

1. Bài tập 1: Sử dụng Animation từ file XML

a) Mô tả ứng dụng

Định nghĩa các animation fade in/out, rotate, zoom in/out, move, blink, slide up, bounce, combine... bằng xml từ các animation cơ bản của Android gồm: ScaleAnimation, TranslateAnimation, RotateAnimation, AlphaAnimation để tạo hiệu ứng hiển thị ImageView.

b) Các bước thực hiện

- Xây dựng các file dimens.xml

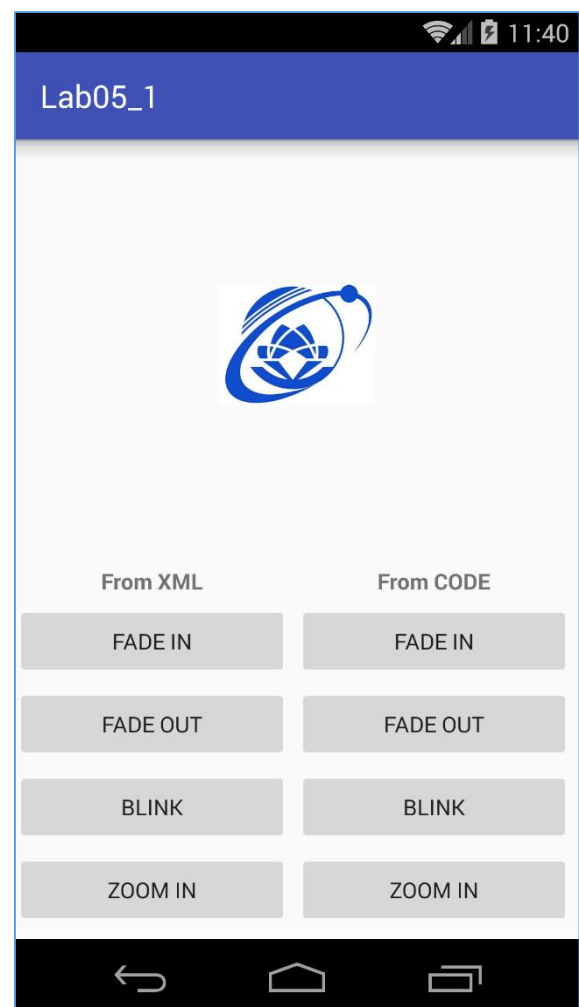
| Name | Value |
|---------------|-------|
| margin_base | 5dp |
| margin_basex2 | 10dp |
| text_medium | 16sp |
| image_base | 100dp |

- Xây dựng file strings.xml

| Name | Value |
|-----------|-----------|
| from_xml | From XML |
| from_code | From CODE |
| fade_in | Fade In |
| fade_out | Fade Out |
| blink | Blink |
| zoom_in | Zoom In |
| zoom_out | Zoom Out |
| rotate | Rotate |
| move | Move |
| slide_up | Slide Up |
| bounce | Bounce |
| combine | Combine |

