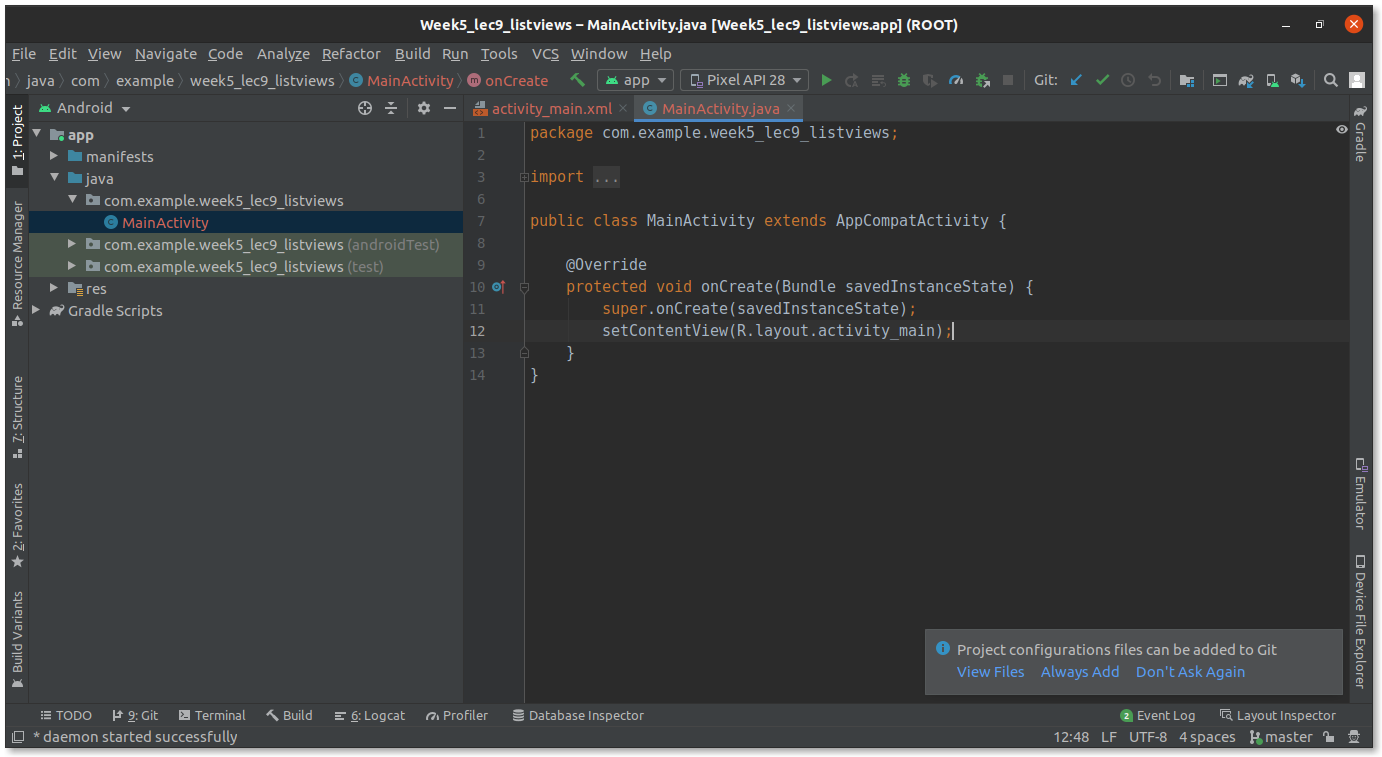
# **Documentation of Week 5**

## **Lecture 9 Practice**

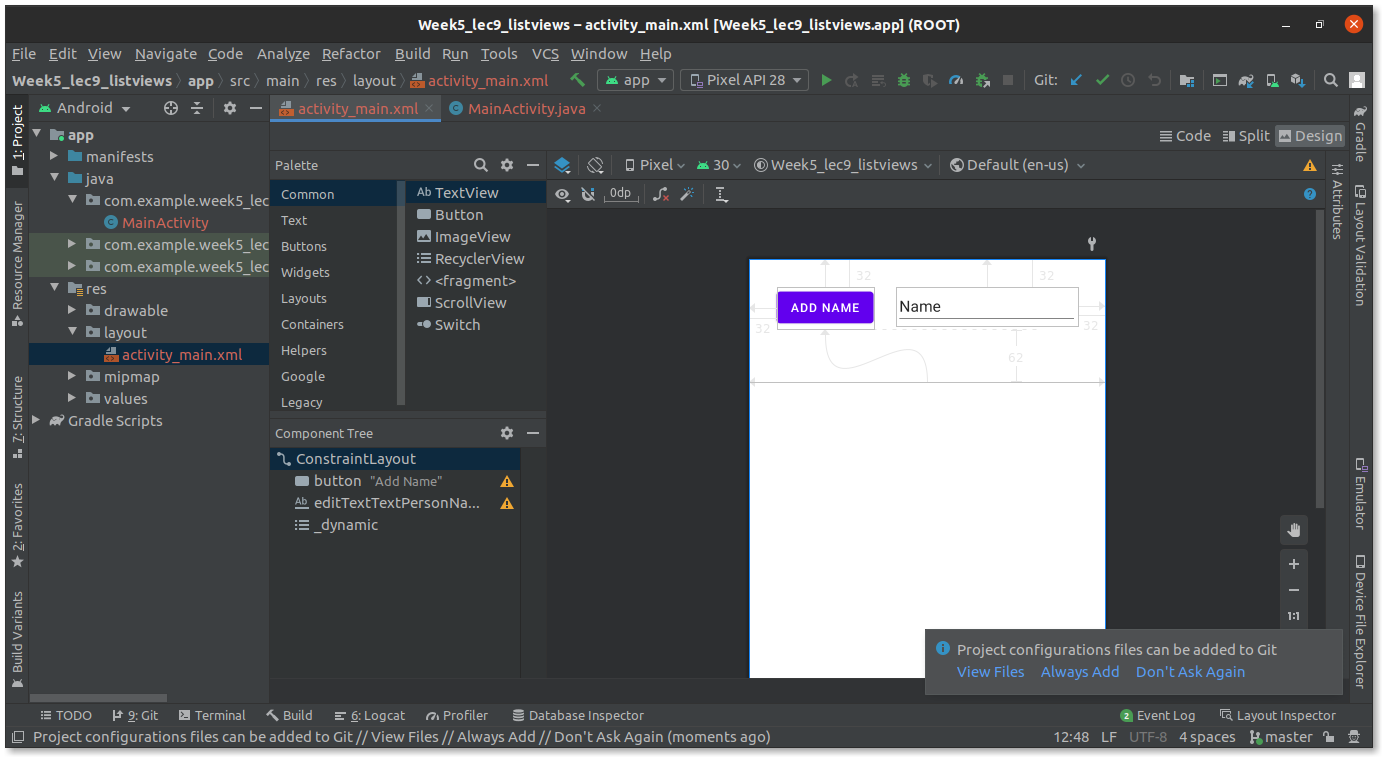
* + Practicing ListViews

### **Step 1:** Create UI of App.

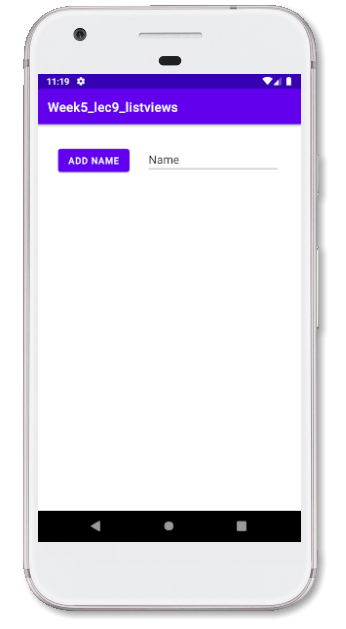
#### Step 1.1: Create New Project.



