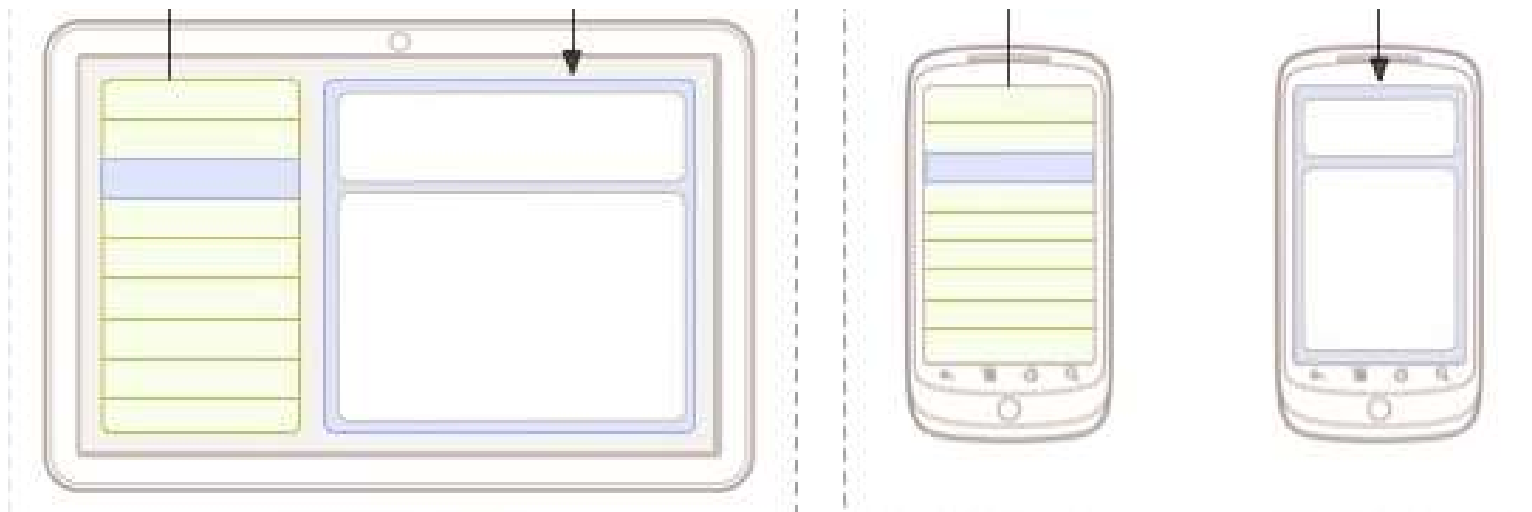


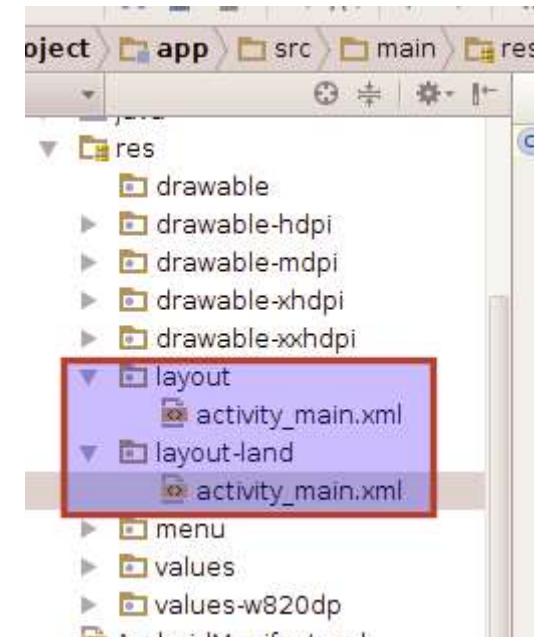
Situational layouts

- Your app can use different layout in different situations:
 - different device type (tablet vs phone vs watch)
 - different screen size
 - different orientation (portrait vs. landscape)
 - different country or locale (language, etc.)



