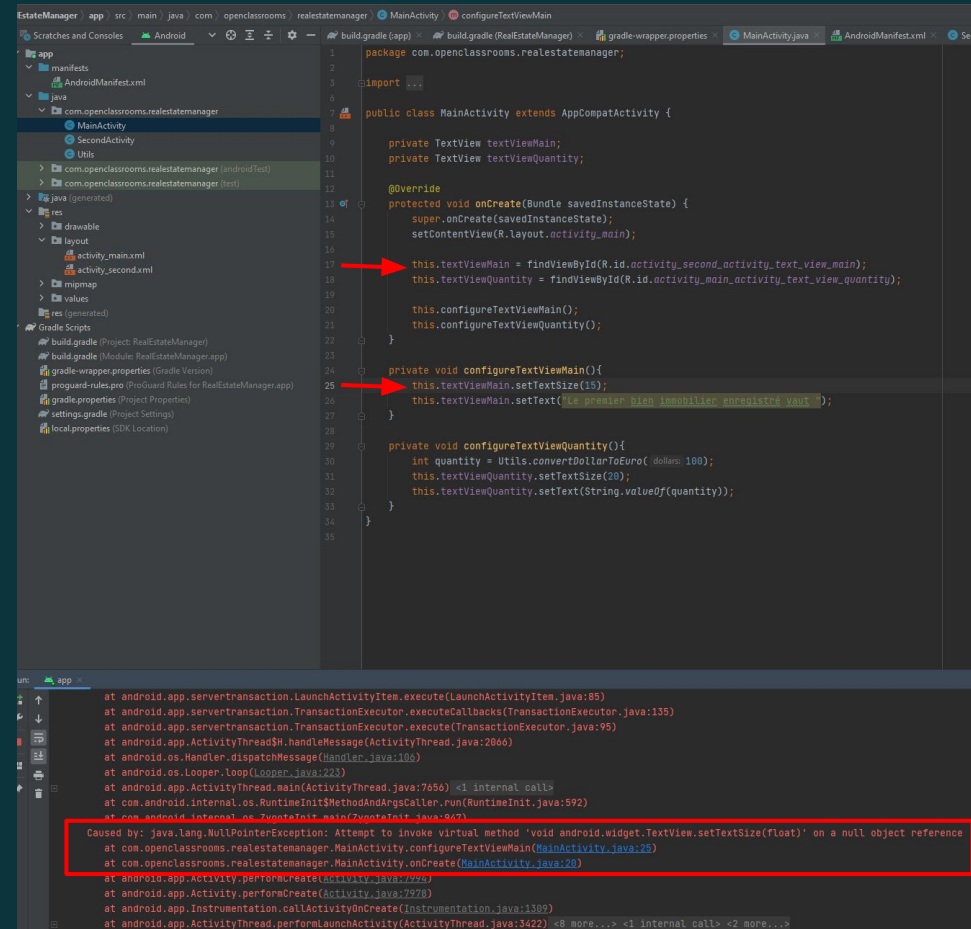
# Real Estate Manager

---

Correction des 2 bugs



# Real Estate Manager



Après vérification sur les layouts du projet, le TextView <textViewMain> pointe vers le mauvais id.

Cet id sera “null” puisqu’il n’existe pas dans le layout de l’activité principale (this)

L’erreur nous dit bien que nous essayons de définir une taille de texte sur un objet null (textViewMain).

Nous allons corriger cela.

