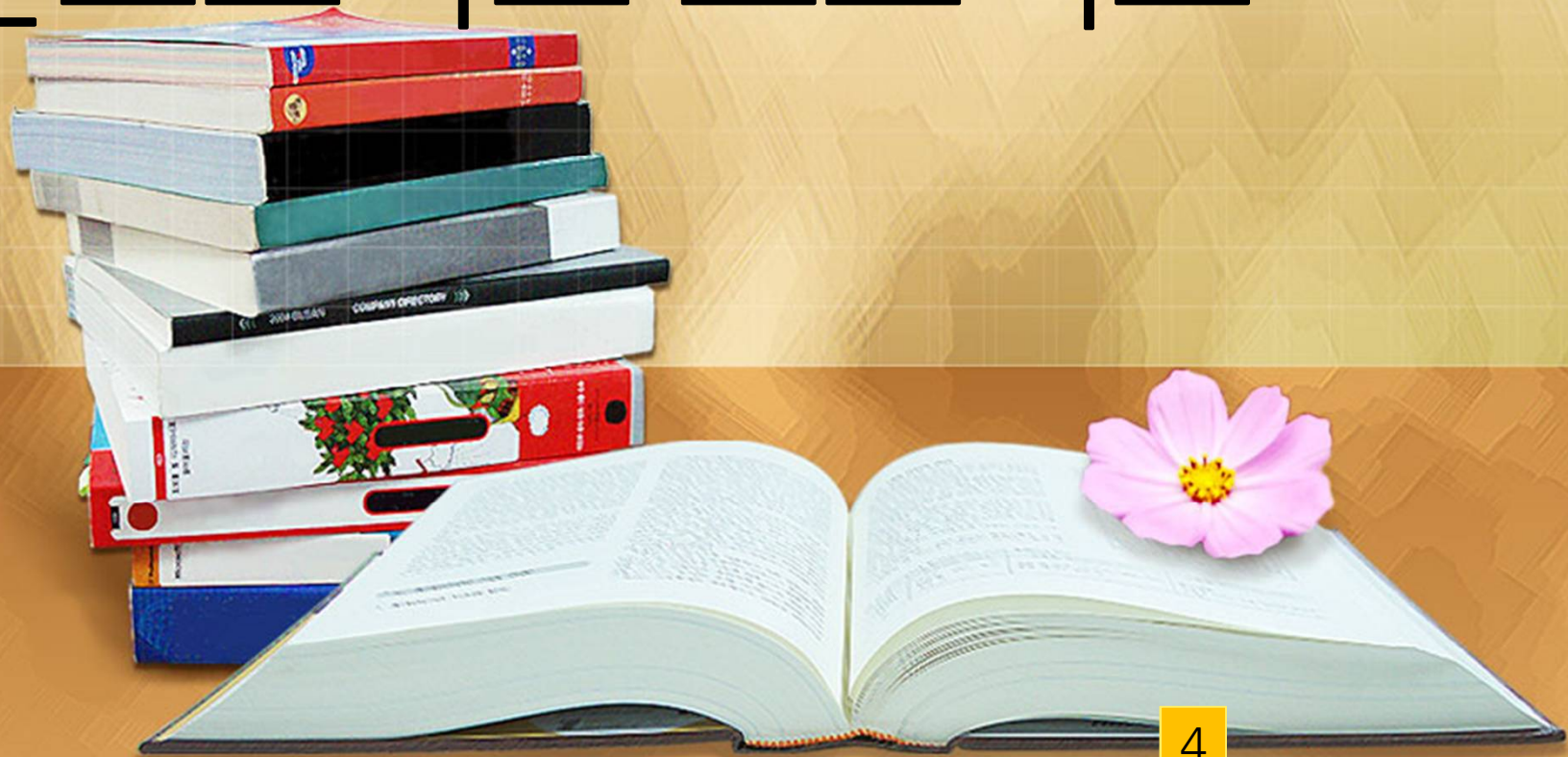


안드로이드 프로젝트





BBS 앱 Project

- spring.bbs 연동을 위한 앱 화면 제작
- 기간: 1일
- 작업 목적
 - DrawerMenu 추가
 - TabLayout + ViewPager + Fragment 추가.
 - Fragment 3개 만든다.
 - 무한 스크롤 리스트뷰.
 - Intro 화면 만들기
 - notification 추가