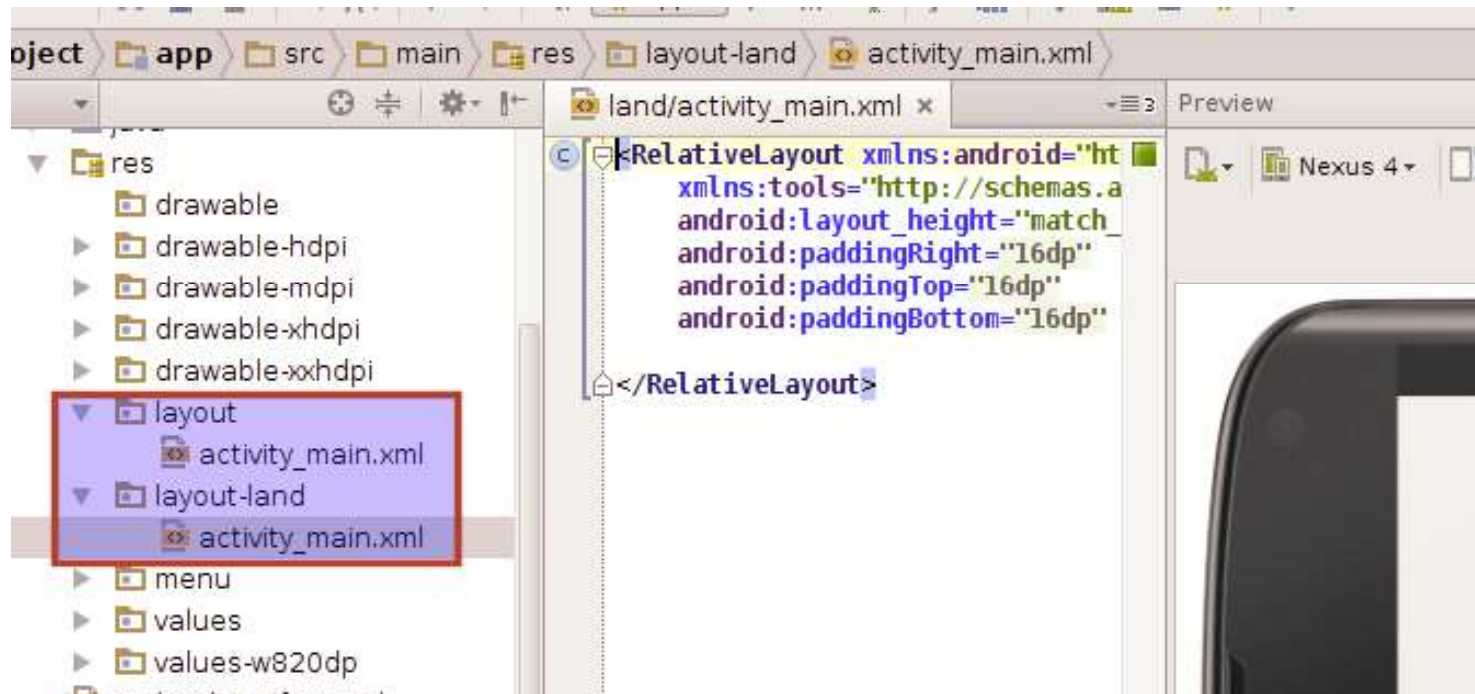
Situation-specific folders

- Your app will look for resource folder names with suffixes:
 - screen density (e.g. **drawable-hdpi**) ([link](#))
 - xhdpi: 2.0 (twice as many pixels/dots per inch)
 - hdpi: 1.5
 - mdpi: 1.0 (baseline)
 - ldpi: 0.75
 - screen size (e.g. **layout-large**) ([link](#))
 - small, normal, large, xlarge
 - orientation (e.g. **layout-land**)
 - portrait (), land (landscape)



