

# Android程序设计

对话框和菜单

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[官方文档（中文）](#) [官方文档（英文）](#) [runoob](#)

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# 对话框概述

对话框是在当前**Activity**上临时弹出一个窗口，在点击其中的项目或按钮之后会自动关闭。采用对话框的一个好处是不用增加**Activity**就可以完成消息显示、单项选择等功能。本节给出了以下对话框：



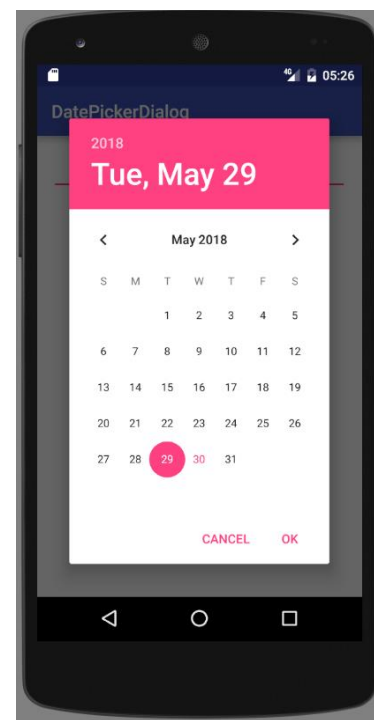
**AlertDialog**  
确认信息、单项选择  
或多项选择



**PopupWindow**  
弹出一个消息窗口



**ProgressDialog**  
显示进度



**DatePickerDialog**  
选择日期

# AlertDialog对话框

- AlertDialog对话框主要有下面几种



(1) 简单对话框



(2) 简单列表对话框



(3) 单项选择对话框



(4) 多项选择对话框

## • 设计AlertDialog对话框

- (1) 通过AlertDialog类的Builder方法在当前上下文环境下创建AlertDialog对话框，对该对话框设置图标（Icon）、标题（Title）、信息（Message）、列表项（Items）、按钮（Buttons）之后把它显示出来。
- (2) 列表项可以是普通列表项（Items）、单选项（SingleChoiceItems）和多选项（MultiChoiceItems）。按钮可以是取消按钮（NegativeButton）、确定按钮（PositiveButton）和中立按钮（NeutralButton）。
- (3) 列表项、单选项和按钮项都可以设置onClick事件，被点击后会发生Click事件并自动退出对话框。

```
dialogBuilder = new AlertDialog.Builder(mContext);
alertDialog = dialogBuilder.setIcon(R.mipmap.sysu)
    .setTitle("简单对话框：")
    .setMessage("这是一个普通AlertDialog, \n可以加入三个按钮：取消，中立和确定")
    .setNegativeButton("取消", new DialogInterface.OnClickListener() {
        @Override
        public void onClick(DialogInterface dialog, int which) {
            Toast.makeText(mContext, "你点击了取消按钮", Toast.LENGTH_SHORT).show();
        }
    }).create();
alertDialog.show();
```

// 创建AlertDialog对象  
// 显示对话框

- 例子: AlertDialog

## MainActivity.java

```
public class MainActivity extends AppCompatActivity {
    TextView show;
    String[] items = new String[] {
        "数据科学与计算机学院", "数学学院", "物理学院", "化学学院", "生命科学学院";
    };
    private Context mContext;
    private boolean[] checkItems;
    private AlertDialog alertDialog = null;
    private AlertDialog.Builder dialogBuilder = null;
    private int pos = 0;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        show = (TextView) findViewById(R.id.show);
        mContext = this;
    }
    public void simple(View source) { ... }
    public void simpleList(View source) { ... }
    public void singleChoice(View source) { ... }
    public void multiChoice(View source) { ... }
    public void customList(View source) { ... }
    public void customView(View source) { ... }
}
```

## activity\_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/activity_main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingBottom="@dimen/activity_vertical_margin"
    android:paddingLeft="@dimen/activity_horizontal_margin"
    android:paddingRight="@dimen/activity_horizontal_margin"
    android:paddingTop="@dimen/activity_vertical_margin"
    tools:context="com.example.isszym.alertdialog.MainActivity">

    <LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
        android:orientation="vertical"
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:gravity="center_horizontal">
        <!-- 显示一个普通的文本编辑框组件 -->
        <EditText
            android:id="@+id/show"
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:editable="false"/>
    </LinearLayout>
</RelativeLayout>
```

*<!-- 定义一个普通的按钮组件 -->*

```
<Button
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="简单对话框"
    android:onClick="simple"
/>
```

*<!-- 定义一个普通的按钮组件 -->*

```
<Button
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="简单列表项对话框"
    android:onClick="simpleList"
/>
```

*<!-- 定义一个普通的按钮组件 -->*

```
<Button
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="单选列表项对话框"
    android:onClick="singleChoice"
/>
```

*<!-- 定义一个普通的按钮组件 -->*

```
<Button
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="多选列表项对话框"
    android:onClick="multiChoice"
/>
```

*<!-- 定义一个普通的按钮组件 -->*

```
<Button
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="自定义列表项对话框"
    android:onClick="customList"
/>
```

*<!-- 定义一个普通的按钮组件 -->*

```
<Button
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="自定义View对话框"
    android:onClick="customView"
/>
```

</LinearLayout>

</RelativeLayout>



# 简单对话框



你点击了中立按钮

你点击了确定按钮

你点击了取消按钮

```

public void simple(View source) {
    dialogBuilder = new AlertDialog.Builder(mContext);
    alertDialog = dialogBuilder.setIcon(R.mipmap.sysu)
        .setTitle("简单对话框:")
        .setMessage("这是一个普通AlertDialog,\n可以加入三个按钮: 取消, 中立和确定")
        .setNegativeButton("取消", new DialogInterface.OnClickListener() {
            @Override
            public void onClick(DialogInterface dialog, int which) {
                Toast.makeText(mContext, "你点击了取消按钮", Toast.LENGTH_SHORT).show();
            }
        })
        .setPositiveButton("确定", new DialogInterface.OnClickListener() {
            @Override
            public void onClick(DialogInterface dialog, int which) {
                Toast.makeText(mContext, "你点击了确定按钮", Toast.LENGTH_SHORT).show();
            }
        })
        .setNeutralButton("中立", new DialogInterface.OnClickListener() {
            @Override
            public void onClick(DialogInterface dialog, int which) {
                Toast.makeText(mContext, "你点击了中立按钮", Toast.LENGTH_SHORT).show();
            }
        })
        .create(); // 创建AlertDialog对象
    alertDialog.show(); // 显示对话框
}

```

# 简单列表对话框



点击列表

你点击了中立按钮

你点击了确定按钮

你点击了取消按钮

选中了"数据科学与计算机学院"

```

public void simpleList(View source) {
    dialogBuilder = new AlertDialog.Builder(mContext);
    alertDialog = dialogBuilder
        .setIcon(R.mipmap.sysu)
        .setTitle("简单列表对话框")
        .setItems(items, new OnClickListener() {
            @Override
            public void onClick(DialogInterface dialog, int which) {
                Toast.makeText(mContext, "选中了\" + items[which] + "\",
                                                                    Toast.LENGTH_SHORT).show();
            }
        })
        .setNegativeButton("取消", new DialogInterface.OnClickListener() {
            @Override
            public void onClick(DialogInterface dialog, int which) {
                Toast.makeText(mContext, "点击了取消按钮", Toast.LENGTH_SHORT).show();
            }
        })
        .setPositiveButton("确定", new DialogInterface.OnClickListener() {
            public void onClick(DialogInterface dialog, int which) {
                Toast.makeText(mContext, "点击了确定按钮", Toast.LENGTH_SHORT).show();
            }
        })
        .setNeutralButton("中立", new DialogInterface.OnClickListener() {
            public void onClick(DialogInterface dialog, int which) {
                Toast.makeText(mContext, "点击了中立按钮", Toast.LENGTH_SHORT).show();
            }
        })
        .create(); // 创建AlertDialog对象
    alertDialog.show();
}

```

# 单项选择对话框



你点击了中立按钮

你点击了确定按钮

你点击了取消按钮

选中了"生命科学学院"