- Xây dựng giao diện

```
<?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:layout_width="match_parent"
    android:layout_height="match_parent">
```



```
        android:orientation="vertical"
        tools:context="uit.edu.vn.lab05_1.MainActivity">
        <FrameLayout
            android:layout_width="match_parent"
            android:layout_height="0dp"
            android:layout_weight="6">
        <ImageView
            android:id="@+id/iv_uit_logo"
            android:layout_width="@dimen/image_base"
            android:layout_height="@dimen/image_base"
            android:layout_gravity="center"
            android:scaleType="fitCenter"
            android:src="@drawable/uit_logo"/>
        </FrameLayout>
        <LinearLayout
            android:layout_marginTop="@dimen/margin_basex2"
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:orientation="horizontal">
        <TextView
            android:layout_width="0dp"
            android:layout_height="wrap_content"
            android:layout_weight="1"
            android:text="@string/from_xml"
            android:gravity="center"
            android:textStyle="bold"
            android:layout_marginRight="@dimen/margin_base"/>
        <TextView
            android:layout_width="0dp"
            android:layout_height="wrap_content"
            android:layout_weight="1"
            android:text="@string/from_code"
            android:textStyle="bold"
            android:gravity="center"
            android:layout_marginRight="@dimen/margin_base"/>
        </LinearLayout>
        <ScrollView
            android:layout_width="match_parent"
            android:layout_height="0dp"
            android:layout_weight="5">
        <LinearLayout
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:orientation="vertical">
        <LinearLayout
            android:layout_marginTop="@dimen/margin_base"
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:orientation="horizontal">
        <Button
            android:id="@+id/btn_fade_in_xml"
            android:layout_width="0dp"
            android:layout_height="wrap_content"
            android:layout_weight="1"
            android:text="@string/fade_in"
            android:gravity="center"
            android:layout_marginRight="@dimen/margin_base"/>
        <Button
            android:id="@+id/btn_fade_in_code"
            android:layout_width="0dp"
```

```

        android:layout_height="wrap_content"
        android:layout_weight="1"
        android:text="@string/fade_in"
        android:gravity="center"
        android:layout_marginRight="@dimen/margin_base"/>
    </LinearLayout>
    <LinearLayout
        android:layout_marginTop="@dimen/margin_base"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:orientation="horizontal">
        <Button
            android:id="@+id/btn_fade_out_xml"
            android:layout_width="0dp"
            android:layout_height="wrap_content"
            android:layout_weight="1"
            android:text="@string/fade_out"
            android:gravity="center"
            android:layout_marginRight="@dimen/margin_base"/>
        <Button
            android:id="@+id/btn_fade_out_code"
            android:layout_width="0dp"
            android:layout_height="wrap_content"
            android:layout_weight="1"
            android:text="@string/fade_out"
            android:gravity="center"
            android:layout_marginRight="@dimen/margin_base"/>
    </LinearLayout>
    <LinearLayout
        android:layout_marginTop="@dimen/margin_base"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:orientation="horizontal">
        <Button
            android:id="@+id/btn_blink_xml"
            android:layout_width="0dp"
            android:layout_height="wrap_content"
            android:layout_weight="1"
            android:text="@string/blink"
            android:gravity="center"
            android:layout_marginRight="@dimen/margin_base"/>
        <Button
            android:id="@+id/btn_blink_code"
            android:layout_width="0dp"
            android:layout_height="wrap_content"
            android:layout_weight="1"
            android:text="@string/blink"
            android:gravity="center"
            android:layout_marginRight="@dimen/margin_base"/>
    </LinearLayout>
    <LinearLayout
        android:layout_marginTop="@dimen/margin_base"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:orientation="horizontal">
        <Button
            android:id="@+id/btn_zoom_in_xml"
            android:layout_width="0dp"
            android:layout_height="wrap_content"
            android:layout_weight="1"

