

SD-6501 Assignment 2

Jing Li ID:21902204

Table of Contents

Introuction :	1
Conceptual Framework:	2
Advanced Feature 1:Database implementation and management:	2
Create:	2
1.Layout:	2
2. Behaviour:	3
Create Database-SQL:	4
Read:	5
1.Layout:	5
2. Behaviour:	7
Update:	8
1.Layout:	8
2. Behaviour:	8
Delete:	9
1.Layout:	9
2. Behaviour:	9
Discussion of constraints encountered, and strategies applied during the development	9
Advanced Feature 2: GridView and GridItemView	Error! Bookmark not defined.
1. Layout	Error! Bookmark not defined.
2. Behaviour	Error! Bookmark not defined.
Conclusion	11

Introuction :

In Assignment 2 , I will add two main functions. One main function is the Database implementation and management, I attach video to show steps.

I upload a demo video to display the whole progress like below list:

Create: After Clicking "Save" button in the ListActicity to create Database.

Read: In the mainActivity ,after clicking Options Menu, and click AdminAccount, It will jump to one AdminActivity to display a SQL data .

Update: In AdminActivity, after input then click "Update" button.

Delete: In AdminActivity, after input" IDNum" ,click "Delete" button.
Function 2 is one improvement about the content display.

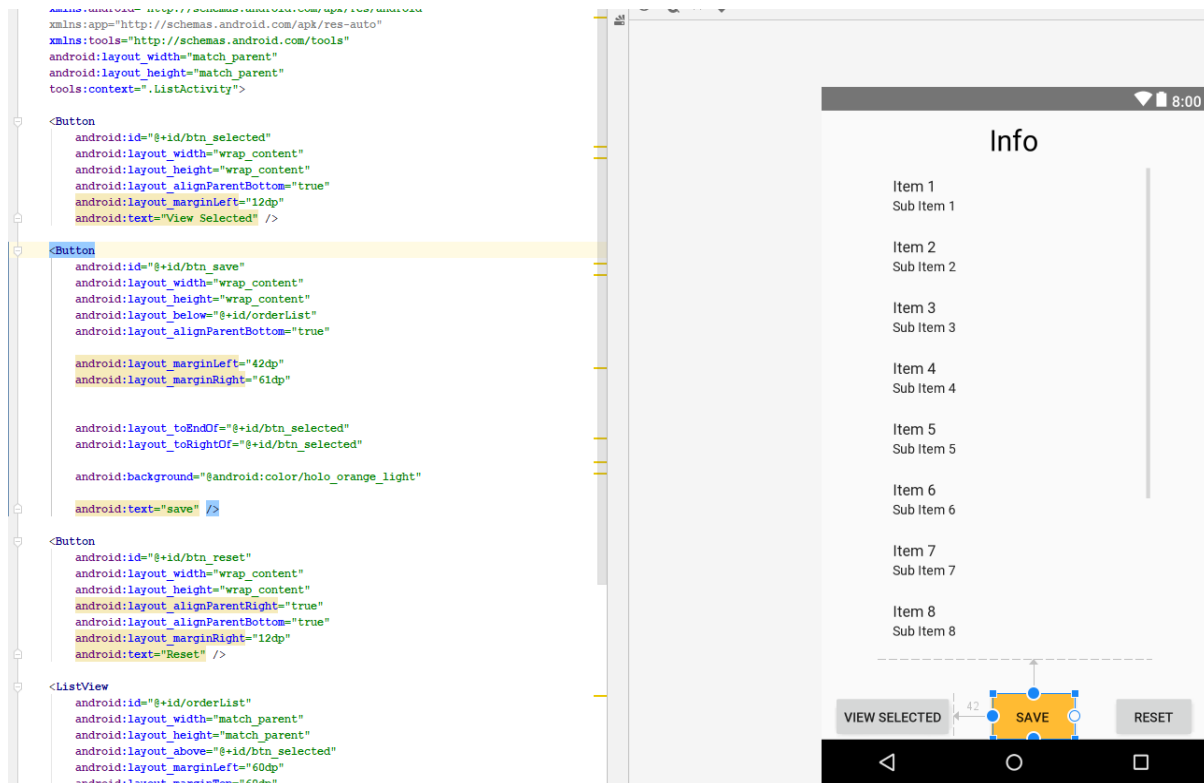
Conceptual Framework:

I will achieve the input information into a SQL with a DbHandler Class.
Following the logic , I will create ListActicity,AdminActivity.