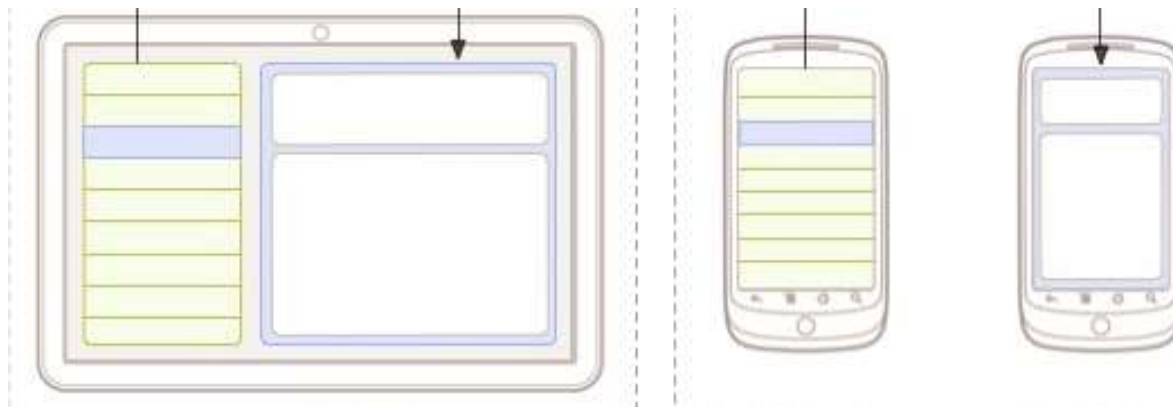
Portrait vs landscape layout

- To create a different layout in landscape mode:
 - create a folder in your project called **res/layout-land**
 - place another copy of your activity's **layout XML file** there
 - modify it as needed to represent the differences



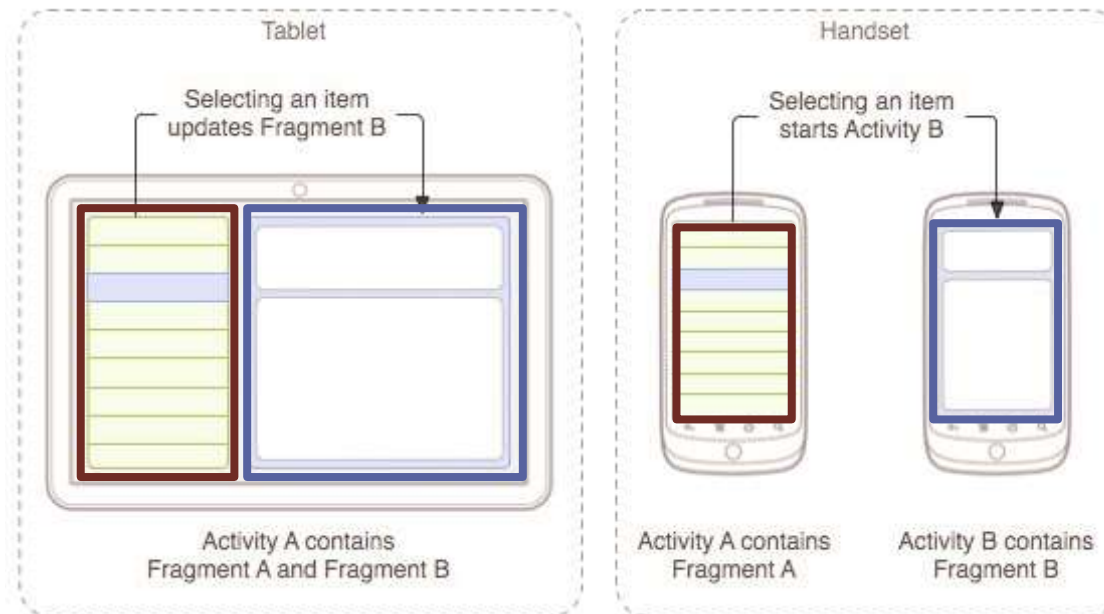
Problem: redundant layouts

- With situational layout you begin to encounter **redundancy**.
 - The layout in one case (e.g. portrait or medium) is very similar to the layout in another case (e.g. landscape or large).
 - You don't want to represent the same XML or Java code multiple times in multiple places.
- You sometimes want your code to behave **situationally**.
 - In portrait mode, clicking a button should launch a new **activity**.
 - In landscape mode, clicking a button should launch a new **view**.