```

```
        android:text="@string/zoom_in"
        android:gravity="center"
        android:layout_marginRight="@dimen/margin_base"/>
    <Button
        android:id="@+id/btn_zoom_in_code"
        android:layout_width="0dp"
        android:layout_height="wrap_content"
        android:layout_weight="1"
        android:text="@string/zoom_in"
        android:gravity="center"
        android:layout_marginRight="@dimen/margin_base"/>
</LinearLayout>
<LinearLayout
    android:layout_marginTop="@dimen/margin_base"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:orientation="horizontal">
    <Button
        android:id="@+id/btn_zoom_out_xml"
        android:layout_width="0dp"
        android:layout_height="wrap_content"
        android:layout_weight="1"
        android:text="@string/zoom_out"
        android:gravity="center"
        android:layout_marginRight="@dimen/margin_base"/>
    <Button
        android:id="@+id/btn_zoom_out_code"
        android:layout_width="0dp"
        android:layout_height="wrap_content"
        android:layout_weight="1"
        android:text="@string/zoom_out"
        android:gravity="center"
        android:layout_marginRight="@dimen/margin_base"/>
</LinearLayout>
<LinearLayout
    android:layout_marginTop="@dimen/margin_base"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:orientation="horizontal">
    <Button
        android:id="@+id/btn_rotate_xml"
        android:layout_width="0dp"
        android:layout_height="wrap_content"
        android:layout_weight="1"
        android:text="@string/rotate"
        android:gravity="center"
        android:layout_marginRight="@dimen/margin_base"/>
    <Button
        android:id="@+id/btn_rotate_code"
        android:layout_width="0dp"
        android:layout_height="wrap_content"
        android:layout_weight="1"
        android:text="@string/rotate"
        android:gravity="center"
        android:layout_marginRight="@dimen/margin_base"/>
</LinearLayout>
<LinearLayout
    android:layout_marginTop="@dimen/margin_base"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
```

```
        android:orientation="horizontal">
        <Button
            android:id="@+id/btn_move_xml"
            android:layout_width="0dp"
            android:layout_height="wrap_content"
            android:layout_weight="1"
            android:text="@string/move"
            android:gravity="center"
            android:layout_marginRight="@dimen/margin_base"/>
        <Button
            android:id="@+id/btn_move_code"
            android:layout_width="0dp"
            android:layout_height="wrap_content"
            android:layout_weight="1"
            android:text="@string/move"
            android:gravity="center"
            android:layout_marginRight="@dimen/margin_base"/>
    </LinearLayout>
    <LinearLayout
        android:layout_marginTop="@dimen/margin_base"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:orientation="horizontal">
        <Button
            android:id="@+id/btn_slide_up_xml"
            android:layout_width="0dp"
            android:layout_height="wrap_content"
            android:layout_weight="1"
            android:text="@string/slide_up"
            android:gravity="center"
            android:layout_marginRight="@dimen/margin_base"/>
        <Button
            android:id="@+id/btn_slide_up_code"
            android:layout_width="0dp"
            android:layout_height="wrap_content"
            android:layout_weight="1"
            android:text="@string/slide_up"
            android:gravity="center"
            android:layout_marginRight="@dimen/margin_base"/>
    </LinearLayout>
    <LinearLayout
        android:layout_marginTop="@dimen/margin_base"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:orientation="horizontal">
        <Button
            android:id="@+id/btn_bounce_xml"
            android:layout_width="0dp"
            android:layout_height="wrap_content"
            android:layout_weight="1"
            android:text="@string/bounce"
            android:gravity="center"
            android:layout_marginRight="@dimen/margin_base"/>
        <Button
            android:id="@+id/btn_bounce_code"
            android:layout_width="0dp"
            android:layout_height="wrap_content"
            android:layout_weight="1"
            android:text="@string/bounce"
            android:gravity="center"
```

```

        android:layout_marginRight="@dimen/margin_base"/>
    </LinearLayout>
    <LinearLayout
        android:layout_marginTop="@dimen/margin_base"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:orientation="horizontal">
        <Button
            android:id="@+id/btn_combine_xml"
            android:layout_width="0dp"
            android:layout_height="wrap_content"
            android:layout_weight="1"
            android:text="@string/combine"
            android:gravity="center"
            android:layout_marginRight="@dimen/margin_base"/>
        <Button
            android:id="@+id/btn_combine_code"
            android:layout_width="0dp"
            android:layout_height="wrap_content"
            android:layout_weight="1"
            android:text="@string/combine"
            android:gravity="center"
            android:layout_marginRight="@dimen/margin_base"/>
        </LinearLayout>
    </LinearLayout>
</ScrollView>

</LinearLayout>

```

- Định nghĩa animation Fade In trong file xml như sau
 - Tạo folder **anim** trong folder **res**
 - Tạo file **anim_fade_in.xml** trong folder **anim** với nội dung như sau

```

<?xml version="1.0" encoding="utf-8"?>
<set xmlns:android="http://schemas.android.com/apk/res/android"
    android:fillAfter="true" >

    <alpha
        android:duration="1000"
        android:fromAlpha="0.0"
        android:toAlpha="1.0" />

</set>