Advanced Feature :Database implementation and management:
Create:

1.Layout:

In the ListActicity ,at the base of assignment 1 including ViewSelected and Reset functions, I will add a Button "btn_save" to create the SQL with the selectedList in the _list.xml file.



2. Behaviour:

Then I will add a `setOnClickListener` method to the Button "btn_save" in `ListActivity`: I also add a "Toast" information to help the users to ensure their order. Inside the `OnClickListener` method, I will insert a message to create the SQL Table. Message include 3 variables: name, tel, selected; The whole method like this snap picture below,

```
// Insert the SQL table with the button SAVE
3   btnSave.setOnClickListener((view) -> {

        String selected = selectedList.get(0);

        DbHandler dbHandler = new DbHandler( context: ListActivity.this);

        dbHandler.insertUserDetails(name, tel, selected);

        Toast.makeText( context: ListActivity.this, text: "Your order has been received by NZSQL", Toast.LENGTH_SHORT).show();
    });
}
```

There is a Logic which is need to think: Where does selected value come from ? I will get it from `selectedList.get(0)` like below:

```
String selected = selectedList.get(0);
```

The `selectedList` will be set to hold only one value. SQL is inserted by a `selectedList`.

I need create a method "insertUserDetails()" in a DaHandler.java Class(new built)To create the database.

Create Database-SQL:

Create a new java class called DbHandler that I have used here contains DbHelper class that extends SQLiteOpenHelperclass and perform all database related operations.

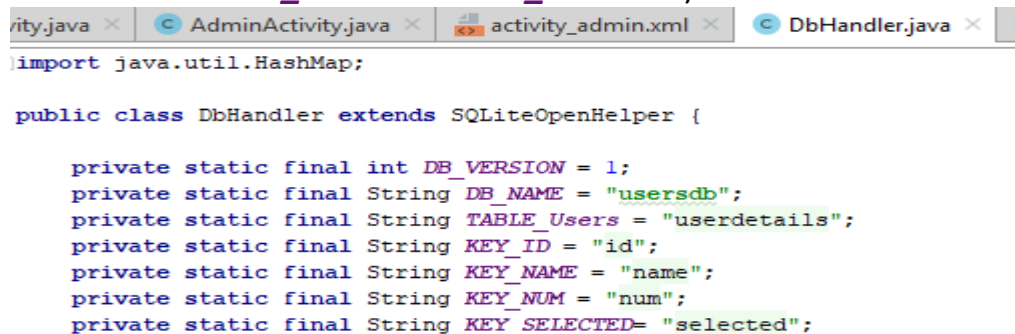
For creating the database I will call constructor of **SQLiteOpenHelper** class using **super()**.

Pass the DB_NAME and DB_VERSION in the superclass within my constructor.

```
public DbHandler(Context context) { super(context, DB_NAME, factory: null, DB_VERSION); }

@Override
```

Where are the **DB_NAME** and **DB_VERSION** from? I declare them at first.