```

public void singleChoice(View source) {
    dialogBuilder = new AlertDialog.Builder(mContext);
    alertDialog = dialogBuilder
        .setIcon(R.mipmap.sysu)
        .setTitle("单项选择对话框")
        .setSingleChoiceItems(items, 1, new OnClickListener() { // 默认选中第二项 (索引为1)
            @Override
            public void onClick(DialogInterface dialog, int which) {
                Toast.makeText(mContext, "选中了\" + items[which] + "\",
                    Toast.LENGTH_SHORT).show();
            }
        })
        .setNegativeButton("取消", new DialogInterface.OnClickListener() {
            public void onClick(DialogInterface dialog, int which) {
                Toast.makeText(mContext, "点击了取消按钮", Toast.LENGTH_SHORT).show();
            }
        })
        .setPositiveButton("确定", new DialogInterface.OnClickListener() {
            public void onClick(DialogInterface dialog, int which) {
                Toast.makeText(mContext, "点击了确定按钮", Toast.LENGTH_SHORT).show();
            }
        })
        .setNeutralButton("中立", new DialogInterface.OnClickListener() {
            public void onClick(DialogInterface dialog, int which) {
                Toast.makeText(mContext, "点击了中立按钮", Toast.LENGTH_SHORT).show();
            }
        })
        .create(); // 创建AlertDialog对象
    alertDialog.show();
}

```

# 多项选择对话框



你点击了中立按钮

你点击了取消按钮

点击了确定按钮,选中了3个项目

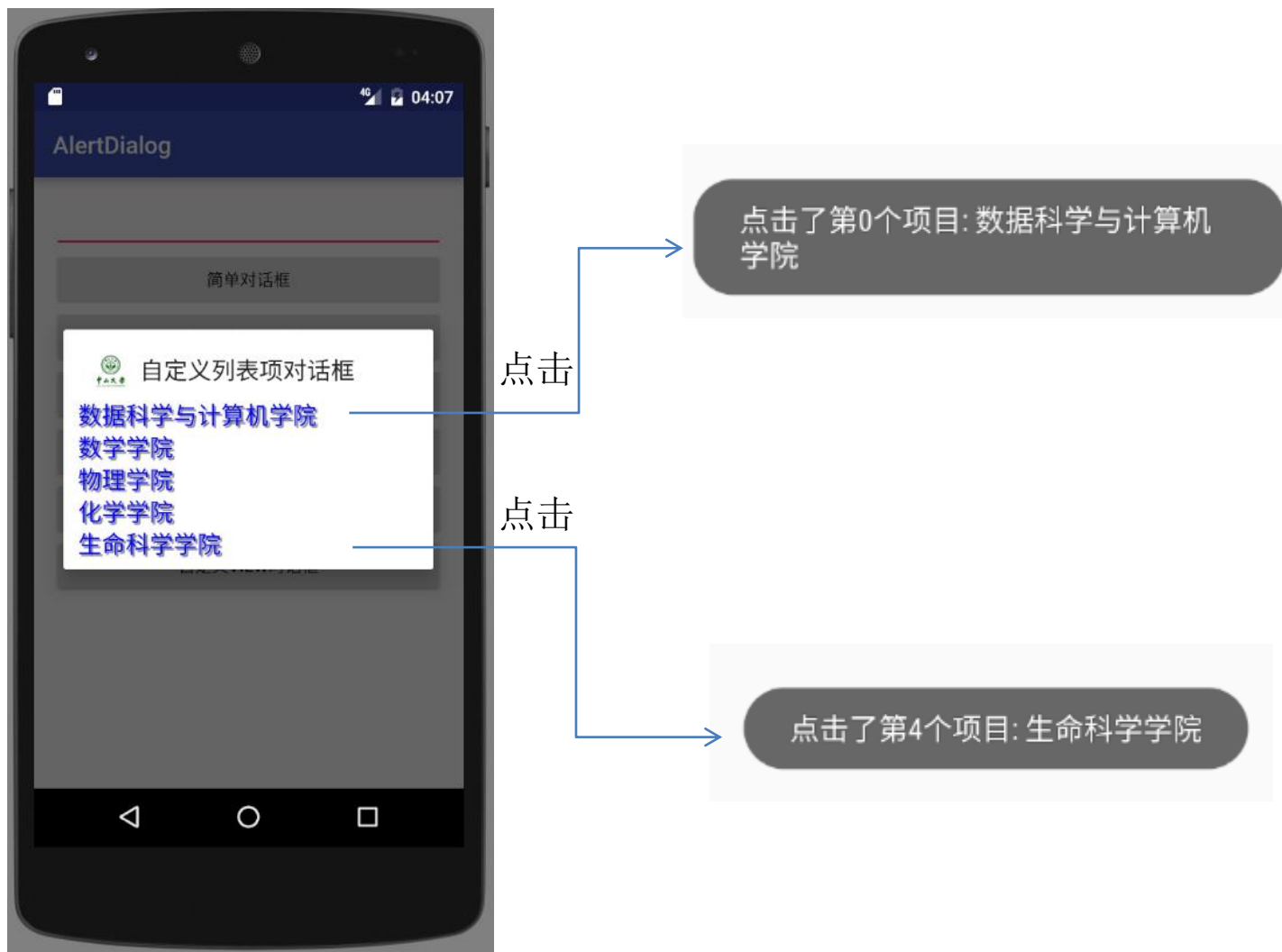
```

public void multiChoice(View source) {
    dialogBuilder = new AlertDialog.Builder(mContext);
    alertDialog = dialogBuilder
        .setIcon(R.mipmap.sysu)
        .setTitle("多项选择对话框")
        // 设置单选列表项，默认选中第二项和第四项（索引为1和3）
        .setMultiChoiceItems(items, new boolean[] {false, true, false, true, false}, null)
        .setNegativeButton("取消", new DialogInterface.OnClickListener() {
            public void onClick(DialogInterface dialog, int which) {
                Toast.makeText(mContext, "点击了取消按钮", Toast.LENGTH_SHORT).show();
            }
        })
        .setPositiveButton("确定", new DialogInterface.OnClickListener() {
            public void onClick(DialogInterface dialog, int which) {
                ListView list = alertDialog.getListView();
                Toast.makeText(mContext, "点击了确定按钮, 选中了"
                    + list.getCheckedItemCount() + "个项目", Toast.LENGTH_SHORT).show();
            }
        })
        .setNeutralButton("中立", new DialogInterface.OnClickListener() {
            public void onClick(DialogInterface dialog, int which) {
                Toast.makeText(mContext, "点击了中立按钮", Toast.LENGTH_SHORT).show();
            }
        })
        .create(); // 创建AlertDialog对象
    alertDialog.show();
}

```



## 自定义列表项对话框



```

public void customList(View source) {
    dialogBuilder = new AlertDialog.Builder(mContext);
    alertDialog = dialogBuilder
        .setIcon(R.mipmap.sysu)
        .setTitle("自定义列表项对话框")
        .setAdapter(
            new ArrayAdapter<String>(mContext,
                R.layout.array_item, items),
            new OnClickListener() {
                @Override
                public void onClick(DialogInterface dialog, int which) {
                    pos = which;
                    ListView list = alertDialog.getListView();
                    Toast.makeText(mContext, "点击了第" + which + "个项目: "
                        + list.getItemAtPosition(pos), Toast.LENGTH_SHORT).show();
                }
            }
        )
        .create(); // 创建AlertDialog对象
    alertDialog.show();
}

```

array\_item.xml

```

<?xml version="1.0" encoding="utf-8"?>
<TextView xmlns:android="http://schemas.android.com/apk/res/android"
    android:id="@+id/TextView"
    android:textColor="#f00f"          android:textSize="20dp"
    android:shadowColor="#777"         android:shadowRadius="2"
    android:shadowDx="5"               android:shadowDy="5"
    android:paddingLeft="12dp"
    android:layout_width="match_parent"
    android:layout_height="wrap_content" />

```

# 自定义View对话框



点击了确定按钮,学号为"1500001"

```

public void customView(View source) {
    TableLayout studentForm = (TableLayout) getLayoutInflater()
        .inflate(R.layout.student, null);
    dialogBuilder = new AlertDialog.Builder(mContext);
    alertDialog = dialogBuilder
        .setIcon(R.mipmap.sysu)
        .setTitle("自定义View对话框")
        .setView(studentForm)
        .setNegativeButton("取消", new DialogInterface.OnClickListener() {
            @Override
            public void onClick(DialogInterface dialog, int which) {
                Toast.makeText(mContext, "点击了取消按钮", Toast.LENGTH_SHORT).show();
            }
        })
        .setPositiveButton("确定", new DialogInterface.OnClickListener() {
            @Override
            public void onClick(DialogInterface dialog, int which) {
                EditText stuNum=(EditText)alertDialog.findViewById(R.id.stu_num);
                Toast.makeText(mContext, "点击了确定按钮, 学号为\"
                    + stuNum.getText() + "\", Toast.LENGTH_SHORT).show();
            }
        })
        .setNeutralButton("中立", new DialogInterface.OnClickListener() {
            @Override
            public void onClick(DialogInterface dialog, int which) {
                Toast.makeText(mContext, "点击了中立按钮", Toast.LENGTH_SHORT).show();
            }
        })
        .create();
    alertDialog.show();
}

```

// 创建AlertDialog对象

# studentForm.xml

```
<?xml version="1.0" encoding="utf-8"?>
<TableLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:id="@+id/studentForm"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:padding="12dp">
    <TableRow>
        <TextView
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:text="学号:"
            android:textSize="20dp"/>
        <EditText
            android:id="@+id/stu_num"
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:hint="请填写学号"
            android:textSize="20dp"
            android:selectAllOnFocus="true"/>
    </TableRow>
    <TableRow>
        <TextView
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:text="姓名:"
            android:textSize="20dp"/>
        <EditText
            android:id="@+id/stu_name"
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:textSize="20dp"
            android:hint="请填写姓名"/>
    </TableRow>
    <TableRow>
        <TextView
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:text="手机号码:"
            android:textSize="20dp"/>
        <EditText
            android:id="@+id/phone_num"
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:hint="请填写手机号码"
            android:textSize="20dp"
            android:inputType="phone"
            android:selectAllOnFocus="true" />
    </TableRow>
</TableLayout>
```

# AndroidManifest.xml

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.example.isszym.alertdialog">

    <application
        android:allowBackup="true"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name"
        android:supportsRtl="true"
        android:theme="@style/AppTheme">
        <activity android:name=".MainActivity">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

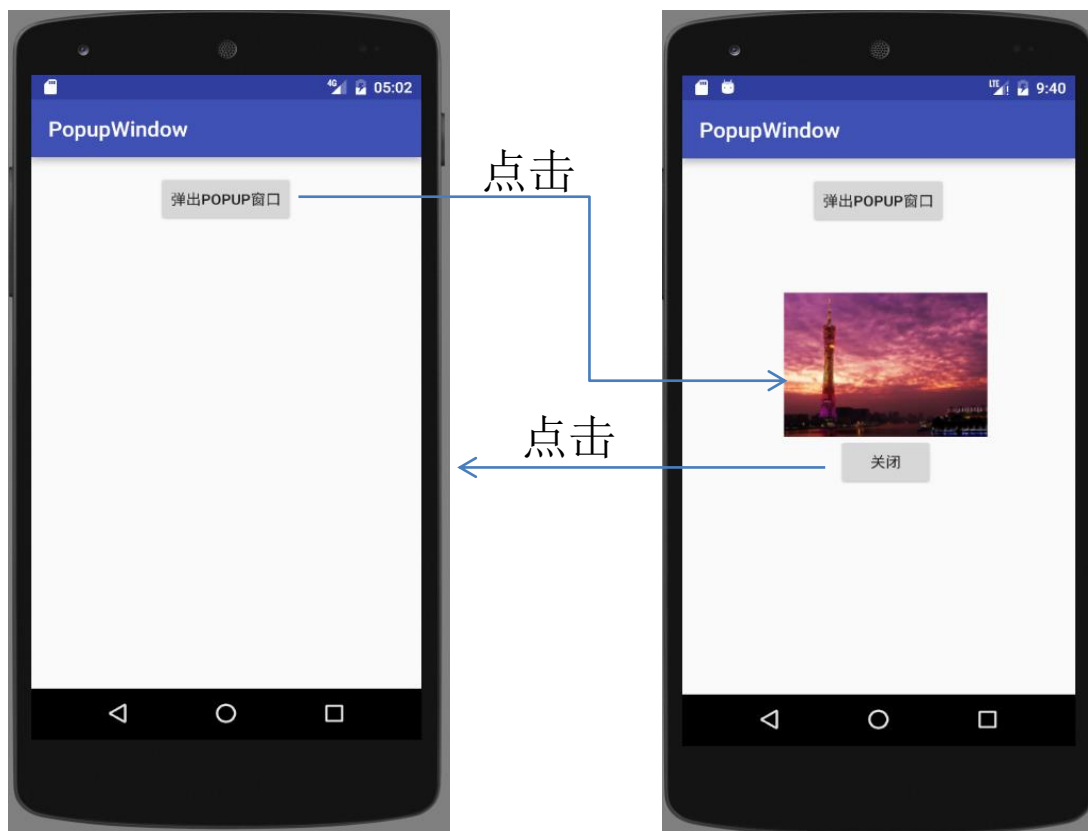
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>

</manifest>
```