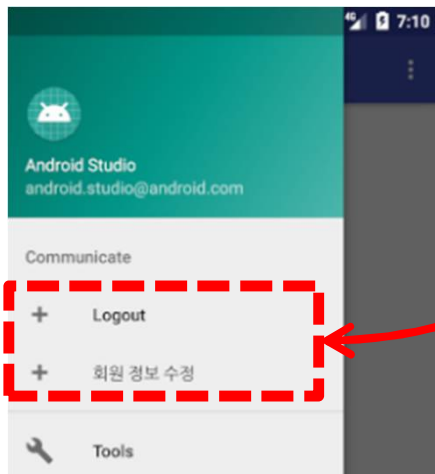
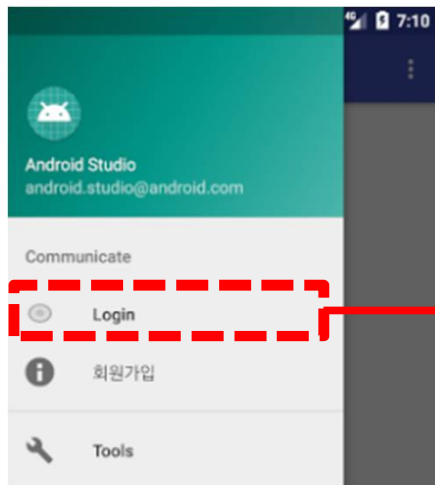
BBS 앱 Project

	1일	2일	3일	4일	5일	6일



st1drawmenu 모듈에 아래 그림과 같이 기능을 추가하시오.

1. startActivityForResult() 와 OnActivityResult()를 이용하여 Activity간에 데이터를 주고 받는 기능을 추가한다.



```
// menu 보이고 감추기..
NavigationView navView = findViewById(R.id.nav_view);
if( navView != null ) {
    Menu menu = navView.getMenu();
    menu.findItem(R.id.nav_logout ).setVisible(true );
    menu.findItem(R.id.nav_login  ).setVisible(false);
    menu.findItem(R.id.nav_register).setVisible(false);
    menu.findItem(R.id.nav_medit  ).setVisible(true );
}
```



Tab And Fragment 추가

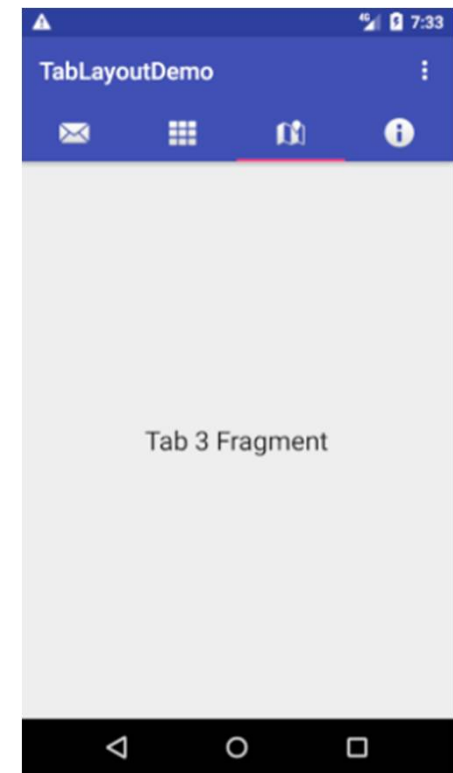
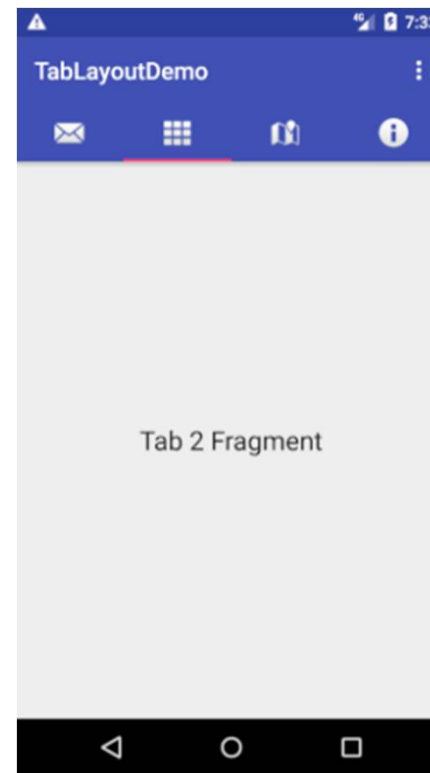
1. build.gradle에 dependency 추가
compile 'com.android.support:design:26.1.0'