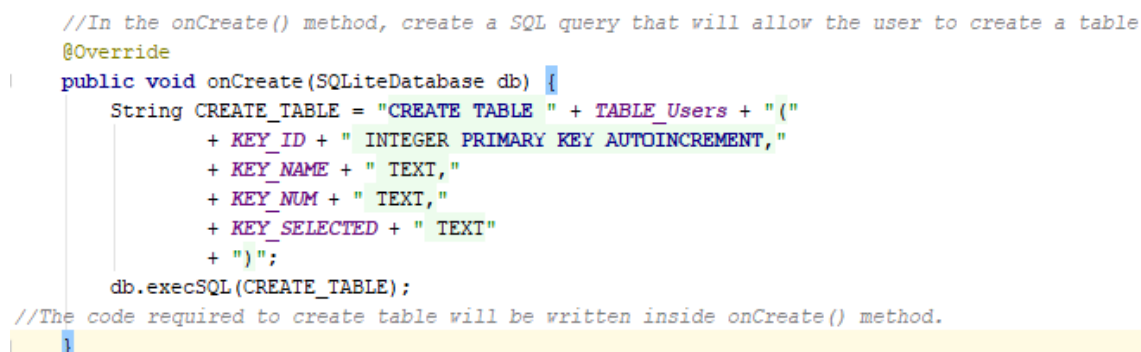


```
import java.util.HashMap;

public class DbHandler extends SQLiteOpenHelper {

    private static final int DB_VERSION = 1;
    private static final String DB_NAME = "usersdb";
    private static final String TABLE_Users = "userdetails";
    private static final String KEY_ID = "id";
    private static final String KEY_NAME = "name";
    private static final String KEY_NUM = "num";
    private static final String KEY_SELECTED= "selected";
```

To make it simpler, modify the argument name in the onCreate() method to db. In the onCreate() method, create a SQL query that will allow the user to create a table.



```
//In the onCreate() method, create a SQL query that will allow the user to create a table
@Override
public void onCreate(SQLiteDatabase db) {
    String CREATE_TABLE = "CREATE TABLE " + TABLE_Users + "("
        + KEY_ID + " INTEGER PRIMARY KEY AUTOINCREMENT,"
        + KEY_NAME + " TEXT,"
        + KEY_NUM + " TEXT,"
        + KEY_SELECTED + " TEXT"
        + ")";
    db.execSQL(CREATE_TABLE);
}
//The code required to create table will be written inside onCreate() method.
```

Add the unimplemented methods (onCreate() and onUpgrade()) and a constructor. Configure the constructor to only accept Context argument.

In the onUpgrade() method, write a SQL command to drop the table if it exists and re-create it if there's a new table to be created.

```

//In the onUpgrade() method, write a SQL command to drop the table if it exists ad re-create it if there's a new table to be created.
@Override
public void onUpgrade(SQLiteDatabase db, int i, int il) {
    db.execSQL("DROP TABLE IF EXISTS " + TABLE_Users);
    // Drop older table if exists
    onCreate(db);
    // Create table again
    //onUpgrade() method contains the code required to update the database.
}

```

In order to create new users, add a new method called `insertUserDetails()` within this class.

This method will require three (3) parameters namely name, location and designation all of String types, I have created them at the above step.

Still within the `insertUserDetails()` method, add the required code and call the necessary method to get the data repository in write mode.

```

// create a new method to insert user details
public void insertUserDetails(String name, String num, String selected) {
    SQLiteDatabase db = this.getWritableDatabase();

    ContentValues cValues = new ContentValues();
    cValues.put(KEY_NAME, name);
    cValues.put(KEY_NUM, num);
    cValues.put(KEY_SELECTED, selected);

    // Insert the new row, returning the primary key-value of the new row then close the db after insertion
    long newRowId = db.insert(TABLE_Users, nullColumnHack: null, cValues);
    db.close();
}

```

In the above example the insert operation is handled by `insertUserDetails()` Method.

It takes name , num, selected as 3 arguments and insert them into table.

I have to first add all the values in **ContentValues** object ---“cValues”and then finally insert into table using **insert()** method of **SQLiteDatabase** class.

[Read:](#)

The adminstraters can see all users ordered information in `AdminActivity`.