```

- Khai báo biến và xây dựng các hàm findViewByIds và InitVariables

```

private Button btnFadeInXml, btnFadeInCode, btnFadeOutXml, btnFadeOutCode,
    btnBlinkXml,
        btnBlinkCode, btnZoomInXml, btnZoomInCode, btnZoomOutXml,
    btnZoomOutCode, btnRotateXml,
        btnRotateCode, btnMoveXml, btnMoveCode, btnSlideUpXml, btnSlideUpCode,
    btnBounceXml,
        btnBounceCode, btnCombineXml, btnCombineCode;

```

```
private ImageView ivUitLogo;
private Animation.AnimationListener animationListener;

private void findViewsByIds() {
    ivUitLogo = (ImageView) findViewById(R.id.iv_uit_logo);
    btnFadeInXml = (Button) findViewById(R.id.btn_fade_in_xml);
    btnFadeInCode = (Button) findViewById(R.id.btn_fade_in_code);
    btnFadeOutXml = (Button) findViewById(R.id.btn_fade_out_xml);
    btnFadeOutCode = (Button) findViewById(R.id.btn_fade_out_code);
    btnBlinkXml = (Button) findViewById(R.id.btn_blink_xml);
    btnBlinkCode = (Button) findViewById(R.id.btn_blink_code);
    btnZoomInXml = (Button) findViewById(R.id.btn_zoom_in_xml);
    btnZoomInCode = (Button) findViewById(R.id.btn_zoom_in_code);
    btnZoomOutXml = (Button) findViewById(R.id.btn_zoom_out_xml);
    btnZoomOutCode = (Button) findViewById(R.id.btn_zoom_out_code);
    btnRotateXml = (Button) findViewById(R.id.btn_rotate_xml);
    btnRotateCode = (Button) findViewById(R.id.btn_rotate_code);
    btnMoveXml = (Button) findViewById(R.id.btn_move_xml);
    btnMoveCode = (Button) findViewById(R.id.btn_move_code);
    btnSlideUpXml = (Button) findViewById(R.id.btn_slide_up_xml);
    btnSlideUpCode = (Button) findViewById(R.id.btn_slide_up_code);
    btnBounceXml = (Button) findViewById(R.id.btn_bounce_xml);
    btnBounceCode = (Button) findViewById(R.id.btn_bounce_code);
    btnCombineXml = (Button) findViewById(R.id.btn_combine_xml);
    btnCombineCode = (Button) findViewById(R.id.btn_combine_code);
}

private void initVariables() {
    animationListener = new Animation.AnimationListener() {
        @Override
        public void onAnimationStart(Animation animation) {

        }

        @Override
        public void onAnimationEnd(Animation animation) {
            Toast.makeText(getApplicationContext(), "Animation Stopped",
                Toast.LENGTH_SHORT).show();
        }

        @Override
        public void onAnimationRepeat(Animation animation) {

        }
    };
}
```

- Override hàm onCreate để load và start Animation khi user nhấn vào button tương ứng:

```
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);

    findViewsByIds();
    initVariables();

    // HandleClickAnimationXML
    // load the animation
    final Animation animation = AnimationUtils.loadAnimation(MainActivity.this,
        R.anim.anim_fade_in);

    // set animation listener
    animation.setAnimationListener(animationListener);

    // Handle onclickListener to start animation
    btnFadeInXml.setOnClickListener(new View.OnClickListener() {
        @Override
        public void onClick(View v) {
            ivUITLogo.startAnimation(animation);
        }
    });
}
```

Yêu cầu: Hiện tại, animation Fade In đã được gán cho ivUITLogo khi user nhấn btnFadeInXml. Sinh viên chỉnh sửa, bổ sung code để các animation hoạt động khi user nhấn vào các button (btn**Something**Xml) tương ứng.