2. 아이콘 추가

```
tabLayout.addTab( tabLayout.newTab().setIcon(android.R.drawable.ic_dialog_email));  
tabLayout.addTab( tabLayout.newTab().setIcon(android.R.drawable.ic_dialog_dialer));  
tabLayout.addTab( tabLayout.newTab().setIcon(android.R.drawable.ic_dialog_map) );
```

1. Fragment 3개 추가

FragmentArticleData
FragmentArticleFree
FragmentArticleQna



ListView의 마지막에 도달하면 동적으로 데이터를 추가하는 무한히 스크롤 되는 앱을 만들어 보자.

- ListView의 setOnScrollListener 방법을 이해한다.
- AsyncTask / AlertDialog / ProgressBar 를 이용하는 방법을 이해한다.

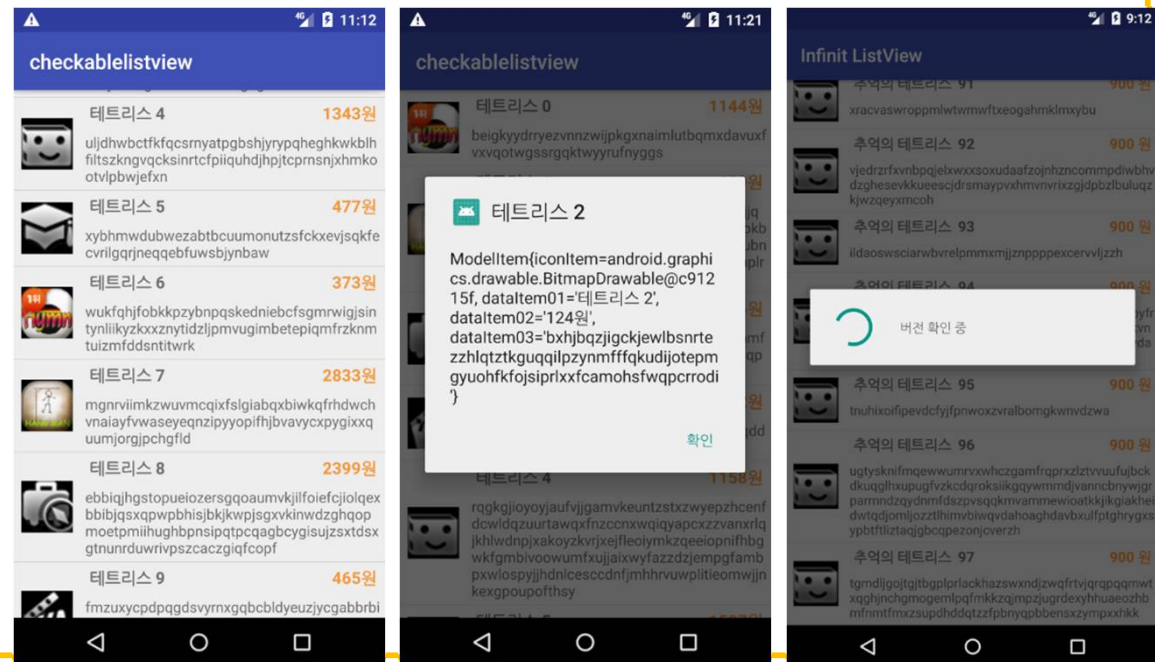
사용하는 이미지

- res/drawable/icon01.png
- res/drawable/icon02.png
- res/drawable/icon03.png
- res/drawable/icon04.png
- res/drawable/icon05.png
- res/drawable/icon06.png