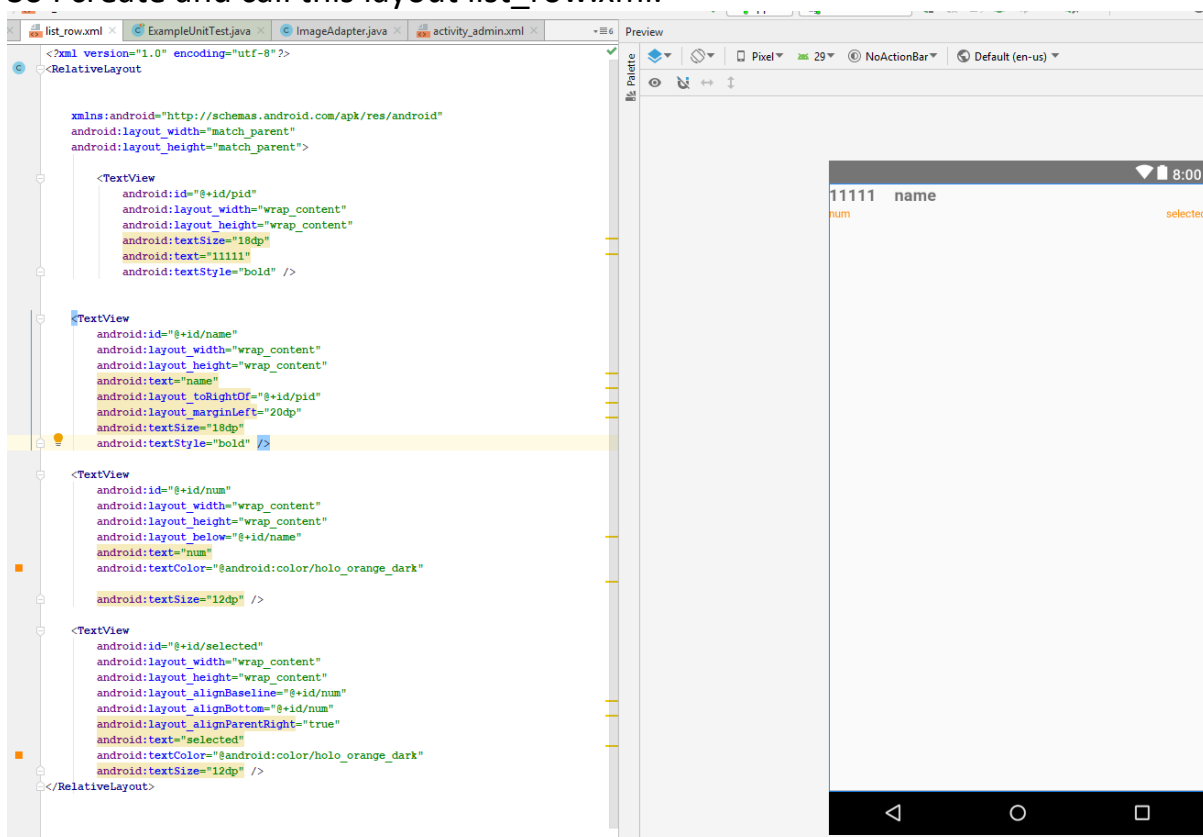
1.Layout:

Create a new empty activity called `AdminActivity`.

While configuring this, set the name of the layout to `activity_admin.xml`



For the `_admin` layout, I am adding the following widgets:
 Because the `ListView` will display rows in it as shown, I need to make another layout that will hold the row values.
 So I create and call this `list_row.xml`.



2. Behaviour:

Create a new method called getUsers() to view user details. This method should return an array list of hash map that contains strings for key and values.

```
// method to get the users from the database
public ArrayList<HashMap<String, String>> getUsers() {
    //In this method, create an instance of the SQLiteDatabase class
    //and initialise it by calling the getWritableDatabase() method.
    SQLiteDatabase db = this.getWritableDatabase();
    //For the return type, you need to create a new ArrayList that contains a HashMap as shown:
    ArrayList<HashMap<String, String>> userList = new ArrayList<>();

    //Then make a string query that will select the name, num, selected from the table in the database.
    String query = "SELECT id, name, num, selected FROM " + TABLE_Users;

    //Create an instance of the Cursor class and then pass the raw query to it
    //The results of the query are returned to you in a Cursor object
    Cursor cursor = db.rawQuery(query, selectionArgs: null);
    //Cursor object that will be used to fetch the records one by one.
    //The Cursor is always the mechanism with which you can navigate results from a database query and read rows and columns.

    //Iterate over the cursor object using a while loop and calling the moveToNext() method.
    //Within this while loop, collect the requested information and save it to a hashmap.
    while (cursor.moveToNext()) {
        HashMap<String, String> user = new HashMap<>();
        user.put("id", cursor.getString(cursor.getColumnIndex(KEY_ID)));
        user.put("name", cursor.getString(cursor.getColumnIndex(KEY_NAME)));
        user.put("num", cursor.getString(cursor.getColumnIndex(KEY_NUM)));
        user.put("selected", cursor.getString(cursor.getColumnIndex(KEY_SELECTED)));
        //Then add the hashmap to the arraylist.
        userList.add(user);
    }
    db.close();
    return userList;
} // Finally, return the arraylist.
```

