GestureDetector gestureDetector;  
@Override  
protected void onCreate(Bundle savedInstanceState)   
{  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*);  
 gestureDetector=new GestureDetector(this,new Gesture());  
  
  
}  
  
public class Gesture extends GestureDetector.SimpleOnGestureListener  
{  
 @Override  
 public boolean onSingleTapUp(MotionEvent e) {  
 return super.onSingleTapUp(e);  
 }  
  
 @Override  
 public void onLongPress(MotionEvent e) {  
 super.onLongPress(e);  
 }  
  
 @Override  
 public boolean onScroll(MotionEvent e1, MotionEvent e2, float distanceX, float distanceY) {  
 return super.onScroll(e1, e2, distanceX, distanceY);  
 }  
  
 @Override  
 public boolean onFling(MotionEvent e1, MotionEvent e2, float velocityX, float velocityY) {  
 return super.onFling(e1, e2, velocityX, velocityY);  
 }  
  
 @Override  
 public void onShowPress(MotionEvent e) {  
 super.onShowPress(e);  
 }  
  
 @Override  
 public boolean onDown(MotionEvent e) {  
 return super.onDown(e);  
 }  
  
 @Override  
 public boolean onDoubleTap(MotionEvent e) {  
 return super.onDoubleTap(e);  
 }  
  
 @Override  
 public boolean onDoubleTapEvent(MotionEvent e) {  
 return super.onDoubleTapEvent(e);  
 }  
  
 @Override  
 public boolean onSingleTapConfirmed(MotionEvent e) {  
 return super.onSingleTapConfirmed(e);  
 }  
  
 @Override  
 public boolean onContextClick(MotionEvent e) {  
 return super.onContextClick(e);  
 }  
}  
  
@Override  
public boolean onTouchEvent(MotionEvent event)  
{  
  
 gestureDetector.onTouchEvent(event);  
 return super.onTouchEvent(event);  
}