res/layout/view_item.xml

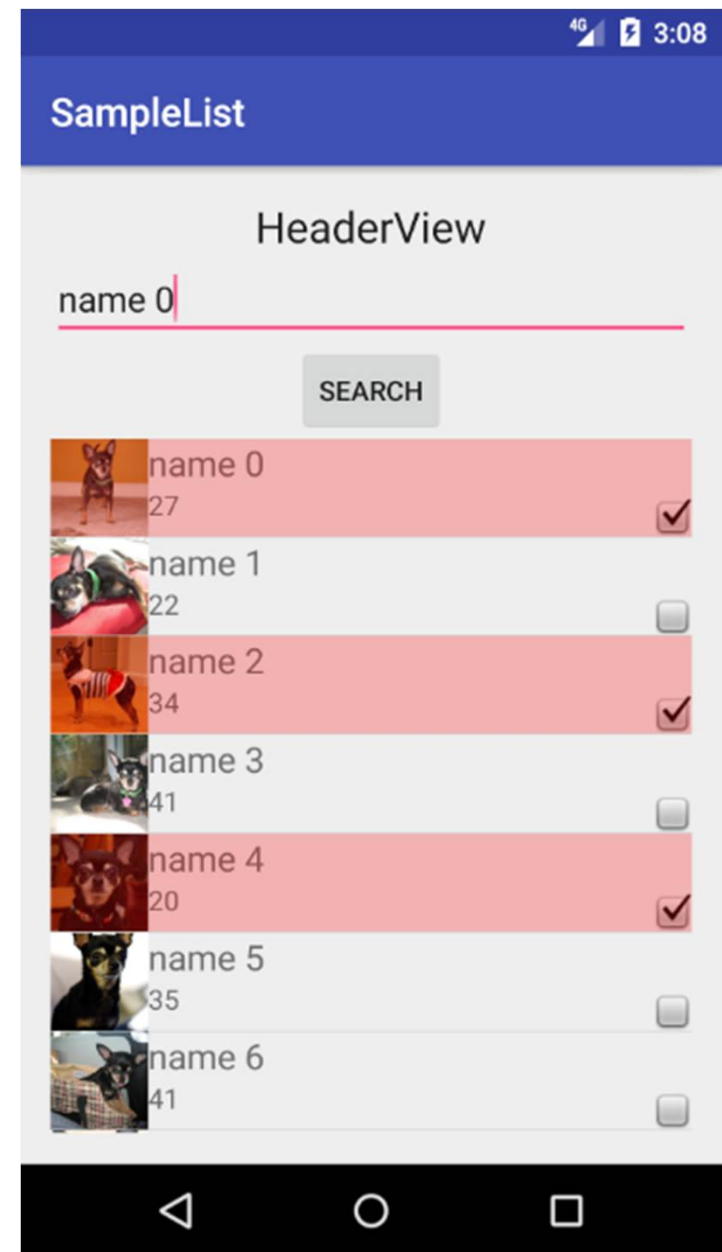
AdapterItem.java

ModelItem.java



실습으로 아래의 그림처럼 앱을 만들어 보자.
st3checkablelistview 에 작성합니다.

- ad21-05.CustomView의 st2personview 모듈 예제를 참조하시오.
- **모델 클래스에 Drawable 필드로 저장하는 방법.**
→ `getResources().getDrawable(R.id.sample_0);`
- `res/layout/view_person.xml`
- `res/layout/header_list_item.xml`
- `res/layout/activity_main.xml`
- `res/valule/attrs_person.xml`
- `ModelPerson.java`
- `MainActivity.java`
- `res/drawable/sample_0.jpg`
- `res/drawable/sample_1.jpg`
- `res/drawable/sample_2.jpg`
- `res/drawable/sample_3.jpg`
- `res/drawable/sample_4.jpg`