# Real Estate Manager

```
this.textViewMain = findViewById(R.id.activity_second_activity_text_view_main);
```

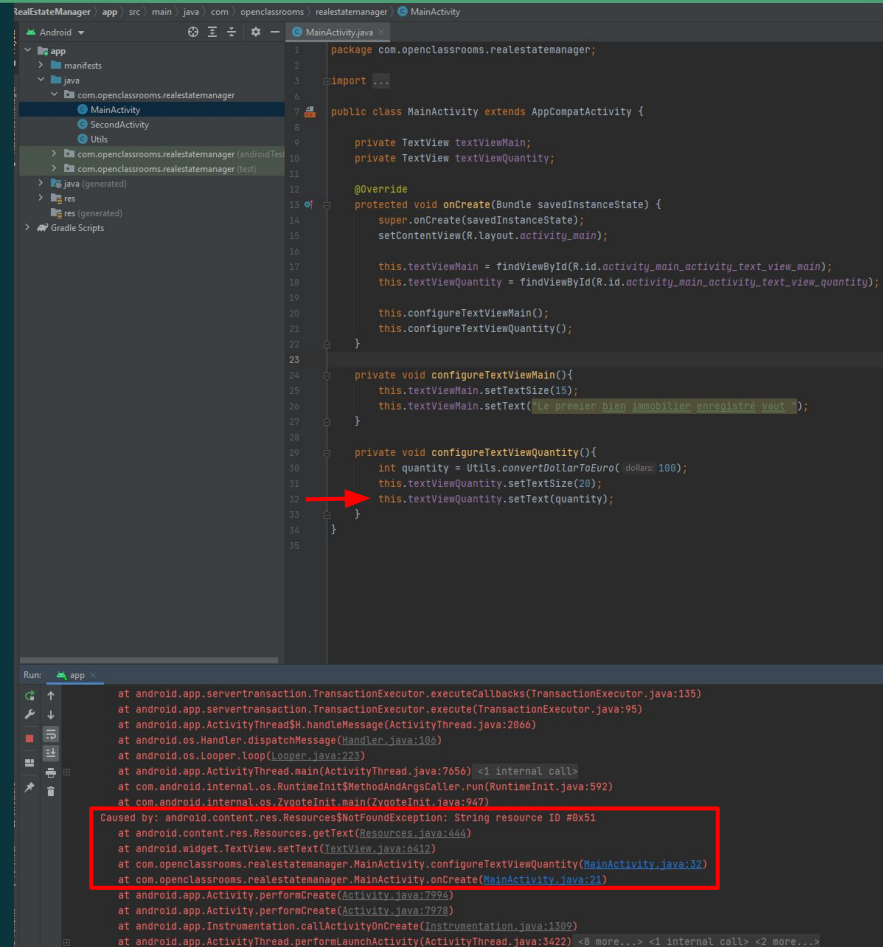
On affecte le bon id au textView  
<textViewMain>



```
this.textViewMain = findViewById(R.id.activity_main_activity_text_view_main);
```

Relançons l'application...

# Real Estate Manager

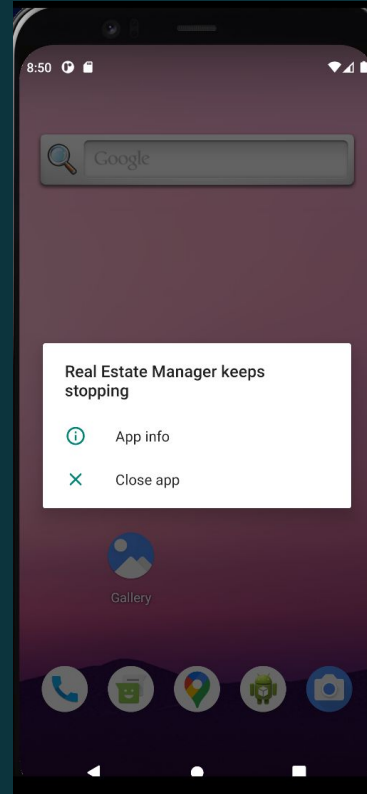


<textViewMain> pointe bien vers le bon id.

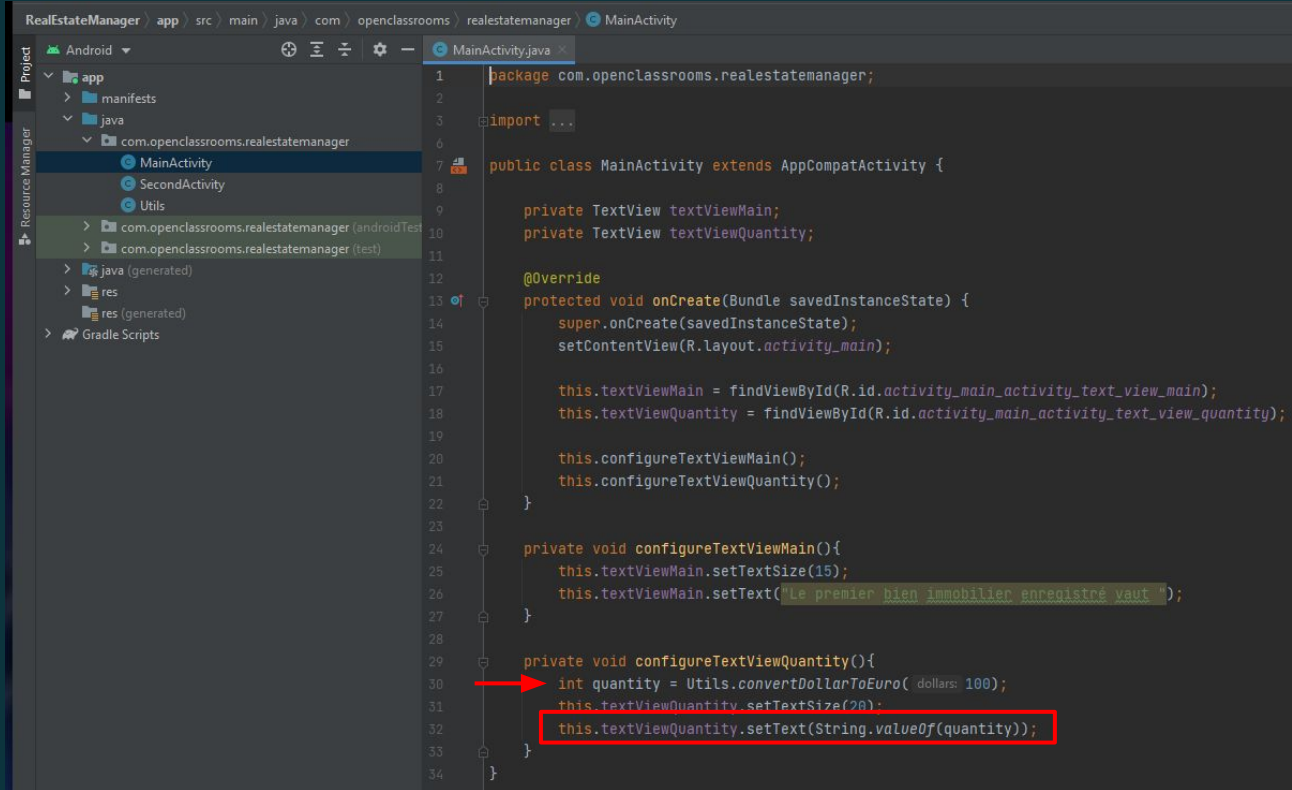
Mais nous avons une nouvelle erreur :