#### Step 1.2: Create a simple UI and add constraints.

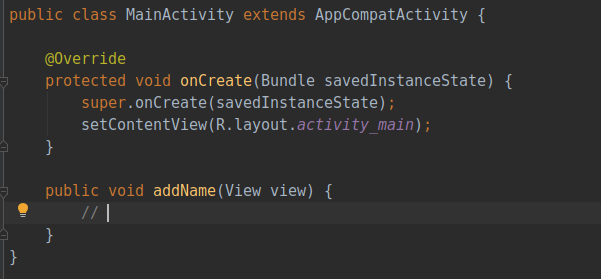


#### Step 1.3: Run the App.

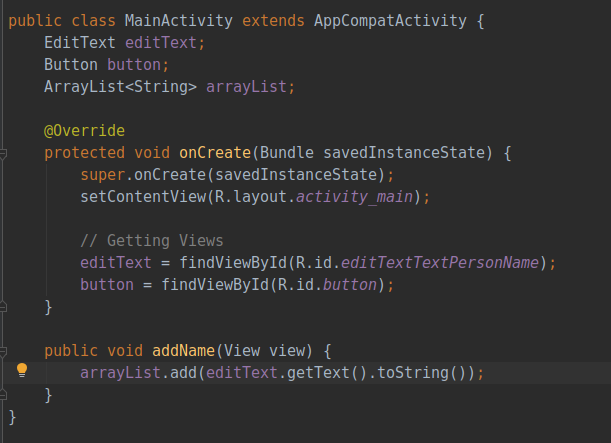


### Step 2: Complete backend of the App.

#### Step 2.1: Add **Add Name** button onClick handler.



#### Step 2.2: Complete onClick handler.



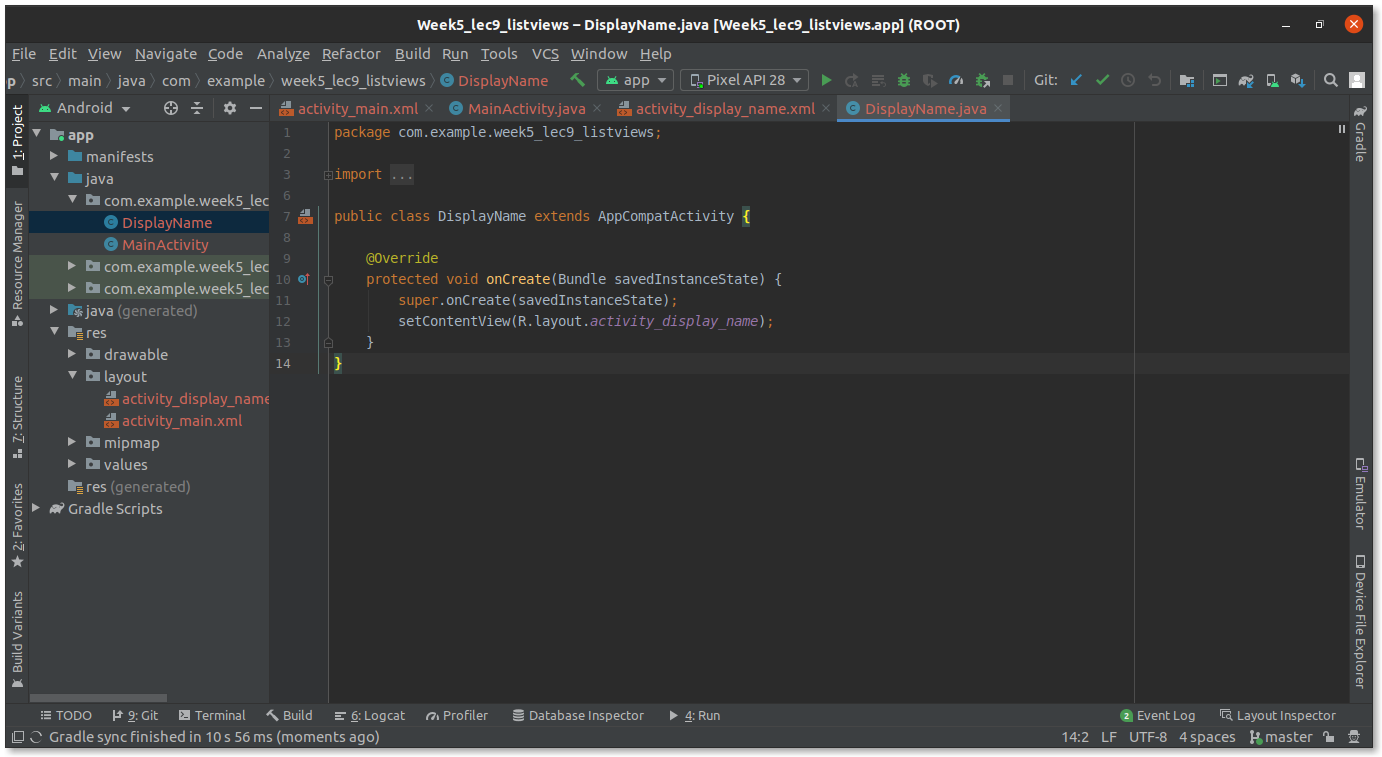
#### Step 2.3: Add ArrayAdapter, and attach it with listView.