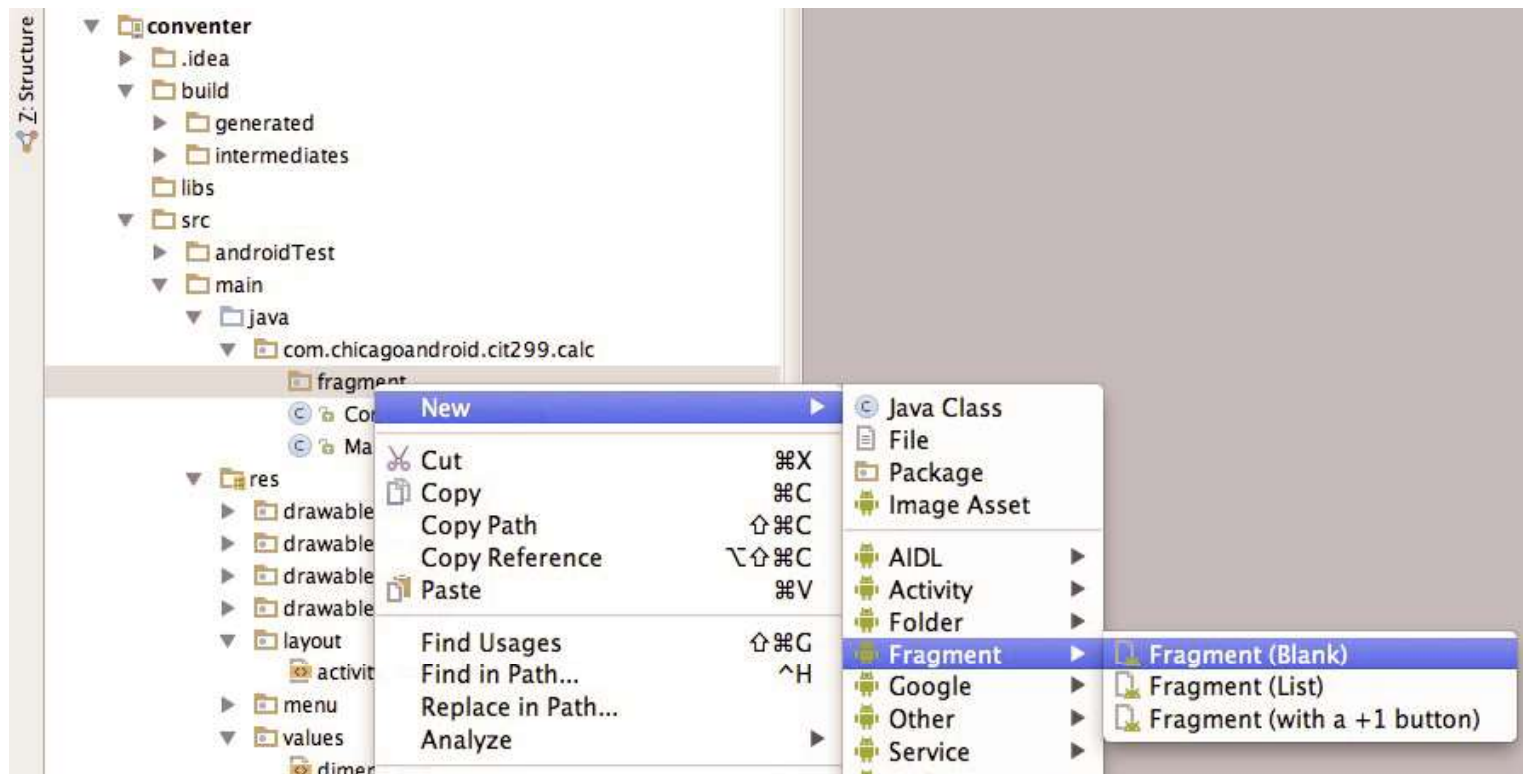
Fragments ([link](#))

- **fragment:** A reusable segment of Android UI that can appear in an activity.
 - can help handle different devices and screen sizes
 - can reuse a common fragment across multiple activities
 - first added in Android 3.0 (*usable in older versions if necessary*)