# PopupWindow

先利用PopupWindow得到一个包含某个布局的弹出式窗口 (popup)，然后利用showAtLocation把它定位显示出来，最后用popup.dismiss() 关闭弹出式窗口。

```
View root = getLayoutInflater().inflate(R.layout.popup, null);  
final PopupWindow popup = new PopupWindow(root, 560, 720); //view,width,height  
popup.showAtLocation(findViewById(R.id.bn), Gravity.CENTER, 20, 20); //gravity,offsetX,offsetY
```



```

public class MainActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        // 装载R.layout.popup对应的界面布局
        View root = getLayoutInflater().inflate(R.layout.popup, null);
        final PopupWindow popup = new PopupWindow(root, 560, 720); //, width, height
        Button button = (Button) findViewById(R.id.bn);
        button.setOnClickListener(new OnClickListener() {
            @Override
            public void onClick(View v) {
                //将PopupWindow显示在指定位置: : parent, gravity, offsetX, offsetY
                //以下拉方式显示: popup.showAsDropDown(v);
                popup.showAtLocation(findViewById(R.id.bn),
                    Gravity.CENTER, 20, 20); //gravity, offsetX, offsetY
            }
        });
        root.findViewById(R.id.close).setOnClickListener(
            new OnClickListener() {
                public void onClick(View v) {
                    popup.dismiss(); // ① 关闭PopupWindow
                }
            }
        );
    }
}

```



## activity\_main.xml

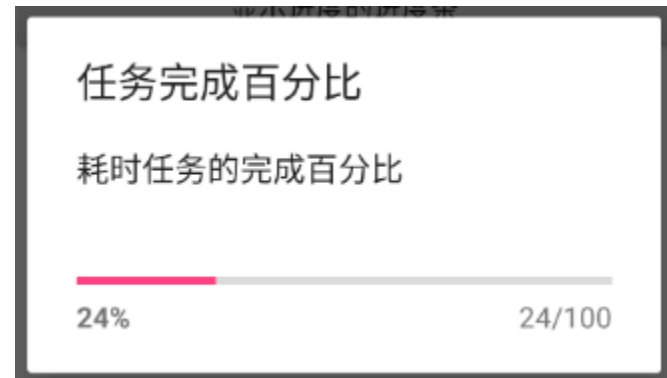
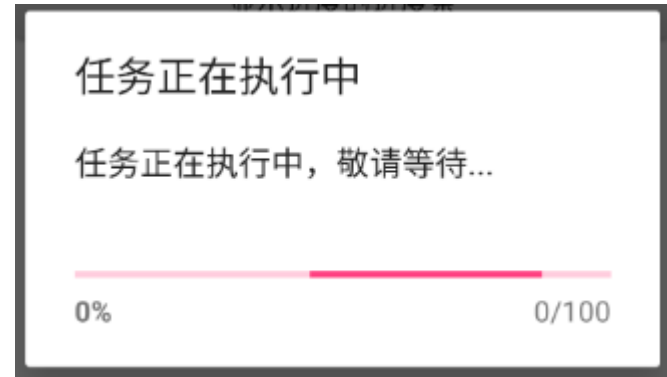
```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/activity_main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingBottom="@dimen/activity_vertical_margin"
    android:paddingLeft="@dimen/activity_horizontal_margin"
    android:paddingRight="@dimen/activity_horizontal_margin"
    android:paddingTop="@dimen/activity_vertical_margin"
    tools:context="com.example.isszym.popupwindow.MainActivity">

    <LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
        android:orientation="vertical"
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:gravity="center_horizontal">
        <Button android:id="@+id/bn"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:text="弹出Popup窗口" />
    </LinearLayout>
</RelativeLayout>
```

## popup.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:gravity="center_horizontal">
    <ImageView
        android:layout_width="240dp"
        android:layout_height="wrap_content"
        android:src="@drawable/gzt"
    />
    <Button
        android:id="@+id/close"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="关闭"
    />
</LinearLayout>
```

# ProgressDialog



## 显示水平进度条：

```
pd = new ProgressDialog(MainActivity.this);  
pd.setMax(MAX_PROGRESS);  
pd.setTitle("任务完成百分比");           // 设置标题  
pd.setMessage("耗时任务的完成百分比");    // 设置提示信息  
pd.setCancelable(false);                  // 设置是否能用“取消”按钮关闭  
pd.setProgressStyle(ProgressDialog.STYLE_HORIZONTAL); // 使用水平进度条  
pd.setIndeterminate(false);                // 设置是否显示进度  
pd.show();
```

## 设置进度（百分比）：

```
pd.setProgress(progress);
```

## 使用环形进度条（不能设置进度）

```
pd.setProgressStyle(ProgressDialog.STYLE_SPINNER);
```

## 组合设置方法：

```
ProgressDialog.show(this, "任务执行中", "任务执行中，请等待", false, true);
```

参数: *context, title, message, indeterminate, cancelable*

## 项目名称：ProgressDialog

```
public class MainActivity extends AppCompatActivity {
    final static int MAX_PROGRESS = 100; // 该程序模拟填充长度为100的数组
    private int[] data = new int[50];
    int progressStatus = 0; // 记录进度对话框的完成百分比
    int hasData = 0;
    ProgressDialog pd1, pd2;
    Handler handler = new Handler() {
        @Override
        public void handleMessage(Message msg) { // 定义一个负责更新的进度的Handler
            if (msg.what == 0x123) { // 表明消息是由该程序发送的
                pd2.setProgress(progressStatus);
            }
        }
    };
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
    }
    public void showSpinner(View source) { // 调用静态方法显示环形进度条
        ProgressDialog.show(this, "任务执行中"
            , "任务执行中, 请等待", false, true); // ①
    }
}
```

```

public void showIndeterminate(View source) {
    pd1 = new ProgressDialog(MainActivity.this);
    pd1.setTitle("任务正在执行中"); // 设置对话框的标题
    pd1.setMessage("任务正在执行中，敬请等待..."); // 设置显示内容
    pd1.setCancelable(true); // 设置对话框能用“取消”按钮关闭
    pd1.setProgressStyle(ProgressDialog.STYLE_HORIZONTAL); // 设置进度条风格
    pd1.setIndeterminate(true); // 设置对话框的进度条是否显示进度
    pd1.show(); // ②
}

public void showProgress(View source) {
    progressStatus = 0; // 将进度条的完成进度重设为0
    hasData = 0; // 重新开始填充数组
    pd2 = new ProgressDialog(MainActivity.this);
    pd2.setMax(MAX_PROGRESS);
    pd2.setTitle("任务完成百分比"); // 设置对话框的标题
    pd2.setMessage("耗时任务的完成百分比"); // 设置对话框显示的内容
    pd2.setCancelable(false); // 设置对话框不能用“取消”按钮关闭
    pd2.setProgressStyle(ProgressDialog.STYLE_HORIZONTAL);
    pd2.setIndeterminate(false); // 设置对话框的进度条是否显示进度
    pd2.show(); // ③
}

```

```

new Thread() {
    public void run() {
        while (progressStatus < MAX_PROGRESS) {
            progressStatus = MAX_PROGRESS
                * doWork() / data.length; // 获取耗时操作的完成百分比
            handler.sendMessage(0x123); // 发送空消息到Handler
        }
        if (progressStatus >= MAX_PROGRESS) { // 如果任务已经完成
            pd2.dismiss(); // 关闭对话框
        }
    }
}.start();
}

// 模拟一个耗时的操作
public int doWork() {
    data[hasData++] = (int) (Math.random() * 100);
    try {
        Thread.sleep(100);
    }
    catch (InterruptedException e) {
        e.printStackTrace();
    }
    return hasData;
}
}

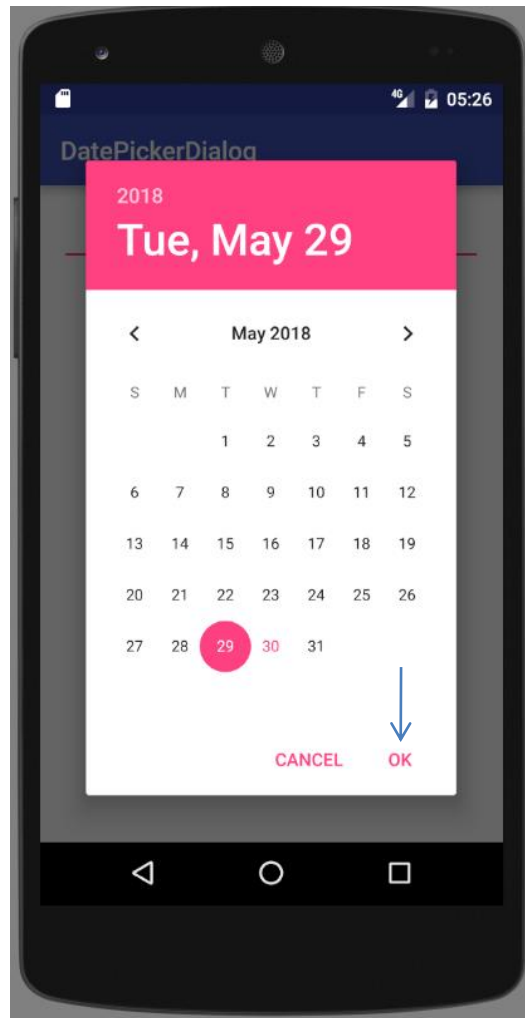
```

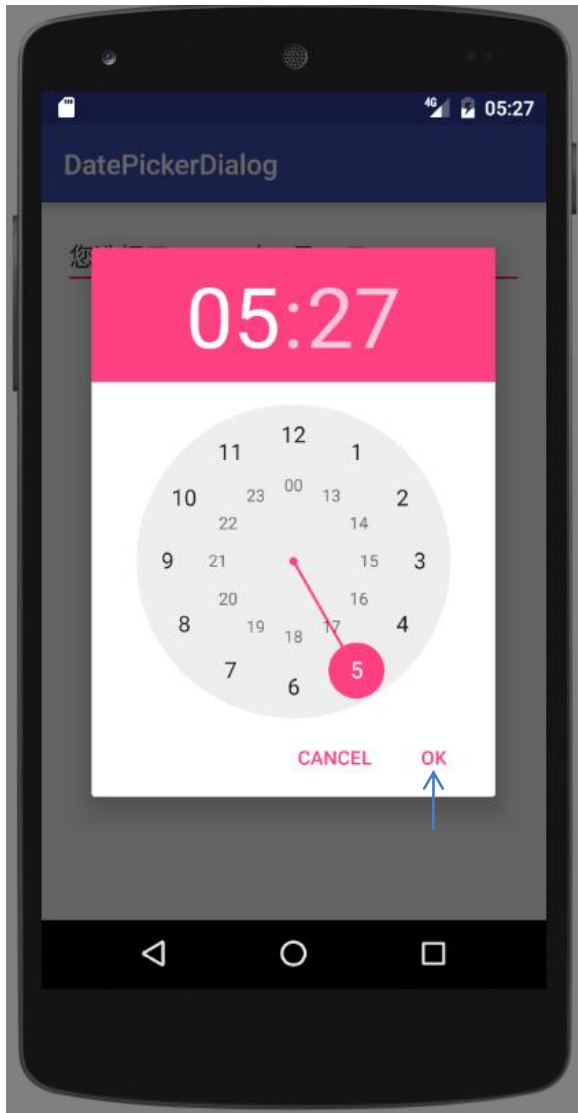
## activity\_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/activity_main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingBottom="@dimen/activity_vertical_margin"
    android:paddingLeft="@dimen/activity_horizontal_margin"
    android:paddingRight="@dimen/activity_horizontal_margin"
    android:paddingTop="@dimen/activity_vertical_margin"
    tools:context="com.example.isszym.progressdialog.MainActivity">
    <LinearLayout
        xmlns:android="http://schemas.android.com/apk/res/android"
        android:orientation="vertical"
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:gravity="center_horizontal">
        <Button
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:text="环形进度条"
            android:onClick="showSpinner" />
        <Button
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:text="不显示进度的进度条"
            android:onClick="showIndeterminate"/>
        <Button
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:text="显示进度的进度条"
            android:onClick="showProgress" />
    </LinearLayout>
</RelativeLayout>
```