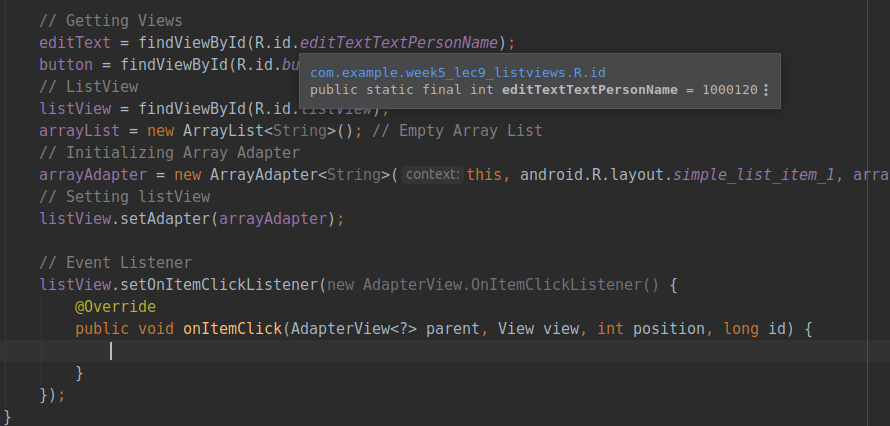
#### Step 2.4: Run the app and see if it is working properly.

### Step 3: Adding onClick listener in listView.

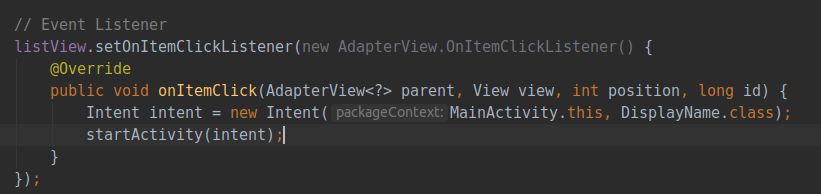
#### Step 3.1: Add new empty activity.



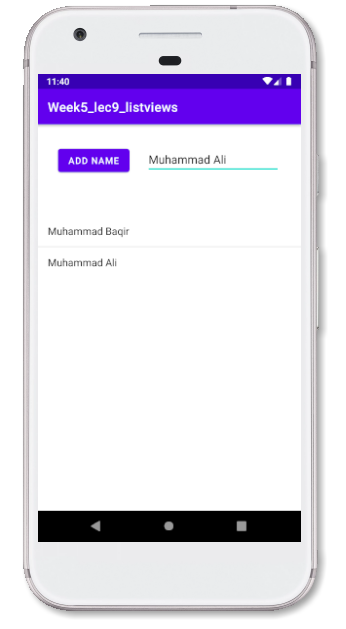
#### Step 3.2: Add event listener in listView.



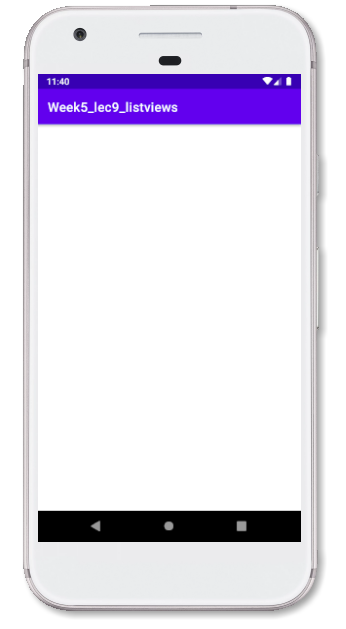
#### Step 3.3: Switch to new activity on clicking an item of listView.