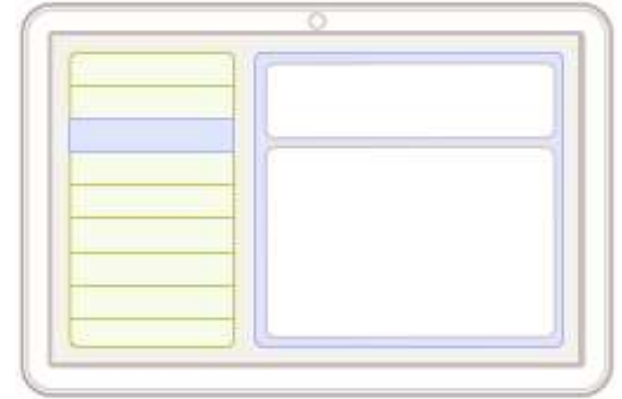
Creating a fragment

- In Android Studio, right-click app, click:
New → Fragment → Fragment (blank)
 - un-check boxes about "Include __ methods"
 - now create layout XML and Java event code as in an Activity



Using fragments in activity XML

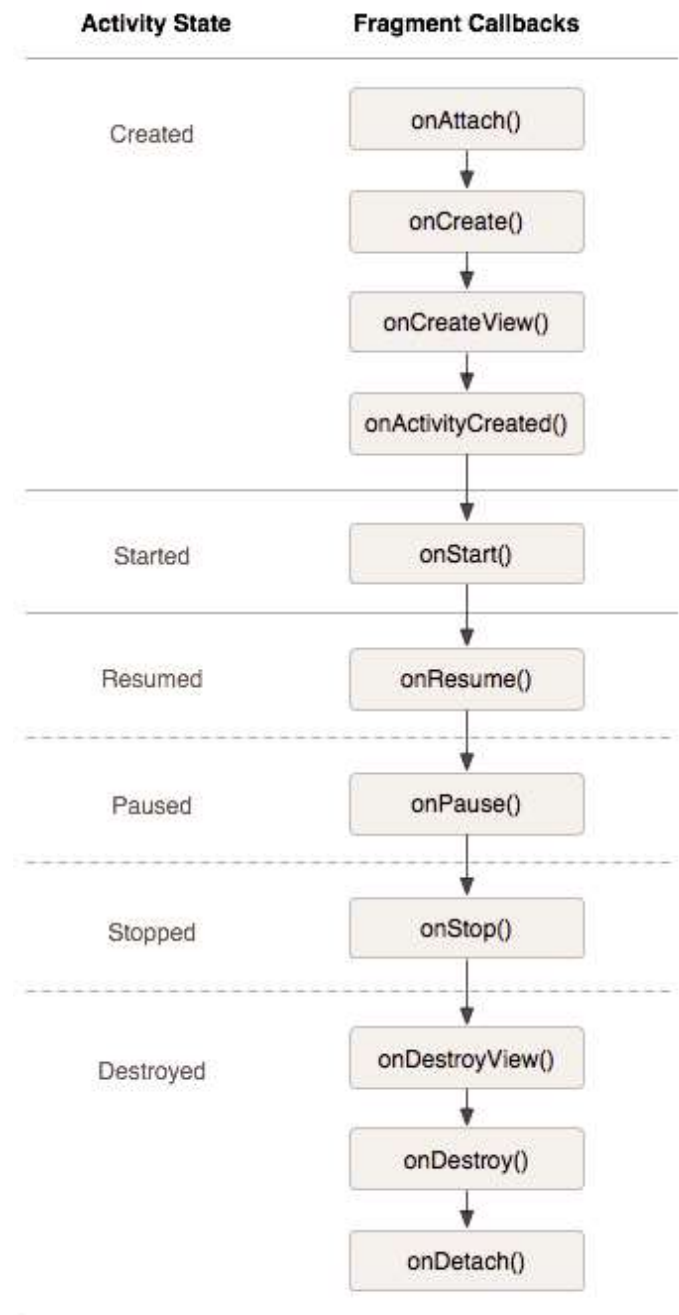
- Activity layout XML can include fragments.