In the onCreate() method, create a DbHandler instance and initialise it with the 'this' keyword.

```
final DbHandler db = new DbHandler(context: this);
```

Similar to what I did in the DbHandler class, create an ArrayList that contains a HashMap. This will receive the returned value when the db instance calls the getUser() method.

```
ArrayList<HashMap<String, String>> userList = db.getUsers();
```

Initialise the ListView and Button instances by referencing their equivalent widget ids in the activity_admin.xml .

To display the list, add the following code that uses the “SimpleAdapter” to hold the information from the database.

```
ListView listView = findViewById(R.id.user_list);  
ListAdapter adapter = new SimpleAdapter(context, AdminActivity.this,  
    userList,  
    R.layout.list_row,  
    new String[]{"id", "name", "num", "selected"},  
    new int[]{R.id.pid, R.id.name, R.id.num, R.id.selected});  
listView.setAdapter(adapter);
```

Update:

1.Layout:

Set the onClickListener for the Update button. When this button is clicked, it should update the Ordered information got from three EditText input.

```
btnUpdate.setOnClickListener((view) -> {  
    String rname = name.getText().toString();  
    String rnum = num.getText().toString();  
    String rselected = selected.getText().toString();  
    DbHandler dbHandler = new DbHandler(context, AdminActivity.this);  
    dbHandler.updateUserDetails(rname, rnum, rselected);  
  
    Toast.makeText(getApplicationContext(), text: "Use information has been updated", Toast.LENGTH_SHORT).show();  
});
```

2. Behaviour:

I create a method to update users' order details:


```
// create a method to updating person's details
public int updateUserDetails( String name,String num, String selected) {
    SQLiteDatabase db = this.getWritableDatabase();

    ContentValues contentValues = new ContentValues();

    contentValues.put(KEY_NAME, name);
    contentValues.put(KEY_NUM, num);
    contentValues.put(KEY_SELECTED, selected);
    int count = db.update(TABLE_Users,contentValues, whereClause: KEY_NUM + " = ?",new String[]{String.valueOf(num)});

    return count;
}
```

Delete:

1.Layout:

Set the onClickListener method for the Delete Button . When this button is clicked, it should delete the ordered information by the ID .got from EditText input.

```
btnDelete.setOnClickListener((view) -> {
    int i;
    i = Integer.parseInt(ID.getText().toString());
    Toast.makeText(getApplicationContext(), text: "You should go back to LastActivity to check", Toast.LENGTH_SHORT).show();
    db.deleteUser(i);
});
```