Hướng dẫn: Sinh viên thực hiện các bước sau

- Định nghĩa các animation còn lại vào các file xml tương ứng

| Tên file | Nội dung |
|-----------------|---|
| anim_blink.xml | <pre><?xml version="1.0" encoding="utf-8"?> <set xmlns:android="http://schemas.android.com/apk/res/android" <alpha android:fromAlpha="0.0" android:toAlpha="1.0" android:duration="300" android:repeatMode="reverse" android:repeatCount="3"/> </set></pre> |
| anim_bounce.xml | <pre><?xml version="1.0" encoding="utf-8"?> <set xmlns:android="http://schemas.android.com/apk/res/android" android:fillAfter="true" android:interpolator="@android:anim/bounce_interpolator"> <scale android:duration="500" android:fromXScale="1.0" android:fromYScale="0.0" android:toXScale="1.0" android:toYScale="1.0" /> </set></pre> |

| | |
|-------------------|--|
| anim_fade_out.xml | <pre><?xml version="1.0" encoding="utf-8"?> <set xmlns:android="http://schemas.android.com/apk/res/android" android:fillAfter="true" > <alpha android:duration="1000" android:fromAlpha="1.0" android:toAlpha="0.0" /> </set></pre> |
| anim_move.xml | <pre><?xml version="1.0" encoding="utf-8"?> <set xmlns:android="http://schemas.android.com/apk/res/android" android:interpolator="@android:anim/linear_interpolator" android:fillAfter="true"> <translate android:fromXDelta="0%p" android:toXDelta="75%p" android:duration="800" /> </set></pre> |
| anim_rotate.xml | <pre><?xml version="1.0" encoding="utf-8"?> <set xmlns:android="http://schemas.android.com/apk/res/android"> <rotate android:fromDegrees="0" android:toDegrees="360" android:pivotX="50%" android:pivotY="50%" android:duration="600" android:repeatMode="restart" android:repeatCount="2" android:interpolator="@android:anim/cycle_interpolator"/> </set></pre> |
| anim_slide_up.xml | <pre><?xml version="1.0" encoding="utf-8"?> <set xmlns:android="http://schemas.android.com/apk/res/android" android:fillAfter="true" > <scale android:duration="500" android:fromXScale="1.0" android:fromYScale="1.0" android:toXScale="1.0" android:toYScale="0.0" /> </set></pre> |
| anim_zoom_in.xml | <pre><?xml version="1.0" encoding="utf-8"?> <set xmlns:android="http://schemas.android.com/apk/res/android" android:fillAfter="true" > <scale xmlns:android="http://schemas.android.com/apk/res/android" android:duration="1000"</pre> |

| | |
|-------------------|---|
| | <pre> android:fromXScale="1" android:fromYScale="1" android:pivotX="50%" android:pivotY="50%" android:toXScale="3" android:toYScale="3" > </scale> </set> </pre> |
| anim_zoom_out.xml | <pre> <?xml version="1.0" encoding="utf-8"?> <set xmlns:android="http://schemas.android.com/apk/res/android" android:fillAfter="true" > <scale xmlns:android="http://schemas.android.com/apk/res/android" android:duration="1000" android:fromXScale="1.0" android:fromYScale="1.0" android:pivotX="50%" android:pivotY="50%" android:toXScale="0.5" android:toYScale="0.5" > </scale> </set> </pre> |
| anim_combine.xml | <pre> <?xml version="1.0" encoding="utf-8"?> <set xmlns:android="http://schemas.android.com/apk/res/android" android:fillAfter="true" android:interpolator="@android:anim/linear_interpolator" > <scale xmlns:android="http://schemas.android.com/apk/res/android" android:duration="4000" android:fromXScale="1" android:fromYScale="1" android:pivotX="50%" android:pivotY="50%" android:toXScale="3" android:toYScale="3" > </scale> <!-- Rotate 180 degrees --> <rotate android:duration="500" android:fromDegrees="0" android:pivotX="50%" android:pivotY="50%" android:repeatCount="2" android:repeatMode="restart" android:toDegrees="360" /> </set> </pre> |

- Chuyển nội dung đoạn code **load animation từ xml và bắt sự kiện onClick cho button** (trong hàm onCreate ở trên) vào 1 hàm mới:

```
private void handleClickAnimationXml(Button btn, int animId)
{
    // Sinh viên tự sửa lại code cho phù hợp
}
```

Trong đó: btn sẽ được truyền vào là một Button và animId là id của file Xml tương ứng với animation cần set cho button đó.