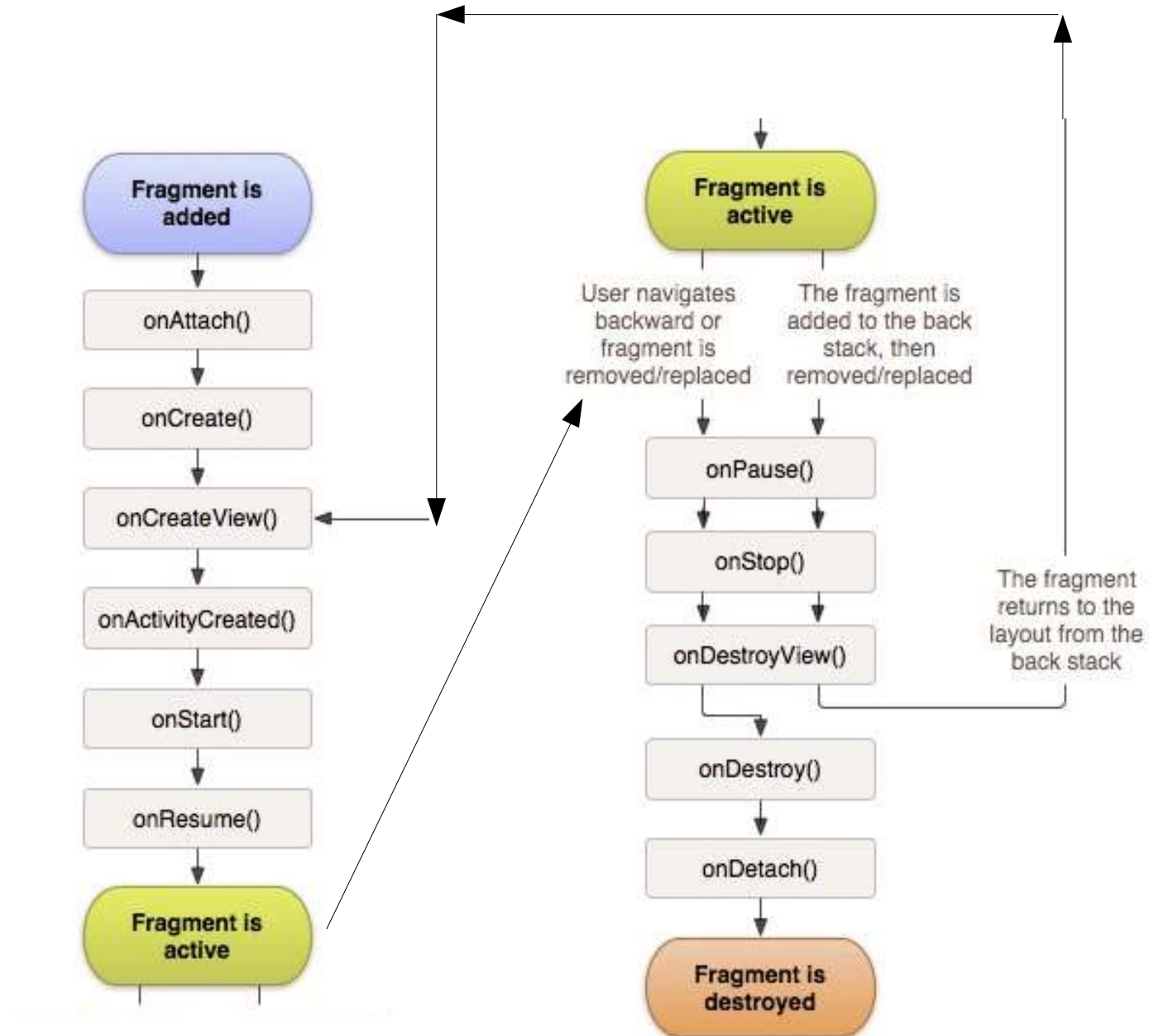
```
<!-- activity_name.xml -->
<LinearLayout ...>
    <fragment ...
        android:id="@+id/id1"
        android:name="ClassName1"
        tools:layout="@layout/name1" />
    <fragment ...
        android:id="@+id/id2"
        android:name="ClassName2"
        tools:layout="@layout/name2" />
</LinearLayout>
```

Fragment life cycle

- Fragments have a similar **life cycle** and events as activities.
- Important methods:
 - **onAttach** to glue fragment to its surrounding activity
 - **onCreate** when fragment is loading
 - **onCreateView** method that must return fragment's root UI view
 - **onActivityCreated** method that indicates the enclosing activity is ready
 - **onPause** when fragment is being left/exited
 - **onDetach** just as fragment is being deleted



