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GitHub link:

https://github.com/LukeT11/WebMobileProgramming/tree/main/Mobile Lessons/Mobile ICP2

Mobile ICP2

Basic of Android Studio (Layouts, Views, Intents)

Introduction

Android Studio uses Layouts which defines the structure for a user interface within an app. All elements in the layouts are built using a hierarchy of View (user can see and interact with) and ViewGroup (invisible container defining layout structure) objects. Layout types include constraint, relative linear and grid.

Android Studio uses Views which represent the basic building block for user interface components which occupy an area on the screen with drawing and event handling. This is used for the base class for widgets (interactive UI components). View types include text, image, video, list, button, etc.

Android Studio uses Intents which is a messaging object that can be used to request an action from another app component. Three fundamental use cases include starting an activity, starting a service, and delivering a broadcast. These include Explicit (specify component by name) and Implicit (do not specify a component by name, general action to perform) intents.

Tasks

Mobile ICP2 tasks, description, and example uses.

Tasks (Android Studio Pizza Order Application):

- Main Activity should contain submit button, pizza type, quantity, text field, and checkboxes
- Add Two more options for the toppings
- Create 'ORDER' and 'SUMMARY' buttons beside each other
- When clicked, 'SUMMARY' button should display the order summary in a new activity in a list view
- When clicked, 'GO TO ORDER' button should navigate back to the Order screen
- When clicked, 'ORDER' button should have the option to send an email with the summary of order
- Include Image, Button, Spinner, Checkbox, Radio Views, and Relative/Linear Layouts
- Appropriate Icon for the application

Code

• Acitvity_main.xml

```
<
```

```
android:layout_midth="wrap_content"
android:layout_maight="wrap_content"
android:layout_maight="wrap_content"
android:layout_maight="wrap_content"
android:layout_midth="match_parent"
android:layout_width="match_parent"
android:layout_midth="match_parent"
android:layout_height="wrap_content"
android:paddingfopt="8dp"
android:paddingfopt="8dp"
android:paddingfopt="8dp"
android:layout_width="dop"
android:layout_width="dop"
android:layout_width="dop"
android:layout_maight="4dp"
android:layout_maight="4dp"
android:layout_maight="4dp"
android:layout_maight="4dp"
android:layout_maight="5dp"
android:layout_maight="5dp"
android:layout_midth="dop"
android:layout_midth="dop"
android:layout_midth="4dp"
android:layout_midth="4
```

```
android:layout_width="120dp"
android:layout_height="5ddp"
android:layout_margin="3dp"
android:visibility="gone"/>

</
```

• MainActivity.java

```
g@verride
public void onSaveInstanceState(Bundle savedInstanceState) {
    savedInstanceState.putBoolean("greenPepperKey", greenPepper.isChecked());
    savedInstanceState.putSorlang("nameInputKey", userInputNameView.getFext().toString());
    savedInstanceState.putInt("pizzeQuantity", quantity);
    savedInstanceState.putInt("pizzeQuantity", quantity);
    super.onSaveInstanceState(savedInstanceState);
}

//Restore instance state with saved bundle of order
goverride
protected void onRestoreInstanceState(Bundle savedInstanceState) {
    Boolean savedOlivesChecked = savedInstanceState.getBoolean( key "greenPepperKey");
    olives.setChecked(savedOlivesChecked);

    String savedNameInput = savedInstanceState.getBoolean( key "greenPepperKey");
    greenPepper.setChecked(savedGreenPeppersChecked);

String savedNameInput = savedInstanceState.getBoolean( key "greenPepperKey");
    userInputNameView.setText(savedNameInput);

int savedPizzaType = savedInstanceState.getInt( key "pizzaTypeKey");
    pizzaType.setSelection(savedPizzaType);

int savedPizzaType = savedInstanceState.getInt( key "pizzaTypeKey");
    pizzaType.setSelection(savedPizzaType);

int savedPizzaQuantity = savedInstanceState.getInt( key "pizzaQuantity");
    quantity = savedPizzaQuantity;

//Displays message of selected Pizza type spinner
goverride
    public void onItemSelected(AdapterView<?> adapterView, View view, int i, long l) {
        String text = adapterView.getItemAtPosition(i).toString();
        Toast.makeText(dapterView.getContext(), text, Toast.LENGTH_SHORT).show();
}

//On nothing selected from Pizza type spinner
goverride
public void onNothingSelected(AdapterView<?> adapterView) {
        //On nothing selected from Pizza type spinner
goverride
public void onNothingSelected(AdapterView<?> adapterView) {
        //On onthing selected from Pizza type spinner
goverride
```

```
## * This method is called when the order button is clicked.

# * This method is called when the order button is clicked.

# //Submit Order function get selected data for the pizza order. Used with 'submit' button when clice public void submitOrder(view view) {

# // get user input String userInputName = userInputNameView.getText().toString();

# // Make sure name EditText box filled out. If not, triggers message.

# // Toast.mokeText(.comtext this, box "Must fill out Name", Toast.LENGTH_SHORT).show();

# // Set selected pizza type

# String spinnerText = pizzaType.getSelectedItem().toString();

# Toast.mokeText(pizzaType.getContext(), spinnerText, Toast.LENGTH_SHORT).show();

# // check if olives is selected

# # boolean hasOireenTeppers = greenTepper.isChecked();

# // calculate and store the total price
# float totalPrice = calculatePrice(hasOilves, hasGreenPeppers);

# // calculate and store the order summary

# String orderSummaryMessage = createOrderSummary(userInputName, spinnerText, hasOlives, hasder orderSummaryMuston = findViewSyId(R.id.summary);

# summaryButton = findViewSyId(R.id.summary);

# summaryButton = findViewSyId(R.id.summary);

# showButton(coreButton);

# // Button click listener for Order Button to trigger sending an email function orderButton.setOnClickListener(new View.OnClickListener() {
```

```
//Button click listener for Order Button to trigger sending an email function orderButton.setUnctickListener(new View.OnClickListener() {

@Override
public void onClick(View view) { sendEmail(userInputName, orderSummaryMessage); }

});

//Button click listener for Summary Button to trigger going to summary page/activity,
//takes the summary input in form of a string
summaryButton.setUnctickListener(new View.OnClickListener() {

@Override
public void onClick(View view) {

Intent summaryIntent = new Intent(packageContent HainActivity.this, MainActivity2.cl
summaryIntent.putExtra(name Summary*, prderSummaryHessage);
}

//Function to make a button visible
public void showEdutton(Button btn) { btn.setVisibility(View.VISIBLE); }

//Function to make a EditText Visible
public void showEdutText(EditText txtBox) {txtBox.setVisibility(View.VISIBLE); }

//Function send email with summary to the user

public void sendEmail(String name, String output) {

//Function send email with summary to the user

public void sendEmail(String name, String output) {

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public void sendEmail(String name, String output) {

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public void sendEmail(String name, String output) {

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public void sendEmail(String name, String output) {

//Function sendemail with summary to the user

public void sendEmail(String name, String output) {

//Function sendemail with summary and name

sendBtn.setOnClickListener(new View.OnClickListener() {

@Override

public void sendEmail(view view) {

if (textUtils.isEmpty(emailInput.getText().toString()) {

//Function sendemail & Applepaction

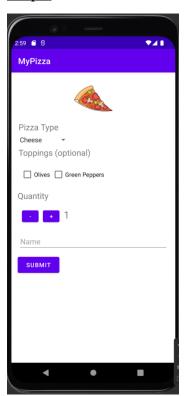
//Function sendemail & Applepaction
```