# DatePickerDialog





调用DatePickerDialog实例的show方法会在当前界面弹出日期对话框，其构造器的第二个参数为日期监听器实例，选择日期时会调用其回调函数onDateSet。

```
DatePickerDialog dp = new DatePickerDialog(context,
    new DatePickerDialog.OnDateSetListener() {
        @Override
        public void onDateSet(DatePicker dp, int year, int month, int dayOfMonth) {
            ...
        }
    },
    year, month, day); // int类型
dp.show();
```

调用TimePickerDialog实例的show方法会在当前界面弹出时间对话框，其构造器的第二个参数为时间监听器实例，选择时间时会调用其回调函数onTimeSet。

```
TimePickerDialog tp = new TimePickerDialog(this,
    new TimePickerDialog.OnTimeSetListener() { // 绑定监听器
        @Override
        void onTimeSet(TimePicker tp, int hourOfDay, int minute) { ... }
    }, hour, minute, true); //true表示采用24小时制
tp.show();
```

## 项目名: DatePickerDialog

```
public class MainActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        Button dateBn = (Button)findViewById(R.id.dateBn);
        Button timeBn = (Button)findViewById(R.id.timeBn);
        dateBn.setOnClickListener(new OnClickListener() {
            @Override
            public void onClick(View source) {
                Calendar c = Calendar.getInstance();
                new DatePickerDialog(MainActivity.this, // 建对话 (继承类)
                    new DatePickerDialog.OnDateSetListener() { // 继承监听器 (接口)
                        @Override
                        public void onDateSet(DatePicker dp, int year,
                                                int month, int dayOfMonth) {
                            EditText show = (EditText) findViewById(R.id.show);
                            show.setText("您选择了: " + year + "年" + (month + 1)
                                + "月" + dayOfMonth + "日");
                        }
                    },
                c.get(Calendar.YEAR), c.get(Calendar.MONTH),
                c.get(Calendar.DAY_OF_MONTH)).show();
            }
        });
    }
}
```

*//为“设置时间”按钮绑定监听器*

```
timeBn.setOnClickListener(new OnClickListener() {  
    @Override  
    public void onClick(View source) {  
        Calendar c = Calendar.getInstance();  
        // 创建一个TimePickerDialog实例, 并把它显示出来  
        new TimePickerDialog(MainActivity.this,  
            new TimePickerDialog.OnTimeSetListener() { // 绑定监听器  
                @Override  
                public void onTimeSet(TimePicker tp, int hourOfDay,  
                    int minute) {  
                    EditText show = (EditText) findViewById(R.id.show);  
                    show.setText("您选择了: " + hourOfDay + "时"  
                        + minute + "分");  
                }  
            }  
        , c.get(Calendar.HOUR_OF_DAY) //设置初始时间  
        , c.get(Calendar.MINUTE)  
        , true).show(); //true表示采用24小时制  
    }  
});  
}
```

## activity\_main.xml

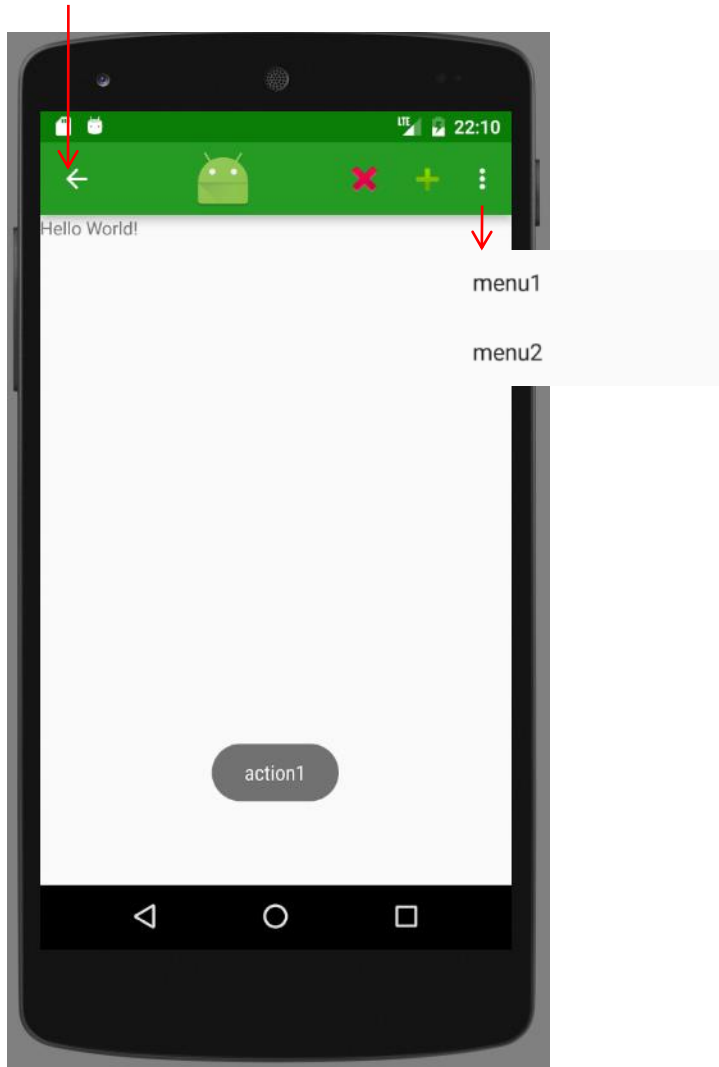
```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/activity_main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingBottom="@dimen/activity_vertical_margin"
    android:paddingLeft="@dimen/activity_horizontal_margin"
    android:paddingRight="@dimen/activity_horizontal_margin"
    android:paddingTop="@dimen/activity_vertical_margin"
    tools:context="com.example.isszym.datepickerdialog.MainActivity">
    <LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
        android:orientation="vertical"
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:gravity="center_horizontal">
        <EditText
            android:id="@+id/show"
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:editable="false"
        />
    <LinearLayout
        android:orientation="horizontal"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:gravity="center"
    >
```

```
<Button
    android:id="@+id/dateBn"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="设置日期"
/>
<Button
    android:id="@+id/timeBn"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="设置时间"
/>
</LinearLayout>
</LinearLayout>
</RelativeLayout>
```

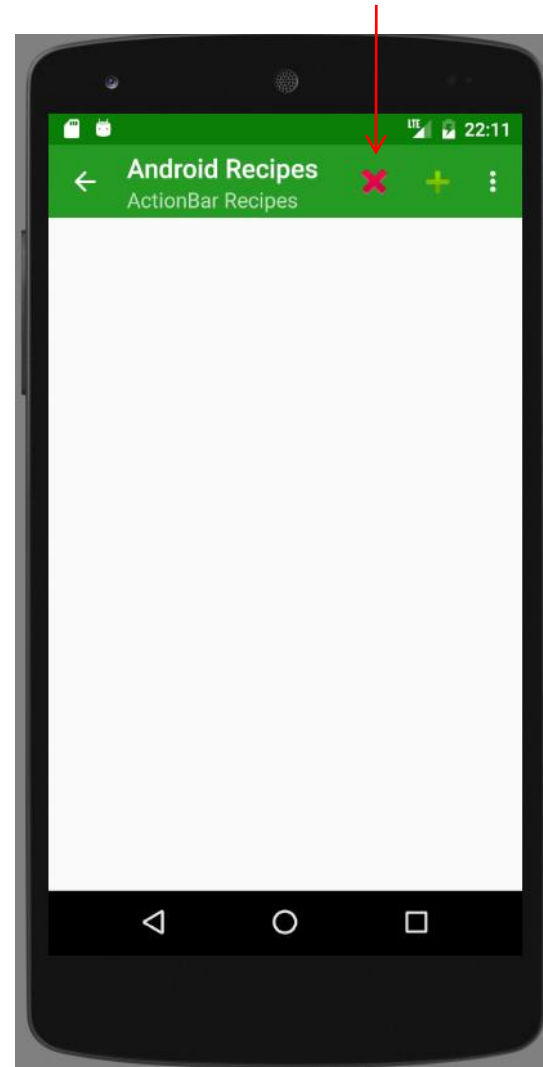
# 工具栏

[参考](#)

