

At the beginning of this code lab, we did easy steps that we already know like start a project, create an empty XML and put a TextView inside a scroll view

We create sensor manager object inside the MainActivity because is what we are going to use to get the information of the sensor

For save the list of the sensors we going to create a List something than we already know, and we'll populate it with an easy function who is "mSensorManager.getSensorList(Sensor.TYPE_ALL);" with this we can indicates all the available sensors.

We have a list with a list with all the sensors but we need to call the function .getName for get the simple name of each one, so for this we created an Iterate with the data and save it in a String

When we finish this is just populate the TextView with this information

When we run this app will show a list with all the different sensors available in that phone, also we learned that sometimes the sensors name, in the beginning, have a code with numbers and letters those are sensor manufacturers and model numbers in the Google emulator with can see is a lot GoldFish this is because all the sensors here are emulated and GoldFish is the emulator's Linux kernel.

We learn about the place holder, we used Light Sensor: %1\$.2f and now we know how to use this, this mean the place holder going to have a float with two decimals

We created a new screen for show data from two different sensors in the activity we need to create an instance of this object, and for get de sensor with use getSensors who is just a query to get the sensors and as parameter we send the constant of the sensor

If the system doesn't find the sensor it will return null so we can test if is null that way we can send sensor don't found message

When the sensor changed this one will call the event SensorEvent and we can handle with a onSensorChanged() callback all this below to SensorEventListener interface.

So we implement SensorEventListener in the activity to be able to handle this process

We register the sensors in onStart and unregister in onStop we will do here and not in onResume/onPause to be able to read the sensor even in multi-window mode

In onSensorChanged we get the id of the sensor we're reading and depend on this we can set what we want to do in each case