Week 5 Overview

Help

Web Apps

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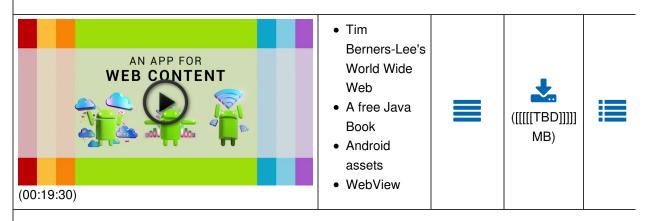
Time

Tips for Success

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Video Lectures

5.1. An App for Web Content



Next Steps for 5.1

Download and extract JavaBook-v1.zip then,

- 1. Use the File menu to import "Existing Android Code Into Workspace" and select the directory where you
- 2. Review the Activity Java source code and xml layout.
- 3. Install and play with the app. What problems do you find? We'll be fixing some of these in the later videos

Create your own new Android project to include some web content

1. Add a WebView to the layout and give it the id 'webView1':

android:id="@+id/webView1"

android:layout_width="match_parent"
android:layout_height="match_parent"/>

Video Lecture	Key Topics	Transcript	Video Download	SRT Caption File
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2. Create a simple (or use an existing) index.html page and place it in the assets/ directory.

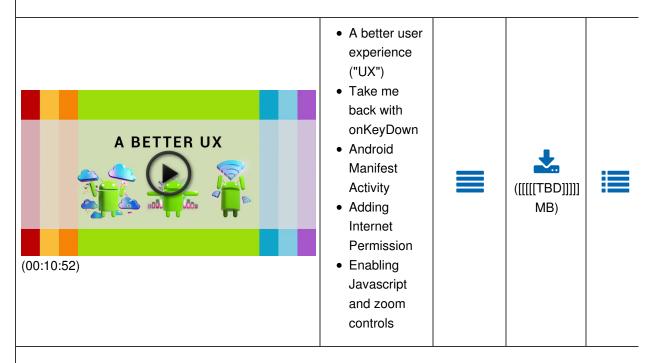
Here's a simple, friendly index.html file: </body>/html:

3. Modify your onCreate method to include the following two lines:

```
WebView myWebView = (WebView) findViewById(R.id.webView1);
myWebView.loadUrl("file:///android asset/index.html");
```

- 4. You will also need to add an import statement.
- 5. Experiment: What happens if you call 'findViewByld' too early inside onCreate i.e. before setContentView(R.layout.activity_main); ? Can you explain why it does not work? (Optional Reading) Want to find out more? See the reference materials below in 5.2

5.2. A Better UX



Next Steps for 5.2

Download and extract JavaBook-v2.zip . (Optional) If you are interested in learning more about programming learn more about Java classes, expressions, statements, loops and conditions. Note WebView does not support the Java examples will not run. You can however create a plain Java project inside Eclipse, and play with Java for simplicity do not create separate src/ and bin/ directories when creating the Java project).

For your own App project:

1. Enable zoom controls and Javascript (if your webpage uses Javascript) in your app.

Video Lecture	Key Topics	Transcript	Video Download	SRT Caption File
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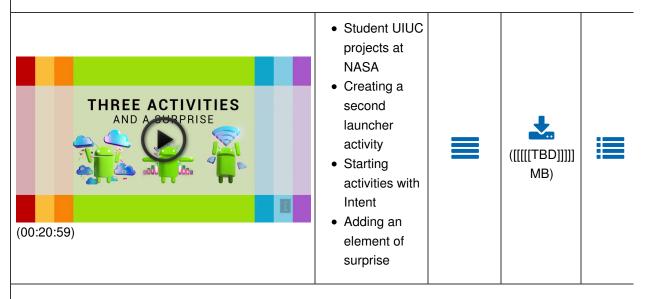
2. Add the following immediately after findViewById(R.id.webView1);

```
myWebView.getSettings().setBuiltInZoomControls(true);
myWebView.getSettings().setJavaScriptEnabled(true);
```

(Optional) Android WebView Reference material:

- Building WebApps in WebView
- Supporting Different Screen Densities in Web Apps
- Debugging Web Apps
- Migrating to WebView in Android 4.4
- Best Practices for Web Apps