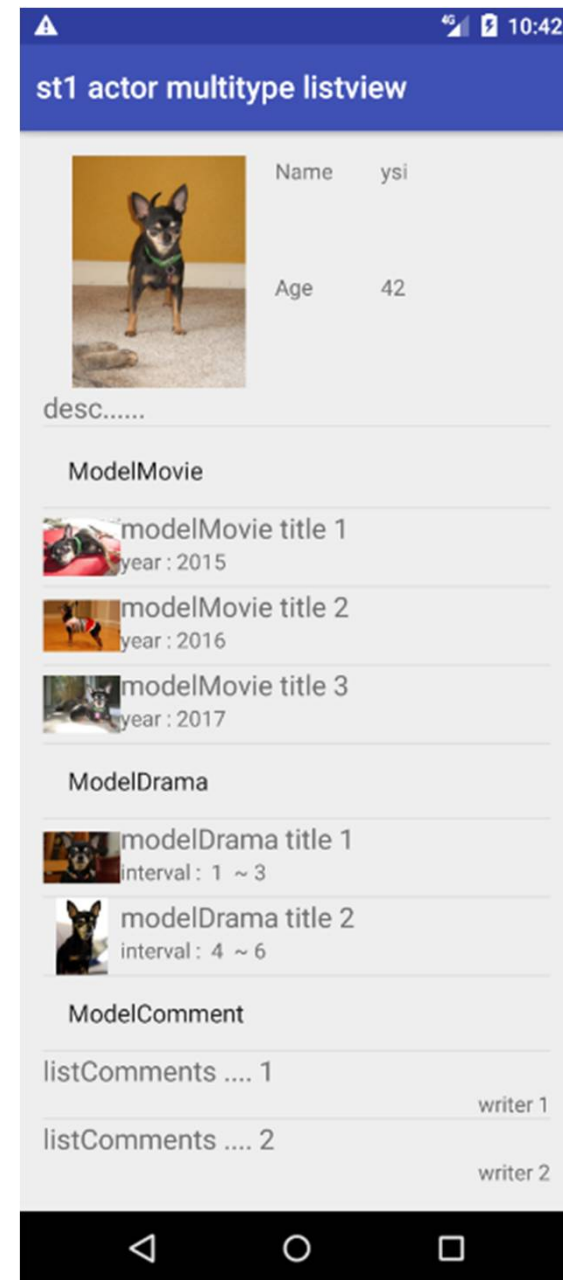
MutiType ListView

st3actor 모듈 에 작성합니다.

activity_main.xml

MainActivity.java

- **모델 클래스에 Drawable 필드로 저장하는 방법.**
→ `getResources().getDrawable(R.id.sample_0);`
- `res/layout/view_actor.xml` --> `ViewActor.java`
- `res/layout/view_comment.xml` --> `ViewComment.java`
- `res/layout/view_drama.xml` --> `ViewDrama.java`
- `res/layout/view_movie.xml` --> `ViewMovie.java`
- `res/drawable/sample_0.jpg`
- `res/drawable/sample_1.jpg`
- `res/drawable/sample_2.jpg`
- `res/drawable/sample_3.jpg`
- `res/drawable/sample_4.jpg`
- `res/drawable/sample_5.jpg`
- `res/drawable/sample_6.jpg`