点击进入上一个Activity



关闭当前Activity，进入上一个Activity





在Activity的回调函数中扩展Action的xml文件，就可以显示出ActionBar，xml文件见下页：

```
public class SupportActionActivity extends AppCompatActivity {  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.activity_main);  
    }  
  
    @Override  
    public boolean onCreateOptionsMenu(Menu menu) {  
        getMenuInflater().inflate(R.menu.support, menu);  
        return true;  
    }  
}
```

如果要显示回退键，需要执行以下语句：

```
ActionBar actionBar = getSupportActionBar();  
actionBar.setDisplayHomeAsUpEnabled(true); //显示回退按钮
```

support.xml

```
<?xml version="1.0" encoding="utf-8"?>
<menu xmlns:android="http://schemas.android.com/apk/res/android"
      xmlns:app="http://schemas.android.com/apk/res-auto">
  <item android:id="@+id/action1"
        android:title="action1"
        android:icon="@android:drawable/ic_delete"
        app:showAsAction="ifRoom" />
  <item android:id="@+id/action2"
        android:title="action2"
        android:icon="@android:drawable/ic_input_add"
        app:showAsAction="ifRoom" />
  <item android:id="@+id/menu1"
        android:title="menu1"
        android:orderInCategory="100"
        app:showAsAction="never" />
  <item android:id="@+id/menu2"
        android:title="menu2"
        android:orderInCategory="110"
        app:showAsAction="never" />
</menu>
```

**showAsAction**取值(可以混合使用):

- ifRoom 有空间则显示
- never 只在溢出列表中显示标题
- always 无论是否溢出, 总会显示。
- withText 尽可能显示标题, 但是图标优先
- collapseActionView 折叠到一个按钮。一般要配合ifRoom一起使用才会有效果。

`showAsAction`属性共有五个值：`ifRoom`,`never`,`always`,`withText`,`collapseActionView`，可以混合使用。

- `ifRoom` 会显示在Item中，但是如果已经有4个或者4个以上的Item时会隐藏在溢出列表中。当然个数并不仅仅局限于4个，依据屏幕的宽窄而定
- `never` 永远不会显示。只会在溢出列表中显示，而且只显示标题，所以在定义item的时候，最好把标题都带上。
- `always` 无论是否溢出，总会显示。
- `withText`值示意Action bar要显示文本标题。Action bar会尽可能的显示这个标题，但是，如果图标有效并且受到Action bar空间的限制，文本标题有可能显示不全。
- `collapseActionView` 声明了这个操作视窗应该被折叠到一个按钮中，当用户选择这个按钮时，这个操作视窗展开。否则，这个操作视窗在默认的情况下是可见的，并且即便在用于不适用时，也要占据操作栏的有效空间。一般要配合`ifRoom`一起使用才会有效果。

## 项目名：ActionBar

```
public class SupportActionActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        ActionBar actionBar = getSupportActionBar();
        actionBar.setDisplayHomeAsUpEnabled(true); //显示回退按钮
        actionBar.setDisplayShowCustomEnabled(true); //允许在title栏显示自定义View
        ImageView imageView = new ImageView(this);
        imageView.setImageResource(R.mipmap.ic_launcher);
        imageView.setScaleType(ImageView.ScaleType.CENTER);
        LayoutParams lp = new LayoutParams(
            LayoutParams.MATCH_PARENT,
            LayoutParams.MATCH_PARENT);
        actionBar.setCustomView(imageView, lp);
    }

    @Override
    public boolean onCreateOptionsMenu(Menu menu) {
        getMenuInflater().inflate(R.menu.support, menu);
        return true;
    }
}
```

```

@Override
public boolean onOptionsItemSelected(MenuItem item) {
    switch (item.getItemId()) {
        case android.R.id.home:
            Intent intent =
                new Intent(this,SupportToolbarActivity.class);
            startActivity(intent);
            break;
        case R.id.action1:
            Toast.makeText(this, "action1", Toast.LENGTH_SHORT).show();
            break;
        case R.id.action2:
            Toast.makeText(this, "action2", Toast.LENGTH_SHORT).show();
            break;
        case R.id.menu1:
            Toast.makeText(this, "menu1", Toast.LENGTH_SHORT).show();
            break;
        case R.id.menu2:
            Toast.makeText(this, "menu2", Toast.LENGTH_SHORT).show();
            break;
        default:
            return super.onOptionsItemSelected(item);
    }
    return true;
}
}

```

```
public class SupportToolBarActivity extends AppCompatActivity {  
    private Toolbar mToolBar;
```

```
@Override
```

```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
    setContentView(R.layout.activity_toolbar);
```

```
//We have to tell the activity where the toolbar is
```

```
mToolBar = (Toolbar) findViewById(R.id.toolbar);
```

```
setSupportActionBar(mToolBar);
```

```
ActionBar actionBar = getSupportActionBar();
```

```
//Display home with the "up" arrow indicator
```

```
actionBar.setDisplayHomeAsUpEnabled(true);
```

```
actionBar.setTitle("Android Recipes");
```

```
actionBar.setSubtitle("ActionBar Recipes");
```

```
}
```

```
@Override
```

```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);
```

```
}
```

```

@Override
public boolean onCreateOptionsMenu(Menu menu) {
    getMenuInflater().inflate(R.menu.support, menu);
    return true;
}
@Override
public boolean onOptionsItemSelected(MenuItem item) {
    switch (item.getItemId()) {
        case android.R.id.home:
            Toast.makeText(this, "home", Toast.LENGTH_SHORT).show(); break;
        case R.id.action1:
            Intent intent =
                new Intent(this, SupportActionActivity.class);
            startActivity(intent); break;
        case R.id.action2:
            Toast.makeText(this, "action2", Toast.LENGTH_SHORT).show(); break;
        case R.id.menu1:
            Toast.makeText(this, "menu1", Toast.LENGTH_SHORT).show(); break;
        case R.id.menu2:
            Toast.makeText(this, "menu2", Toast.LENGTH_SHORT).show(); break;
        default:
            return super.onOptionsItemSelected(item);
    }
    return true;
}
}

```

activity\_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/activity_main"
    android:layout_width="match_parent"
    android:layout_height="match_parent" >

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Hello World!" />
</LinearLayout>
```



## activity\_toolbar.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    android:orientation="vertical"
    android:layout_width="match_parent"
    android:layout_height="match_parent">
    <android.support.v7.widget.Toolbar
        android:id="@+id/toolbar"
        android:layout_height="wrap_content"
        android:layout_width="match_parent"
        android:minHeight="?attr/actionBarSize"
        android:background="?attr/colorPrimary"
        app:theme="@style/ThemeOverlay.AppCompat.Dark.ActionBar"/>

    <!-- Remaining application view contents here -->

</LinearLayout>
```

support.xml

```
<?xml version="1.0" encoding="utf-8"?>
<menu xmlns:android="http://schemas.android.com/apk/res/android"
      xmlns:app="http://schemas.android.com/apk/res-auto">
  <item android:id="@+id/action1"
        android:title="action1"
        android:icon="@android:drawable/ic_delete"
        app:showAsAction="ifRoom" />
  <item android:id="@+id/action2"
        android:title="action2"
        android:icon="@android:drawable/ic_input_add"
        app:showAsAction="ifRoom" />
  <item android:id="@+id/menu1"
        android:title="menu1"
        android:orderInCategory="100"
        app:showAsAction="never" />
  <item android:id="@+id/menu2"
        android:title="menu2"
        android:orderInCategory="110"
        app:showAsAction="never" />
</menu>
```

**showAsAction**取值(可以混合使用):

- ifRoom 有空间则显示
- never 只在溢出列表中显示标题
- always 无论是否溢出, 总会显示。
- withText 尽可能显示标题, 但是图标优先
- collapseActionView 折叠到一个按钮。一般要配合ifRoom一起使用才会有效果。

res\drawable\actionbar\_background.xml

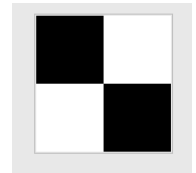
```
<?xml version="1.0" encoding="utf-8"?>
<bitmap xmlns:android="http://schemas.android.com/apk/res/android"
    android:src="@drawable/checkers"
    android:tileMode="repeat" />
```

res\drawable\actionbar\_item\_background.xml

```
<?xml version="1.0" encoding="utf-8"?>
<selector xmlns:android="http://schemas.android.com/apk/res/android" >
    <item android:state_pressed="true" android:state_enabled="true"
        android:drawable="@drawable/actionbar_item_background_pressed" />
    <item android:drawable="@android:color/transparent" />
</selector>
```

res\drawable\actionbar\_item\_background\_pressed.xml

```
<?xml version="1.0" encoding="utf-8"?>
<shape xmlns:android="http://schemas.android.com/apk/res/android"
    android:shape="rectangle">
    <solid android:color="#7CCC" />
</shape>
```



res\drawable\divider.xml

Drawable/checkers.png

```
<?xml version="1.0" encoding="utf-8"?>
<shape xmlns:android="http://schemas.android.com/apk/res/android"
    android:shape="rectangle">
    <solid android:color="#00A" />
    <size android:width="1dp" android:height="1dp" />
</shape>
```

res\values\styles.xml

```
<?xml version="1.0" encoding="utf-8"?>
<resources
    >
    <!-- Defines a "theme" that will apply to the entire application,
         or at least a handful of its activities -->
    <style name="AppTheme" parent="@style/Theme.AppCompat.Light.DarkActionBar">
        <!-- Provide decor theme colors -->
        <item name="colorPrimary">@color/primaryGreen</item>
        <item name="colorPrimaryDark">@color/darkGreen</item>
        <item name="colorAccent">@color/accentGreen</item>

    </style>
    <!-- The toolbar will replace the standard action bar, so we
         need a theme that removes the action bar from the window decor -->
    <style name="AppToolbarTheme" parent="@style/Theme.AppCompat.Light.NoActionBar">
        <!-- Provide decor theme colors -->
        <item name="colorPrimary">@color/primaryGreen</item>
        <item name="colorPrimaryDark">@color/darkGreen</item>
        <item name="colorAccent">@color/accentGreen</item>

    </style>
</resources>
```