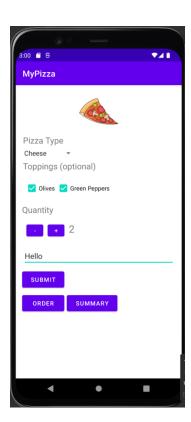
```
| String email = emailInput.getText().toString();
| Intent intent x new Intent(Intent.ACTION_VIEW);
| Intent.puttxra(Intent.LXTRA_CRAIL, email);
| Intent.puttxra(Intent.LXTRA_CRAIL);
|
```

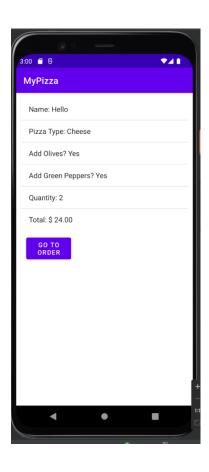
• Acitvity_main2.xml

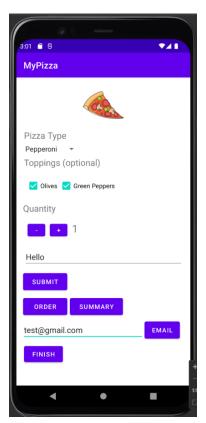
• MainActivity2.java

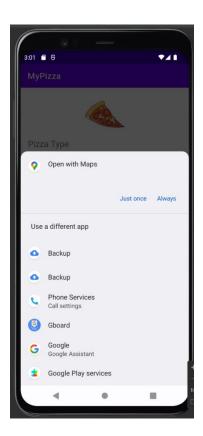
Output







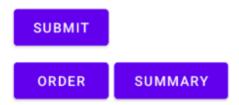




• Image



• Button

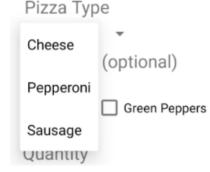


• Checkbox

Toppings (optional)



• Spinner



• Icon



Contributors

I worked independently, so I am the sole contributor.

Conclusion

I used android studio to develop a basic pizza ordering application while learning to use layouts, views, intents, and other widgets along the way. The application contains a main activity screen which requires the user to create a pizza order. I used a spinner for the pizza types, checkboxes for the topping choices, and buttons to choose the quantity. The main activity also includes a name box for the order using an edit text, an order button which allows the user the option to send a summary of there order by email and a summary button. The summary button takes the user to a second activity, a summary screen, which displays a summary of their order using a list view and another button to return the user back to the order screen. I used different layouts to design the activity screens and intents to switch between activities or screens and for the user to send the summary by email. Lastly, I included an image on the main activity and changed the icon of the application to a pizza icon.