- Cuối cùng, lần lượt gọi hàm handleClickAnimationXml trong hàm onCreate() như sau:

```
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);

    findViewsByIds();
    initVariables();

    // HandleClickAnimationXML
    handleClickAnimationXml(btnFadeInXml, R.anim.anim_fade_in);
    handleClickAnimationXml(btnFadeOutXml, R.anim.anim_fade_out);
    handleClickAnimationXml(btnBlinkXml, R.anim.anim_blink);
    handleClickAnimationXml(btnZoomInXml, R.anim.anim_zoom_in);
    handleClickAnimationXml(btnZoomOutXml, R.anim.anim_zoom_out);
    handleClickAnimationXml(btnRotateXml, R.anim.anim_rotate);
    handleClickAnimationXml(btnMoveXml, R.anim.anim_move);
    handleClickAnimationXml(btnSlideUpXml, R.anim.anim_slide_up);
    handleClickAnimationXml(btnBounceXml, R.anim.anim_bounce);
    handleClickAnimationXml(btnCombineXml, R.anim.anim_combine);
}
```

2. Bài tập 2: Sử dụng Animation từ code

Sinh viên tiếp tục sử dụng nội dung thực hành ở Bài tập 1 để thực hiện tiếp Bài tập 2.

- Xây dựng hàm handleClickAnimationCode

```
private void handleClickAnimationCode(Button btn, final Animation animation) {
    // Handle onclickListener to start animation
    btn.setOnClickListener(new View.OnClickListener() {
        @Override
        public void onClick(View v) {
```

```
        ivUITLogo.startAnimation(animation);
    }
});
}
```

- Xây dựng hàm khởi tạo Fade In animation từ AlphaAnimation

```
private Animation initFadeInAnimation()
{
    AlphaAnimation animation = new AlphaAnimation(0f, 1f);
    animation.setDuration(3000);
    animation.setFillAfter(true);
    animation.setAnimationListener(animationListener);
    return animation;
}
```

- Gọi hàm xử lý sự kiện click button tương ứng trong hàm onCreate()

```
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);

    findViewById();
    initVariables();

    // HandleClickAnimationXML
    handleClickAnimationXml(btnFadeInXml, R.anim.anim_fade_out);
    handleClickAnimationXml(btnFadeOutXml, R.anim.anim_fade_out);
    handleClickAnimationXml(btnBlinkXml, R.anim.anim_blink);
    handleClickAnimationXml(btnZoomInXml, R.anim.anim_zoom_in);
    handleClickAnimationXml(btnZoomOutXml, R.anim.anim_zoom_out);
    handleClickAnimationXml(btnRotateXml, R.anim.anim_rotate);
    handleClickAnimationXml(btnMoveXml, R.anim.anim_move);
    handleClickAnimationXml(btnSlideUpXml, R.anim.anim_slide_up);
    handleClickAnimationXml(btnBounceXml, R.anim.anim_bounce);
    handleClickAnimationXml(btnCombineXml, R.anim.anim_combine);

    // HandleClickAnimationCode
    handleClickAnimationCode(btnFadeInCode, initFadeInAnimation());
}
```

Yêu cầu: sinh viên tự xây dựng các hàm khởi tạo Fade Out, Blink và gắn sự kiện click cho các button btnFadeOutCode, btnBlinkCode.