## AndroidManifest.xml

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.example.isszym.actionbar">
    <application
        android:allowBackup="true"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name">
        <activity
            android:name=".SupportActionBarActivity"
            android:label="@string/label_actionbar"
            android:theme="@style/AppTheme">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
        <activity
            android:name=".SupportToolBarActivity"
            android:label="@string/label_toolbar"
            android:theme="@style/AppToolBarTheme">
            <intent-filter>
                <action android:name="android.intent.action.MAIN1" />
                <category android:name="android.intent.category.LAUNCHER1" />
            </intent-filter>
        </activity>
    </application>
</manifest>
```

# 菜单

[参考](#) [参考](#) [参考](#)

Android中的菜单有如下几种：

- (1) **OptionsMenu**: 选项菜单，android中最常见的菜单，通过Menu键来调用。
- (2) **PopupMenu**: 弹出式菜单，点击控件将显示悬浮菜单框。
- (3) **ContextMenu**: 上下文菜单，通过长按某个视图组件后出现的菜单，该组件需注册上下文菜单。



(1) OptionsMenu



(2) Popup Menu



(3) Context Menu

## 如何使用OptionMenu? 利用Activity的回调函数

`public boolean onCreateOptionsMenu(Menu menu)`: 调用OptionMenu, 在这里完成菜单初始化

`public boolean onOptionsItemSelected(MenuItem item)`: 菜单项被选中时触发, 这里完成事件处理

`public void onOptionsMenuClosed(Menu menu)`: 菜单关闭会调用该方法

`public boolean onPrepareOptionsMenu(Menu menu)`: 选项菜单显示前会调用该方法, 可在这里进行菜单的调整(动态加载菜单列表)

`public boolean onMenuOpened(int featureId, Menu menu)`: 选项菜单打开以后会调用这个方法

## 加载OptionMenu的方式:

(1) 直接通过编写菜单XML文件, 然后调用:

`getMenuInflater().inflate(R.menu.menu_main, menu);`

(2) 通过代码动态添加, `onCreateOptionsMenu`的参数`menu`, 调用`add`方法添加菜单, `add`(菜单项的组号, ID, 排序号, 标题), 另外如果排序号是按添加顺序排序的话都填0即可!

## 使用OptionsMenu的例子

@Override

```
public boolean onCreateOptionsMenu(Menu menu) {  
    // Inflate the menu; this adds items to the action bar if it is present.  
    menu.add(1, RED, 4, "红色");  
    menu.add(1, GREEN, 2, "绿色");  
    menu.add(1, BLUE, 3, "蓝色");  
    menu.add(1, YELLOW, 1, "黄色");  
    menu.add(1, GRAY, 5, "灰色");  
    menu.add(1, CYAN, 6, "蓝绿色");  
    menu.add(1, BLACK, 7, "黑色");  
    return true;  
}
```

@Override

```
public boolean onOptionsItemSelected(MenuItem item)  
{  
    int id = item.getItemId();  
    switch (id) {  
        case RED:  
            tv_test.setTextColor(Color.RED);  
            break;  
        case GREEN:  
            tv_test.setTextColor(Color.GREEN);  
            break;  
    }  
}
```





```
    case BLUE:
        tv_test.setTextColor(Color.BLUE);
        break;
    case YELLOW:

        tv_test.setTextColor(Color.YELLOW);
        break;
    case GRAY:
        tv_test.setTextColor(Color.GRAY);
        break;
    case CYAN:
        tv_test.setTextColor(Color.CYAN);
        break;
    case BLACK:
        tv_test.setTextColor(Color.BLACK);
        break;
}
return super.onOptionsItemSelected(item);
}
```

## PopupMenu(弹出式菜单)

在指定View下显示一个弹出菜单，菜单选项可以来自于Menu资源。

### 使用PopupMenu的例子

menu/menu\_popup.xml

```
<?xml version="1.0" encoding="utf-8"?>
<menu xmlns:android="http://schemas.android.com/apk/res/android">
    <item android:id="@+id/lpig" android:title="小猪" />
    <item android:id="@+id/bpig" android:title="大猪" />
</menu>
```



```

btn_show_menu = (Button) findViewById(R.id. btn_show_menu);
btn_show_menu.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v) {
        PopupMenu popup = new PopupMenu(MainActivity. this, btn_show_menu);
        popup.getMenuInflater().inflate(R.menu. menu_pop, popup.getMenu());
        popup.setOnMenuItemClickListener(new PopupMenu.OnMenuItemClickListener() {
            @Override
            public boolean onMenuItemClick(MenuItem item) {
                switch (item.getItemId()) {
                    case R.id. lpig:
                        Toast.makeText(MainActivity. this,
                                   "你点了小猪~", Toast. LENGTH_SHORT).show();
                        break;
                    case R.id. bpig:
                        Toast.makeText(MainActivity. this,
                                   "你点了大猪~", Toast. LENGTH_SHORT).show();
                        break;
                }
                return true;
            }
        });
        popup.show();
    }
});

```

## 如何使用ContextMenu?

- (1) 重写onCreateContextMenu()方法。
- (2) 为view组件注册上下文菜单，使用registerForContextMenu()方法，参数是View。
- (3) 重写onContextItemSelected()方法为菜单项指定事件监听器。

menu/sub\_menu.xml

```
<?xml version="1.0" encoding="utf-8"?>
<menu xmlns:android="http://schemas.android.com/apk/res/android">
    <item android:id="@+id/submenu" android:title="子菜单使用演示~">
        <menu>
            <group android:checkableBehavior = "none">
                <item android:id="@+id/one" android:title = "子菜单一"/>
                <item android:id="@+id/two" android:title = "子菜单二"/>
                <item android:id="@+id/three" android:title = "子菜单三"/>
            </group>
        </menu>
    </item>
</menu>
```

```
tv_context = (TextView) findViewById(R.id. tv_context);
registerForContextMenu(tv_context);
```

```

@Override
public void onCreateContextMenu(ContextMenu menu, View v,
                                ContextMenu.ContextMenuInfo menuInfo) {

    MenuInflater inflater = new MenuInflater(this);
    inflater.inflate(R.menu.menu_sub, menu);
    super.onCreateContextMenu(menu, v, menuInfo);
}

@Override
public boolean onContextItemSelected(MenuItem item) {
    switch (item.getItemId()) {
        case R.id.one:
            Toast.makeText(MainActivity.this, "你点击了子菜单一", Toast.LENGTH_SHORT).show();
            break;
        case R.id.two:
            item.setCheckable(true);
            Toast.makeText(MainActivity.this, "你点击了子菜单二", Toast.LENGTH_SHORT).show();
            break;
        case R.id.three:
            Toast.makeText(MainActivity.this, "你点击了子菜单三", Toast.LENGTH_SHORT).show();
            item.setCheckable(true);
            break;
    }
    return true;
}

```

# 桌面管理器



```

public class WidgetMainActivity extends Activity {
    private Button btn;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_imitate_widget_main);
        btn = (Button) findViewById(R.id.btn);
        btn.setOnClickListener(new OnClickListener() {
            @Override
            public void onClick(View v) {
                funClick();
            }
        });
    }
    public void funClick() {
        this.startService(new Intent(getApplicationContext(), MserServes.class));
        // new TableShowView(this).fun(); 如果只是在activity中启动
        // 当activity跑去后台的时候[暂停态, 或者销毁态] 设置的显示到桌面的view也会消失
        // 所以这里采用的是启动一个服务, 服务中创建我们需要显示到table上的view,
        // 并将其注册到windowManager上
        this.finish();
    }
}

```

```

public class TableShowView extends View {
    // 如果是想显示歌词则继承TextView并复写ondraw方法。
    // 开启一个线程不断的调用ondraw方法去更改你所写的继承自TextView的内容
    // 这里随便写了个集成自view的= =这个不是重点
    Context                c;
    WindowManager           mWM;        // WindowManager
    WindowManager.LayoutParams mWMParams; // WindowManager参数
    View                    win;

    int tag = 0;
    int oldOffsetX;
    int oldOffsetY;

    public TableShowView(Context context) {
        // TODO Auto-generated constructor stub
        super(context);
        c = context;
    }

    public void fun() {
        // 设置载入view WindowManager参数
        mWM = (WindowManager) c.getSystemService(Context.WINDOW_SERVICE);
        win = LayoutInflater.from(c).inflate(R.layout.activity_imitate_widget_ctrl_wl, null);
        win.setBackgroundColor(Color.TRANSPARENT);
        // 这里是随便载入的一个布局文件
    }
}

```



```

win.setOnTouchListener(new OnTouchListener() {
    // 触屏监听
    float lastX, lastY;
    public boolean onTouch(View v, MotionEvent event) {
        final int action = event.getAction();
        float x = event.getX();
        float y = event.getY();
        if(tag == 0) {
            oldOffsetX= mWMPParams.x; // 偏移量
            oldOffsetY = mWMPParams.y; // 偏移量
        }
        if (action == MotionEvent.ACTION_DOWN) {
            lastX = x;
            lastY = y;
        }
        else if (action == MotionEvent.ACTION_MOVE) {
            mWMPParams.x += (int) (x - lastX); // 偏移量
            mWMPParams.y += (int) (y - lastY); // 偏移量
            tag = 1;
            mWM.updateViewLayout(win, mWMPParams);
        }
    }
}

```

```

else if (action == MotionEvent.ACTION_UP) {
    int newOffsetX = mWMParams.x; int newOffsetY = mWMParams.y;
    if(oldOffsetX == newOffsetX && oldOffsetY == newOffsetY) {
        Toast.makeText(c, "你点到我了.....疼!!!!", 1).show();
    } else {
        tag = 0;
    }
}
return true;
}
});
WindowManager wm = mWM;
WindowManager.LayoutParams wmParams = new WindowManager.LayoutParams();
mWMParams = wmParams;
wmParams.type = 2002; // type是关键, 这里的2002表示系统级窗口, 或2003。
wmParams.flags = 40; // 这句设置桌面可控
wmParams.width = 300;
wmParams.height = 300;
wmParams.format = -3; // 透明
wm.addView(win, wmParams); // 这句是重点 给WindowManager中丢入刚才设置的值
                             // 只有addview后才能显示到页面上去。
// 注册到WindowManager win是要刚才随便载入的layout,
// wmParams是刚才设置的WindowManager参数集
// 效果是将win注册到WindowManager中并且它的参数是wmParams中设置
}

```

```

public class MserServes extends Service {
    //这个类只是为了在activity点击button后 在开启一个service

    @Override
    public IBinder onBind(Intent intent) {
        // TODO Auto-generated method stub
        return null;
    }

    public void onCreate() {
        //创建service时一个 实例化一个TableShowView对象
        // 并且调用他的fun()方法把它注册到windowManager上
        super.onCreate();
        new TableShowView(getApplicationContext()).fun();
        System.out.println("开启Mser服务.....");
    }