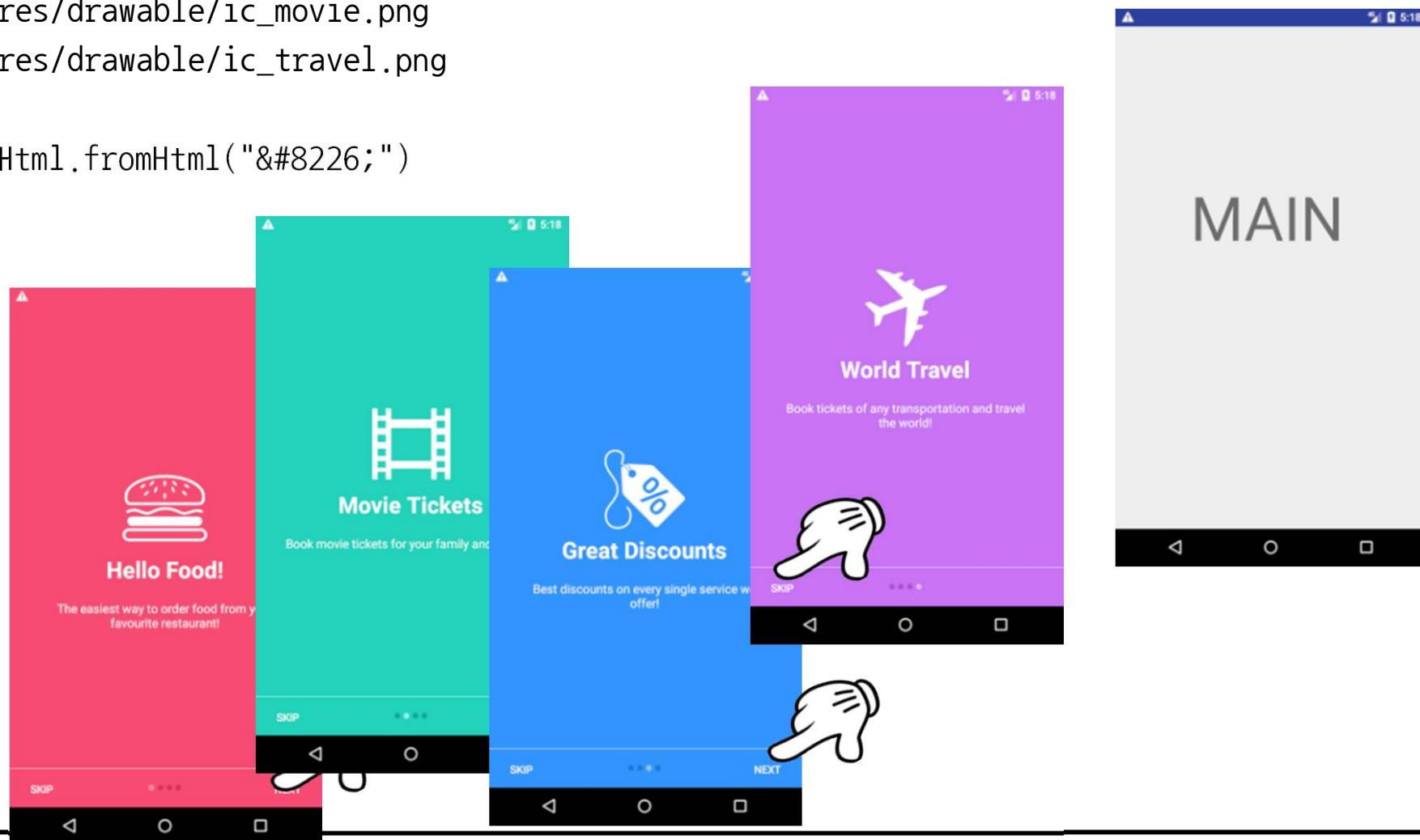


prj01.bbs

ViewPager를 이용한 Intro 추가

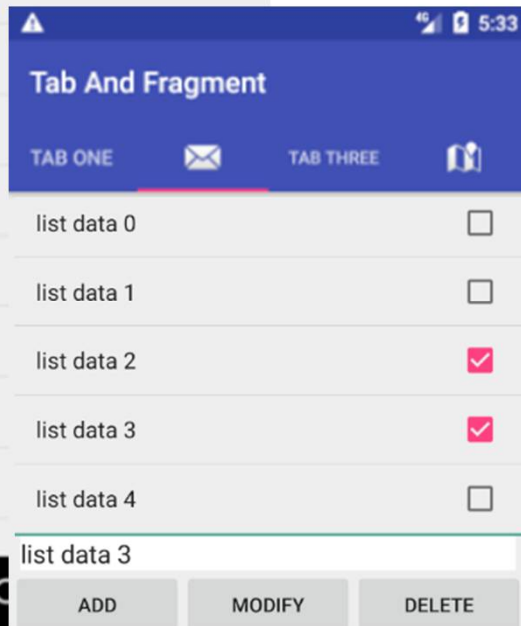
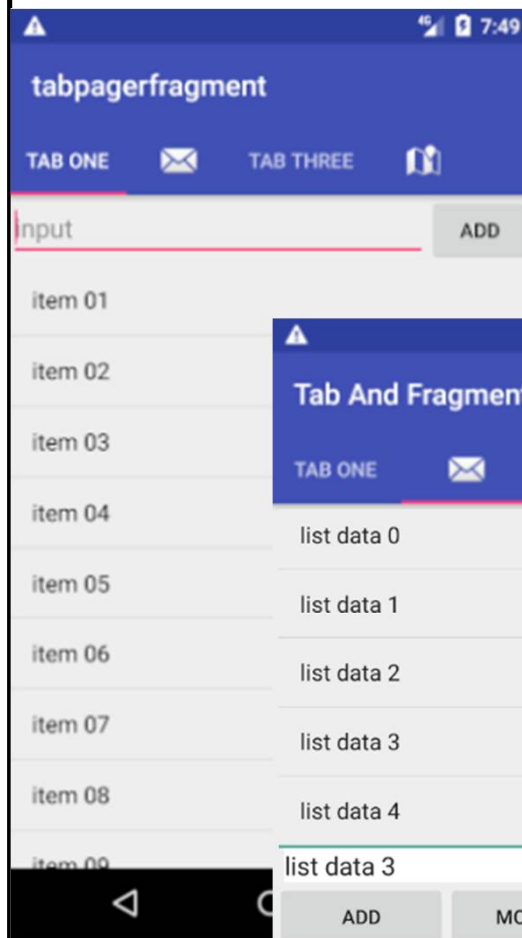
st7 모듈에 작성하시오. SharedPreferences와 Fragment를 이용한 Intro 만들기