3. Bài tập 3: Tạo animation khi start Activity mới

Các bước thực hiện:

- Tạo một activity mới với giao diện như hình:



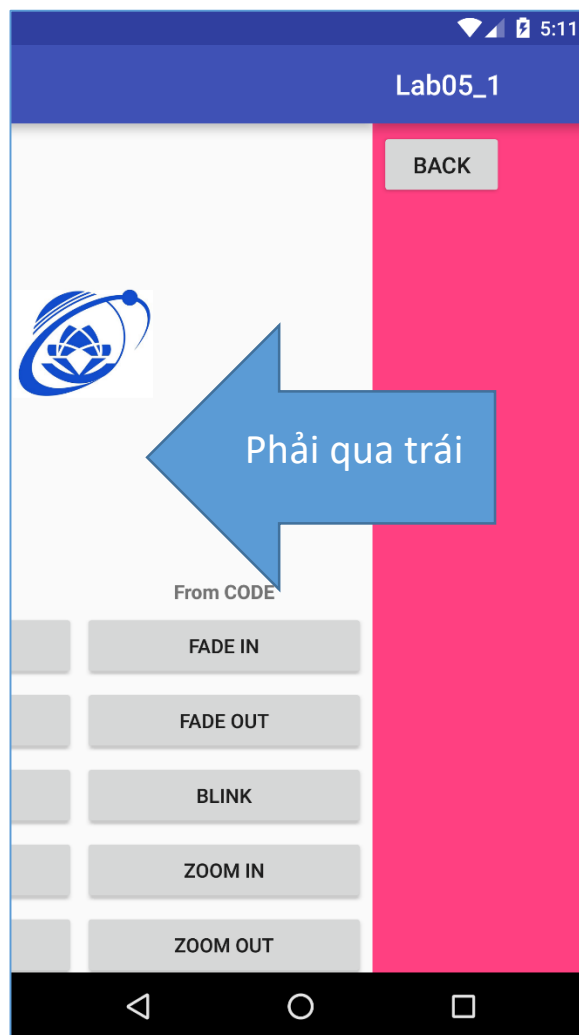
Khi user nhấn Back, ứng dụng sẽ finish activity hiện tại (new activity) để trở về MainActivity.

- Bắt sự kiện click ivUitLogo để start activity mới và set animation (fade in/out) khi chuyển đổi giữa 2 activity

```
// Start new activity when user clicks ivUITLogo
ivUITLogo.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v) {
        Intent iNewActivity=new Intent(MainActivity.this, Main2Activity.class);
        startActivity(iNewActivity);

        overridePendingTransition(R.anim.anim_fade_in,R.anim.anim_fade_out);
    }
});
```

Yêu cầu: sinh viên đổi animation chuyển giữa 2 activity thành dạng new activity đẩy MainActivity từ phải qua trái như hình minh họa



I. THAM KHẢO THÊM (Tự xem thêm)

1. Google Cloud Message

- <https://duythanhcse.wordpress.com/2014/10/30/bai-50-cach-su-dung-google-cloud-message-trong-android/>
- <https://techmaster.vn/posts/33846/google-cloud-messaging-gui-push-notifications>

2. Google Maps APIs

- <https://duythanhcse.wordpress.com/2014/12/20/bai-53-google-maps-android-api-phan-1/>
- <https://duythanhcse.wordpress.com/2014/12/21/bai-54-google-maps-android-api-phan-2/>
- <http://t3h.vn/lap-trinh-di-dong/tin-tuc/Kham-pha-lap-trinh-di-dong/Google-Maps-Android-API-phan-1-479>

3. Get Location

- <https://developer.android.com/training/location/retrieve-current.html>
- <http://stackoverflow.com/questions/17591147/how-to-get-current-location-in-android>

4. Task thường gặp khi đi làm

Sử dụng **retrofit** gọi 1 API từ server. Sau đó, parse JSON (từ API trả về) thành list các java objects sử dụng **GSON**. Hiển thị list java object lên listview (có thể dùng **QuickAdapter** để custom). Mỗi item trong listview tương ứng một java object. Mỗi object có 1 url dẫn tới hình ảnh (icon) trên mạng. Dùng **Glide** để hiển thị hình ảnh (icon) đó cho từng object.