    @Override
    public int onStartCommand(Intent intent, int flags, int startId) {
        // TODO Auto-generated method stub
        return super.onStartCommand(intent, flags, startId);
    }
}

```

## AndroidManifest.xml

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.example.isszym.newnettraffic">
    <uses-permission android:name="android.permission.SYSTEM_ALERT_WINDOW" />
    <uses-permission android:name="com.android.vending.BILLING" />
    <uses-permission android:name="android.permission.SYSTEM_OVERLAY_WINDOW" />

    <application
        android:allowBackup="true"
        android:icon="@drawable/ic_launcher"
        android:label="@string/app_name"
        android:theme="@style/AppTheme" >
        <activity
            android:name="com.example.isszym.newnettraffic.WidgetMainActivity"
            android:label="@string/app_name" >
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
        <service android:name="com.example.isszym.newnettraffic.MserServes" />
    </application>

</manifest>
```

采用 SDK Version 16

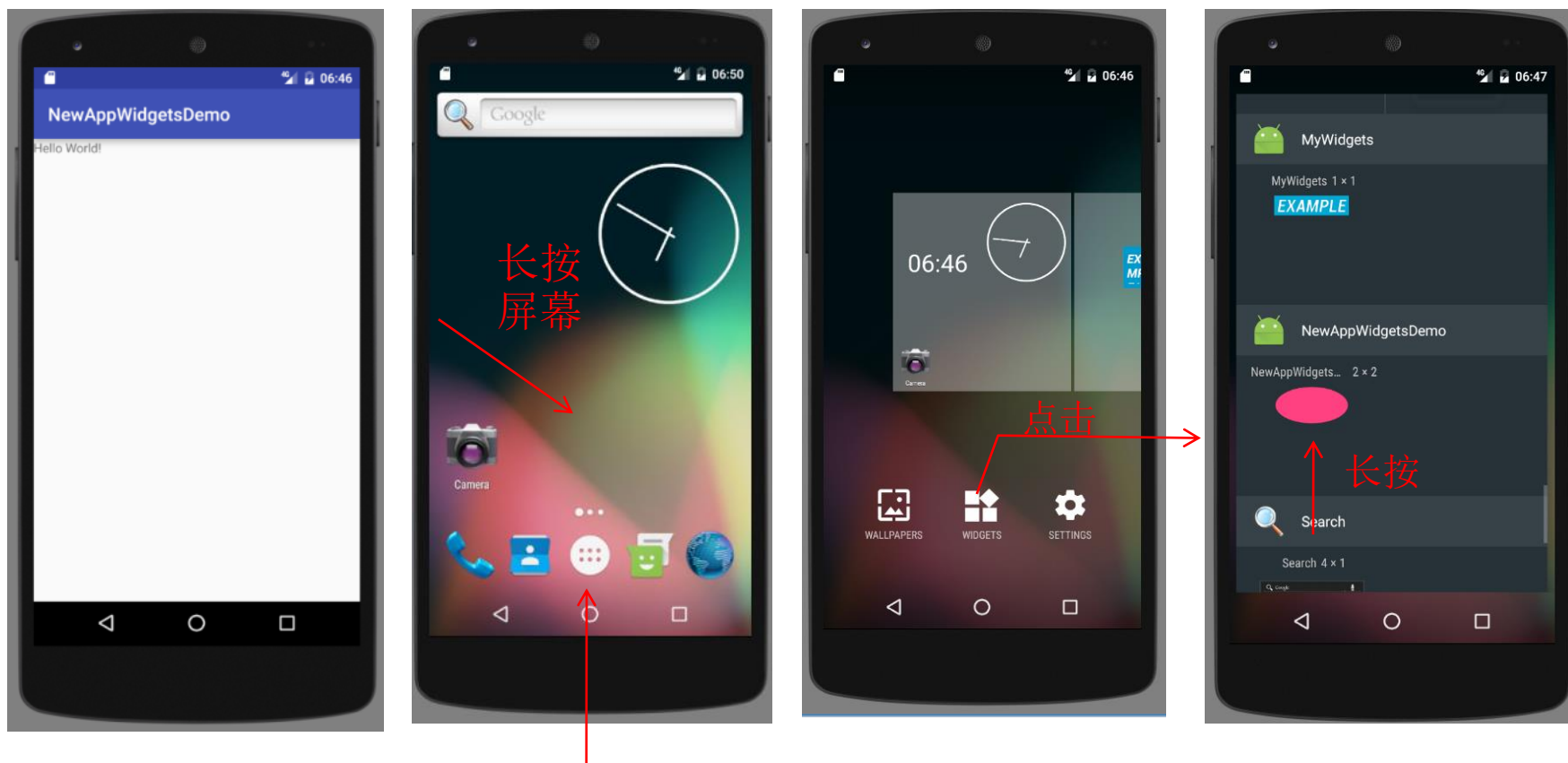
## build.gradle

```
android {  
    compileSdkVersion 23  
    buildToolsVersion "24.0.3"  
    defaultConfig {  
        applicationId "com.example.isszym.newnettraffic"  
        minSdkVersion 16  
        targetSdkVersion 16  
        versionCode 1  
        versionName "1.0"  
        testInstrumentationRunner "android.support.test.runner.AndroidJUnitRunner"  
    }  
    buildTypes {  
        release {  
            minifyEnabled false  
            proguardFiles getDefaultProguardFile('proguard-android.txt'),  
                           'proguard-rules.pro'  
        }  
    }  
}
```

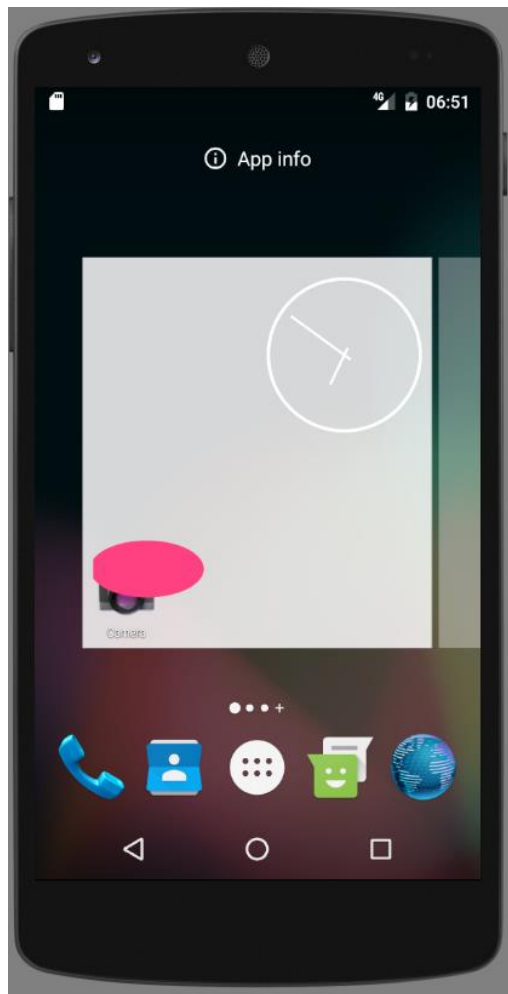
低版本权限控制简单

# 桌面图标

建立桌面图标的方法：



\* 直接点击中间的app集然后长按拉出app会建立快捷方式（非桌面图标）



```

public class MainActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
    }
}

```

## activity\_main.xml

```

<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent">
    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Hello World!" />
</LinearLayout>

```

```

public class ConfigureActivity extends Activity {
    @Override
    protected void onCreate(@Nullable Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        Log.i("zyq", "ConfigureActivity: onCreate");
        setResult(RESULT_OK);
        finish();
    }
}

```



```

public class AppWidgetReceiver extends AppWidgetProvider {
    @Override
    public void onReceive(Context context, Intent intent) {
        super.onReceive(context, intent);
        Log.i("zyq", "AppWidgetReceiver:onReceive");
    }

    @Override
    public void onUpdate(Context context, AppWidgetManager appWidgetManager, int[] appWidgetIds) {
        super.onUpdate(context, appWidgetManager, appWidgetIds);
        Log.i("zyq", "AppWidgetReceiver:onUpdate");
        RemoteViews remoteViews = new RemoteViews(context.getPackageName(),
                                                    R.layout.app_widget_layout);
        PendingIntent i = PendingIntent.getActivity(context, 0,
                                                    new Intent(context, MainActivity.class), 0);
        remoteViews.setOnClickPendingIntent(R.id.text_clock_container, i);
        for (int i1 = 0; i1 < appWidgetIds.length; i1++) {
            appWidgetManager.updateAppWidget(appWidgetIds[i1], remoteViews);
        }
    }

    @Override
    public void onAppWidgetOptionsChanged(Context context,
        AppWidgetManager appWidgetManager, int appWidgetId, Bundle newOptions) {
        super.onAppWidgetOptionsChanged(context, appWidgetManager,
            appWidgetId, newOptions);
        Log.i("zyq", "AppWidgetReceiver:onAppWidgetOptionsChanged");
    }
}

```

```
@Override
public void onDelete(Context context, int[] appWidgetIds) {
    super.onDeleted(context, appWidgetIds);
    Log.i("zyq", "AppWidgetReceiver:onDelete");
}

@Override
public void onEnabled(Context context) {
    super.onEnabled(context);
    Log.i("zyq", "AppWidgetReceiver:onEnabled");
}

@Override
public void onDisabled(Context context) {
    super.onDisabled(context);
    Log.i("zyq", "AppWidgetReceiver:onDisabled");
}

@Override
public void onRestored(Context context, int[] oldWidgetIds, int[] newWidgetIds) {
    super.onRestored(context, oldWidgetIds, newWidgetIds);
    Log.i("zyq", "AppWidgetReceiver:onRestored");
}
}
```

## app\_widget\_layout.xml

```
<?xml version="1.0" encoding="utf-8"?>
<FrameLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:id="@+id/text_clock_container">
<TextClock
    android:textAlignment="center"
    android:textSize="48sp"
    android:id="@+id/text_clock"
    android:layout_width="match_parent"
    android:layout_height="wrap_content" />
</FrameLayout>
```

