activity\_main.xml

*<?***xml version="1.0" encoding="utf-8"***?>*

<**android.support.constraint.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res/android"**

**xmlns:app="http://schemas.android.com/apk/res-auto"**

**xmlns:tools="http://schemas.android.com/tools"**

**android:layout\_width="match\_parent"**

**android:layout\_height="match\_parent"**

**tools:context=".MainActivity"**>

<**TextView**

**android:layout\_width="wrap\_content"**

**android:layout\_height="wrap\_content"**

**android:text="Hello World!"**

**app:layout\_constraintBottom\_toBottomOf="parent"**

**app:layout\_constraintLeft\_toLeftOf="parent"**

**app:layout\_constraintRight\_toRightOf="parent"**

**app:layout\_constraintTop\_toTopOf="parent"** />

</**android.support.constraint.ConstraintLayout**>

MainActivity.java

**package** com.example.jevitha.a25\_3\_gesturedetector;

**import** android.support.v4.view.GestureDetectorCompat;

**import** android.support.v7.app.AppCompatActivity;

**import** android.os.Bundle;

**import** android.util.Log;

**import** android.view.GestureDetector;

**import** android.view.MotionEvent;

**public class** MainActivity **extends** AppCompatActivity

**implements** GestureDetector.OnGestureListener,

GestureDetector.OnDoubleTapListener {

**private static final** String ***DEBUG\_TAG*** = **"Gestures"**;

*//GestureDetectorCompat - Detects various gestures*

*// and events using the supplied MotionEvents.*

**private** GestureDetectorCompat **mDetector**;

@Override

**protected void** onCreate(Bundle savedInstanceState) {

**super**.onCreate(savedInstanceState);

setContentView(R.layout.***activity\_main***);

*// Instantiate the gesture detector with the*

*// application context and an implementation of*

*// GestureDetector.OnGestureListener*

**mDetector** = **new** GestureDetectorCompat(**this**,**this**);

*// Set the gesture detector as the double tap listener.*

**mDetector**.setOnDoubleTapListener(**this**);

}

*//To make it possible for your GestureDetector object to receive events,*

*// you override the View or Activity's onTouchEvent() method,*

*// and pass along all observed events to the detector instance.*

@Override

**public boolean** onTouchEvent(MotionEvent event){

**this**.**mDetector**.onTouchEvent(event);

**return super**.onTouchEvent(event);

}

*// Methods from GestureDetector.OnGestureListener*

@Override

**public boolean** onDown(MotionEvent motionEvent) {

Log.*d*(***DEBUG\_TAG***,**"onDown: "** + motionEvent.toString());

**return false**;

}

@Override

**public void** onShowPress(MotionEvent motionEvent) {

Log.*d*(***DEBUG\_TAG***, **"onShowPress: "** + motionEvent.toString());

}

@Override

**public boolean** onSingleTapUp(MotionEvent motionEvent) {

Log.*d*(***DEBUG\_TAG***, **"onSingleTapUp: "** + motionEvent.toString());

**return true**;

}

@Override

**public boolean** onScroll(MotionEvent motionEvent1, MotionEvent motionEvent2, **float** v, **float** v1) {

Log.*d*(***DEBUG\_TAG***, **"onScroll: "** + motionEvent1.toString() + motionEvent2.toString());

**return true**;

}

@Override

**public void** onLongPress(MotionEvent motionEvent) {

Log.*d*(***DEBUG\_TAG***, **"onLongPress: "** + motionEvent.toString());

}

@Override

**public boolean** onFling(MotionEvent motionEvent1, MotionEvent motionEvent2, **float** v, **float** v1) {

Log.*d*(***DEBUG\_TAG***, **"onFling: "** + motionEvent1.toString() + motionEvent2.toString());

**return true**;

}

*//Methods from GestureDetector.OnDoubleTapListener*

@Override

**public boolean** onSingleTapConfirmed(MotionEvent motionEvent) {

Log.*d*(***DEBUG\_TAG***, **"onSingleTapConfirmed: "** + motionEvent.toString());

**return true**;

}

@Override

**public boolean** onDoubleTap(MotionEvent motionEvent) {

Log.*d*(***DEBUG\_TAG***, **"onDoubleTap: "** + motionEvent.toString());

**return true**;

}

@Override

**public boolean** onDoubleTapEvent(MotionEvent motionEvent) {

Log.*d*(***DEBUG\_TAG***, **"onDoubleTapEvent: "** + motionEvent.toString());

**return true**;

}

*/\**

*//To support only few gestures - extend from GestureDetector.SimpleOnGestureListener*

*// and override only required methods*

*class MyGestureListener extends GestureDetector.SimpleOnGestureListener {*

*private static final String DEBUG\_TAG = "Gestures";*

*@Override*

*public boolean onDown(MotionEvent event) {*

*Log.d(DEBUG\_TAG,"onDown: " + event.toString());*

*return true;*

*}*

*@Override*

*public boolean onFling(MotionEvent event1, MotionEvent event2,*

*float velocityX, float velocityY) {*

*Log.d(DEBUG\_TAG, "onFling: " + event1.toString() + event2.toString());*

*return true;*

*}*

*}*

*\*/*

}