Nous essayons de donner au textView  
<textViewQuantity> une valeur de type “int”  
alors qu’il attend une valeur de type “String”.

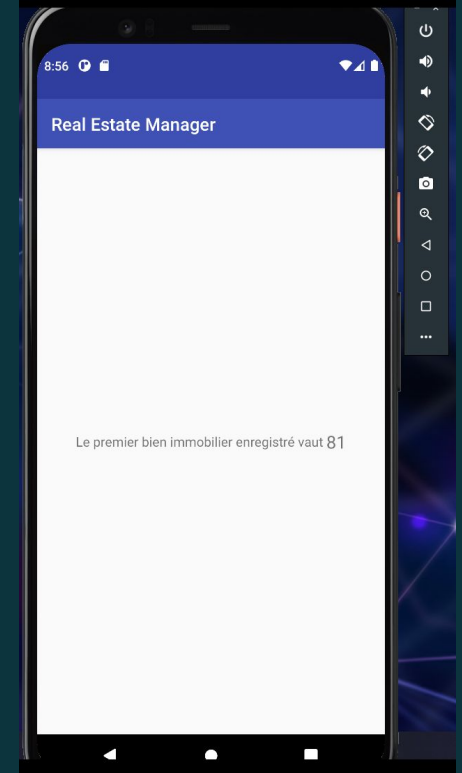
Nous allons faire la modification.



# Real Estate Manager



```
1 package com.openclassrooms.realestatemanager;
2
3 import ...
4
5
6
7 public class MainActivity extends AppCompatActivity {
8
9     private TextView textViewMain;
10    private TextView textViewQuantity;
11
12
13    @Override
14    protected void onCreate(Bundle savedInstanceState) {
15        super.onCreate(savedInstanceState);
16        setContentView(R.layout.activity_main);
17
18        this.textViewMain = findViewById(R.id.activity_main_activity_text_view_main);
19        this.textViewQuantity = findViewById(R.id.activity_main_activity_text_view_quantity);
20
21        this.configureTextViewMain();
22        this.configureTextViewQuantity();
23    }
24
25    private void configureTextViewMain(){
26        this.textViewMain.setTextSize(15);
27        this.textViewMain.setText("Le premier bien immobilier enregistré vaut 81");
28    }
29
30    private void configureTextViewQuantity(){
31        int quantity = Utils.convertDollarToEuro(dollars: 100);
32        this.textViewQuantity.setTextSize(20);
33        this.textViewQuantity.setText(String.valueOf(quantity));
34    }
35 }
```



La méthode `valueOf()` transforme la variable `quantity` en `String` =====> Nos 2 bugs sont bien corrigés.

# Real Estate Manager

## Capture d'écran commit GitHub

```
app/src/main/java/com/openclassrooms/realestatemanager/MainActivity.java

@@ -14,7 +14,7 @@ protected void onCreate(Bundle savedInstanceState) {
    14      super.onCreate(savedInstanceState);
    15      setContentView(R.layout.activity_main);
    16
    17 -    this.textViewMain = findViewById(R.id.activity_second_activity_text_view_main);
    18      this.textViewQuantity = findViewById(R.id.activity_main_activity_text_view_quantity);
    19
    20      this.configureTextViewMain();
    21
    22 @@ -29,6 +29,6 @@ private void configureTextViewMain(){
    29      private void configureTextViewQuantity(){
    30          int quantity = Utils.convertDollarToEuro(100);
    31          this.textViewQuantity.setTextSize(20);
    32 -        this.textViewQuantity.setText(quantity);
    33      }
    34  }
```