## xml\app\_widget\_provider\_info.xml

```
<?xml version="1.0" encoding="utf-8"?>
<appwidget-provider xmlns:android="http://schemas.android.com/apk/res/android"
    android:initialLayout="@layout/app_widget_layout"
    android:minHeight="80dp"
    android:minWidth="80dp"
    android:minResizeHeight="80dp"
    android:minResizeWidth="80dp"
    android:resizeMode="vertical"
    android:widgetCategory="home_screen"
    android:previewImage="@drawable/shape_xxx"
    android:updatePeriodMillis="10000"
    android:configure="com.example.isszym.newappwidgetsdemo.ConfigureActivity">
</appwidget-provider>
```

drawable\shape\_xxx.xml

```
<?xml version="1.0" encoding="utf-8"?>
<shape xmlns:android="http://schemas.android.com/apk/res/android"
    android:shape="oval">
    <size android:height="40dp"
        android:width="80dp"/>
    <solid android:color="@color/colorAccent"/>

</shape>
```

# Toast和Notification

```
Toast.makeText(MainActivity.this, "Button2 is clicked!",  
                Toast.LENGTH_SHORT).show();
```

第一个参数: Context

第二个参数: 显示内容

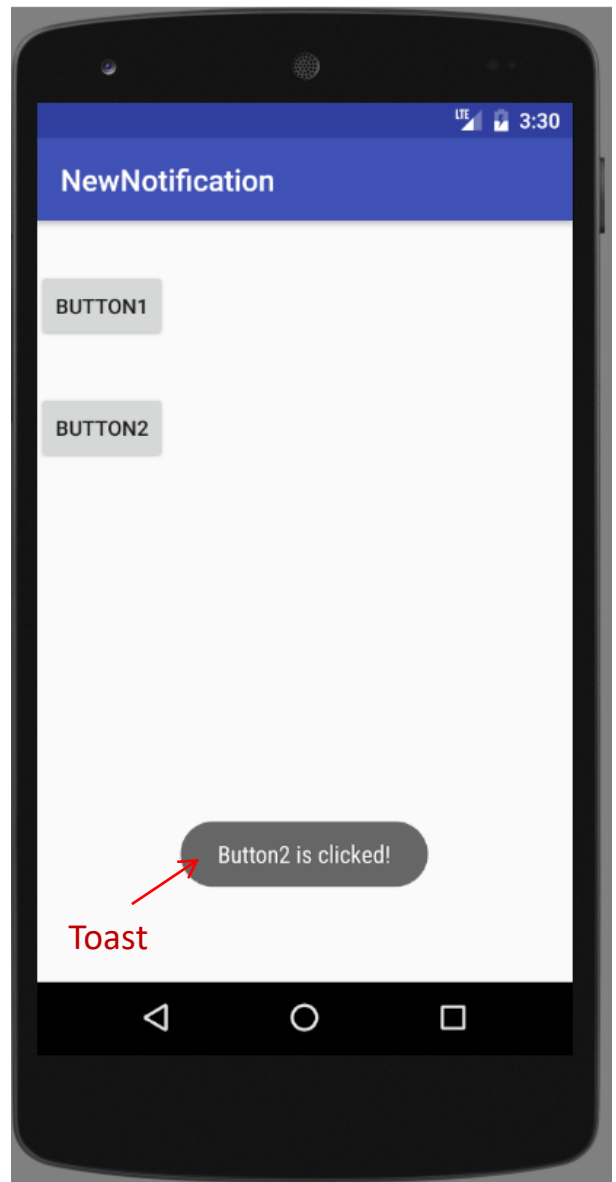
第三个参数: 显示时间的长短

```
Notification.Builder builder = new Notification.Builder(this)  
    .setTicker("显示于屏幕顶端状态栏的文本")  
    .setSmallIcon(R.mipmap.ic_launcher)  
    .setContentTitle("My notification")  
    .setContentText("Hello World!");  
Notification note = builder.build();  
notificationManager.notify(NotificationId, note);
```

点击BUTTON2后

Notification

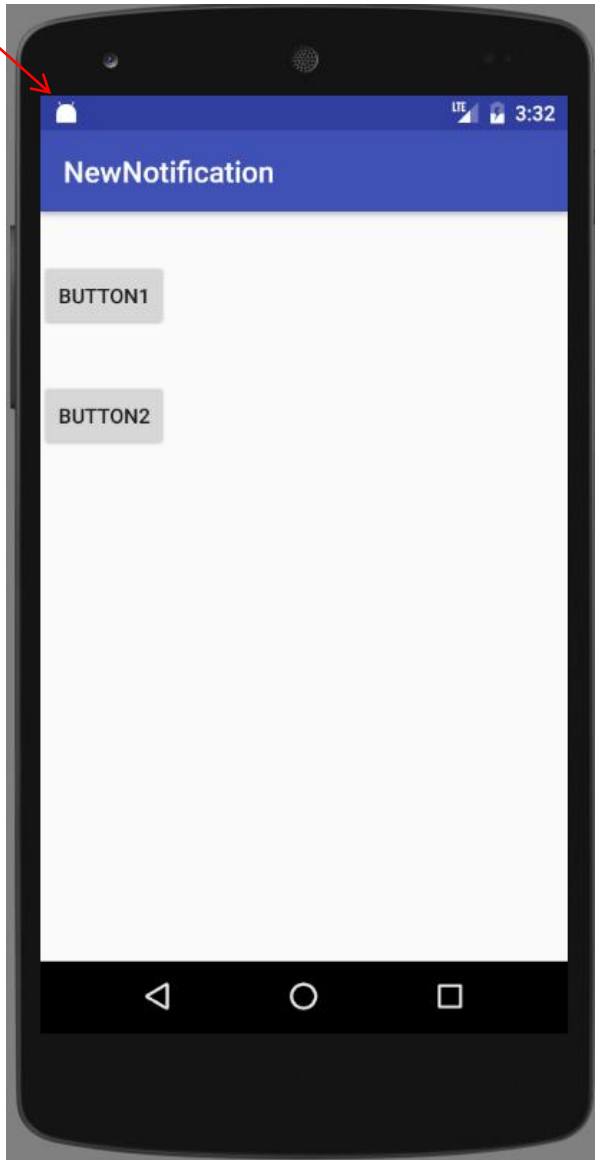
Toast



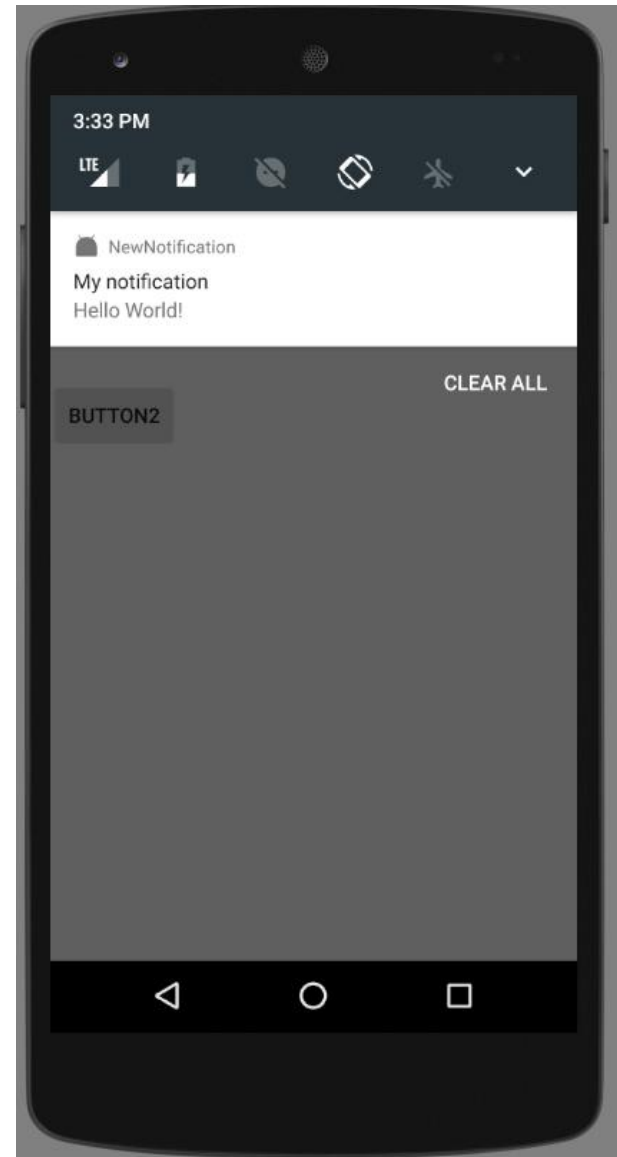
Notification



点击  
BUTTON1  
后得到



点击Notification后



```

import android.app.NotificationManager;
import android.app.PendingIntent;
import android.content.Context;
import android.content.Intent;
import android.support.v7.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.Toast;
import android.app.Notification;

public class MainActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        Button btn2 = (Button) findViewById(R.id.button2);
        btn2.setOnClickListener(new View.OnClickListener(){
            @Override
            public void onClick(View v){
                Toast.makeText(MainActivity.this,
                    "Button2 is clicked!", Toast.LENGTH_SHORT).show();
            }
        });
    }
}

```

## 参考



```

// 把事件处理器直接绑定到标签上
public void clickHandler1(View source) {
    int NotificationId = 001,requestCode=100;
    NotificationManager notificationManager =
        (NotificationManager)getSystemService(Context.NOTIFICATION_SERVICE);
    Notification.Builder builder = new Notification.Builder(this)
        .setTicker("显示于屏幕顶端状态栏的文本")
        .setSmallIcon(R.mipmap.ic_launcher)
        .setContentTitle("My notification")
        .setContentText("Hello World!");
    Notification note = builder.build();
    //FLAG_ONGOING_EVENT表明有程序在运行, 该Notification不可由用户清除
    note.flags = Notification.FLAG_ONGOING_EVENT;
    //通过Intent, 使得点击Notification之后会启动新的Activity
    Intent i = new Intent(this, Main2Activity.class);
    //该标志位表示如果Intent要启动的Activity在栈顶, 则无须创建新的实例
    i.setFlags(Intent.FLAG_ACTIVITY_SINGLE_TOP);
    PendingIntent pendingIntent = PendingIntent.getActivity(this, requestCode, i,
        PendingIntent.FLAG_UPDATE_CURRENT);
    notificationManager.notify(NotificationId, note);
}
}

```

## activity\_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:id="@+id/activity_main"
    android:layout_width="match_parent"
    android:layout_height="match_parent">

    <Button
        android:text="Button2"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_marginTop="34dp"
        android:id="@+id/button2"
        android:layout_below="@+id/button1"
        android:layout_alignParentStart="true" />

    <Button
        android:text="Button1"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_marginTop="33dp"
        android:id="@+id/button1"
        android:onClick="clickHandler1"
        android:layout_alignParentStart="true" />
</RelativeLayout>
```