- res/drawable/ic_discount.png
- res/drawable/ic_food.png
- res/drawable/ic_movie.png
- res/drawable/ic_travel.png
- `Html.fromHtml("•")`





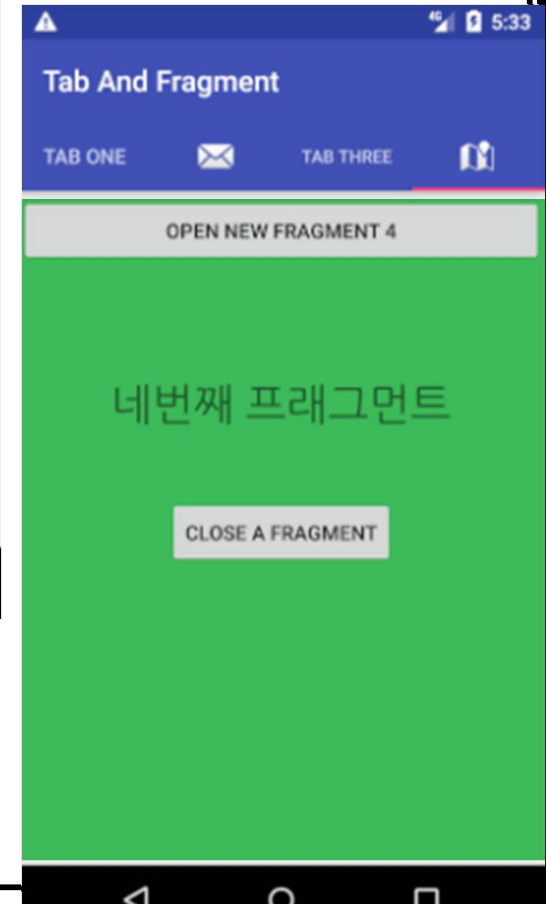
st3 모듈.



ad23-01.SimpleListView의
st5checklistview 모듈 참고



ad23-05.CustomListView 참고





ad34-01

Notification

```
CharSequence contextTitle = "new message";
CharSequence contextText = "welcome to an android world";

Context context = getApplicationContext();
Intent notifyIntent = new Intent(getApplicationContext(), NotificationActivity.class);
PendingIntent ci = PendingIntent.getActivity(getApplicationContext(), 0, notifyIntent, 0);
Notification noti = new Notification.Builder(context)
    .setContentTitle(contextTitle)
    .setContentText(contextText)
    .setSmallIcon(R.drawable.wikibooks_logo_trans)
    .setContentIntent(ci)
    // .setLargeIcon(aBitmap)
    .build();

NotificationManager nm = (NotificationManager) getSystemService(Context.NOTIFICATION_SERVICE);
nm.notify(1, noti);
```