Another fragment lifecycle view



Fragment template

```
public class Name extends Fragment {  
    @Override  
    public View onCreateView(LayoutInflater inflater,  
        ViewGroup vg, Bundle bundle) {  
        // load the GUI layout from the XML  
        return inflater.inflate(R.layout.id, vg, false);  
    }  
  
    public void onActivityCreated(Bundle savedInstanceState) {  
        super.onActivityCreated(savedInstanceState);  
        // ... any other GUI initialization needed  
    }  
  
    // any other code (e.g. event-handling)  
}
```

Fragment vs. activity

- Fragment code is similar to activity code, with a few changes:
 - Many activity methods aren't present in the fragment, but you can call **getActivity** to access the activity the fragment is inside of.

```
Button b = (Button) findViewById(R.id.but);  
Button b = (Button) getActivity().findViewById(R.id.but);
```
 - Sometimes also use `getView` to refer to the activity's layout
 - Event handlers cannot be attached in the XML any more. :-(
 - Must be attached in Java code instead.
 - Passing information to a fragment (via Intents/Bundles) is trickier.
 - The fragment must ask its enclosing activity for the information.
 - Fragment initialization code must be mindful of order of execution.
 - Does it depend on the surrounding activity being loaded? Etc.
 - Typically move `onCreate` code to `onActivityCreated`.

Fragment onClick listener

- Activity:

```
<Button android:id="@+id/b1"  
        android:onClick="onClickB1" ... />
```

- Fragment:

```
<Button android:id="@+id/b1" ... />
```

```
// in fragment's Java file
```

```
Button b = (Button) getActivity().findViewById(r.id.b1);  
b.setOnClickListener(new View.OnClickListener() {  
    @Override public void onClick(View view) {  
        // whatever code would have been in onClickB1  
    }  
});
```

Activity that accepts parameters

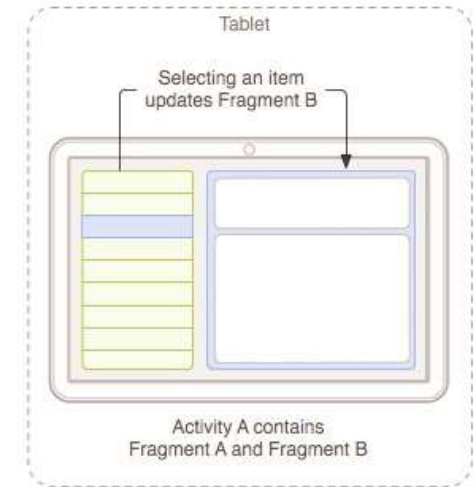
```
public class Name extends Activity {  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.name);  
  
        // extract parameters passed to activity from intent  
        Intent intent = getIntent();  
        int name1 = intent.getIntExtra("id1", default);  
        String name2 = intent.getStringExtra("id2", "default");  
  
        // use parameters to set up the initial state  
        ...  
    }  
    ...  
}
```

Fragment that accepts parameters

```
public class Name extends Fragment {  
    @Override  
    public View onCreateView(LayoutInflater inflater,  
        ViewGroup container, Bundle savedInstanceState) {  
        return inflater.inflate(R.layout.name, container, false);  
    }  
  
    @Override  
    public void onActivityCreated(Bundle savedInstanceState) {  
        super.onActivityCreated(savedInstanceState);  
  
        // extract parameters passed to activity from intent  
        Intent intent = getActivity().getIntent();  
        int name1 = intent.getIntExtra("id1", default);  
        String name2 = intent.getStringExtra("id2", "default");  
  
        // use parameters to set up the initial state  
        ...  
    }  
}
```

Communication between fragments

- One activity might contain multiple fragments.
- The fragments may want to talk to each other.
 - Use activity's `getFragmentManager` method.
 - its `findFragmentById` method can access any fragment that has an id.



```
Activity act = getActivity();
if (act.getResources().getConfiguration().orientation ==
    Configuration.ORIENTATION_LANDSCAPE) {
    // update other fragment within this same activity
    FragmentClass fragment = (FragmentClass)
        act.getFragmentManager().findFragmentById(R.id.id);
    fragment.methodName(parameters);
}
```

Fragment subclasses

- **DialogFragment** - a fragment meant to be shown as a dialog box that pops up on top of the current activity.
- **ListFragment** - a fragment that shows a list of items as its main content.
- **PreferenceFragment** - a fragment whose main content is meant to allow the user to change settings for the app.