2. Behaviour:

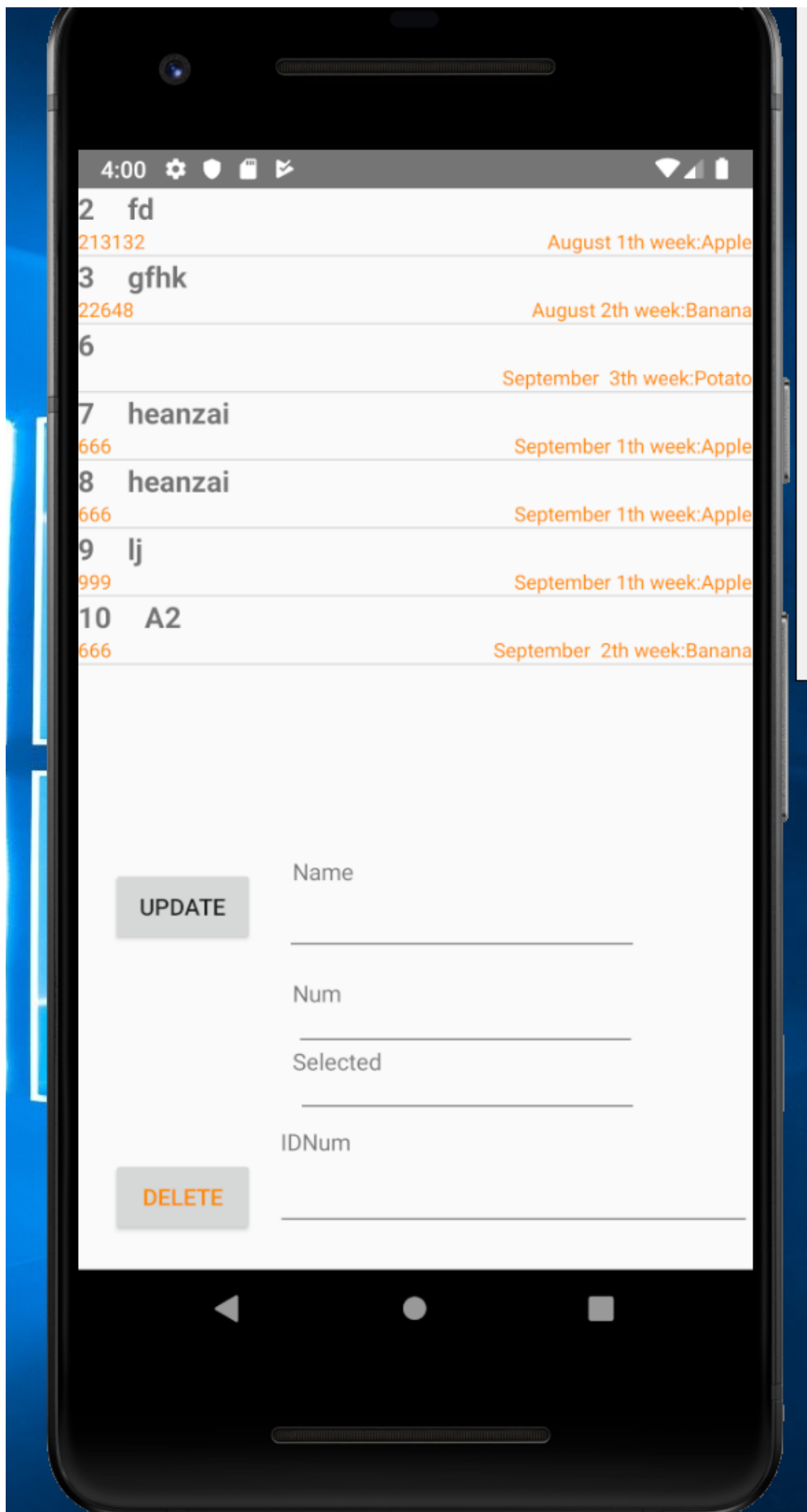
I create a method to delete the selected users' order details based on " ID "

```
//create a method to delete
public void deleteUser(int userId) {
    SQLiteDatabase db = this.getWritableDatabase();
    db.delete(TABLE_Users, whereClause: KEY_ID + " =?", new String[]{String.valueOf(userId)});
    db.close();
}
```

Discussion of constraints encountered, and strategies applied during the development

During the development , I find it is hard to delete ,because I need the "id" to delete, if "id" doesn't show, it is hard to clarify the Num of ID, So I make "id" will be displayed also in the list so as to read and check.

In the above code, I put "id" also saved into a hashmap.



Conclusion

Above all , Database implementation (CRUD functions) have made the App become a better product to use , User can manage the order information and CRUD in one phone .

If this app want to be in market use , It needs the SQL in the cloud service and more testing to run well in different kinds of phones ,including IOS,Android.