5.3. Three Activities and a Surprise



Next Steps for 5.3

Download and extract JavaBook-v3.zip to review and play with the app. Then add the following to your own a

- 1. Add a second activity that is accessible from the Launcher.
- 2. Create a third activity that randomly opens one of your activities when a button is clicked.

```
Intent intent = new Intent();
intent.setClass(this, YourFirstActivity.class);
if (Math.random() > 0.5) {
    // Open the Java Book instead!
    intent.setClass(this, YourSecondActivity.class);
}
```

Video Lecture	Key Topics	Transcript	Video Download	SRT Caption File				
<pre>// Soon (but not immediately) // a new Activity will be created and shown to the user startActivity(intent); finish(); // Can you guess what this does and find out why this improves experience ("UX")? // Hint: Try removing it (or commenting it out) and then use the back but</pre> Blue Waters Supercomputer								
BLUE WATERS SUPERCOMPUTER AT THE NATIONAL PETASCALE COMPUTING FACILITY (NPCF)	[[[[[TBD]]]]]		([[[[[TBD]]]]]] MB)					

Assignments

(00:##:##)

Once you have finished watching the videos for this week, complete the quiz on the information you learned.

To begin, access the quiz page below and click the **Start Quiz Now** button at the bottom of that page. You have 5 attempts to complete this quiz.

Go to Week 5 Quiz

This quiz is due by Sunday, January 26 at 11:55 PM Central Time (time zone conversion).

The second assignment for the course is now available. To find out more about it, access the Assignment 2 page below.

Go to Assignment 2

This assignment is due by Sunday, January 26 at 11:55 PM Central Time (time zone conversion).

Time

This module will last **7 days** and should take **approximately 4-8 hours** of dedicated time to complete, including the videos and assignments.

Tips for Success

To do well this week, I recommend that you do the following:

- Review the video lectures a number of times to gain a solid understanding of the key questions and concepts introduced this week.
- When possible, provide tips and suggestions to your peers in this class. As a learning community, we can help each other learn and grow. One way of doing this is by helping to address the questions that your peers pose. By engaging with each other, we'll all learn better.
- It's always a good idea to refer to the video lectures in your responses. When appropriate, critique the information presented.
- Take notes while you watch the lectures for this week. By taking notes, you are interacting with the
 material and will find that it is easier to remember and to understand. With your notes, you'll also
 find that it's easier to complete your assignments. So, go ahead, do yourself a favor; take some
 notes!

Getting and Giving Help

We strongly encourage you to join the culture of the application development community. This means not struggling with problems in isolation! Rather, when you encounter a problem, please try the following:

- Turn to your favorite search engine and search the Internet for help. Often, you will be most successful in finding the help you need by searching for the exact text of an error message you might be encountering. Sometimes, adding the term RESOLVED to your search query will help you hone-in on Discussion forum posts where someone else has received advice that ultimately resolved the problem they were encountering.
- Form groups of friends, both here in this class and perhaps locally in your geographic area. You can explore the Getting to Know Your Classmates forum, reach out via the course's social media venues, or join a Meetup.
- Use the forums dedicated to each week's topics for help solving technical problems on your
 computer or Android device. Please use the forum that most closely matches your problem.
 Explore the forum to see if others have encountered the same problem and received helpful advice
 that may be useful in your situation. If your problems persist, please do post in the forums to ask for
 help.

If you encounter a problem with the course itself, you have options! You can get help via any of the following means:

- You can report a specific problem by clicking on the **Help** link at the top right of any course page.
- Use the Course Materials Errors forum for problems with course materials such as typos, factual errors, or grading errors.

• Use the Technical Issues forum for problems related to the Coursera platform such as broken links, error messages, and other technical issues.

Due to the very large number of students enrolled in this course, the instructor is not able to answer emails sent directly to his account. Rather, all questions should be posted to one of the above forums. You are encouraged to help your fellow students by responding to posts made in these forums with solutions and by "voting up" the most important posts. University of Illinois staff will monitor these forums and will focus their attention on those that have been voted up the most.

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https://class.coursera.org/androidapps 101-0...