#### Step 3.4: Run the app and see if it is working properly.

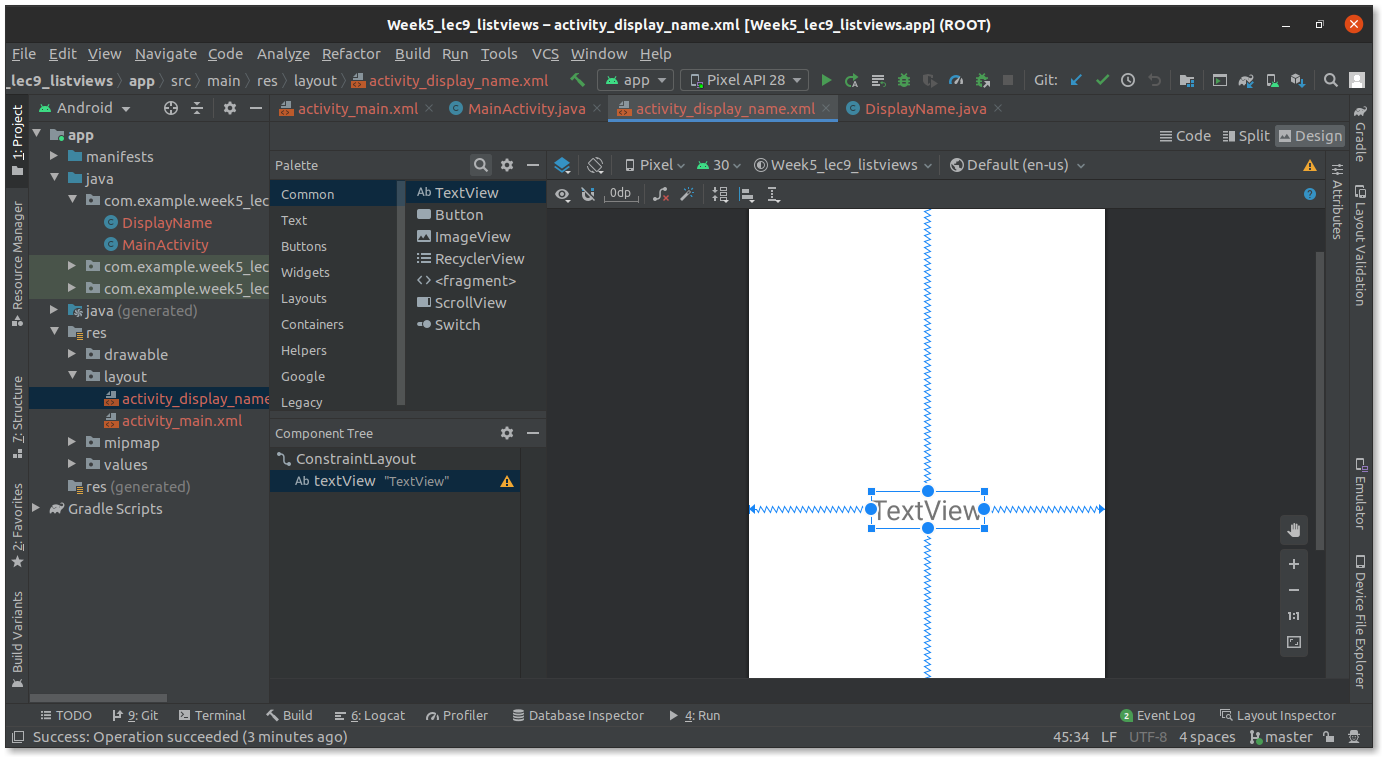


Now on clicking any item.

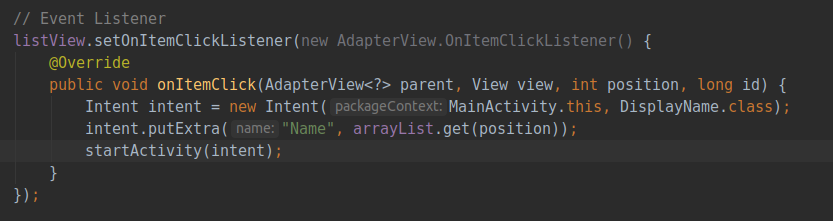


### Step 4: Passing Data to new activity.

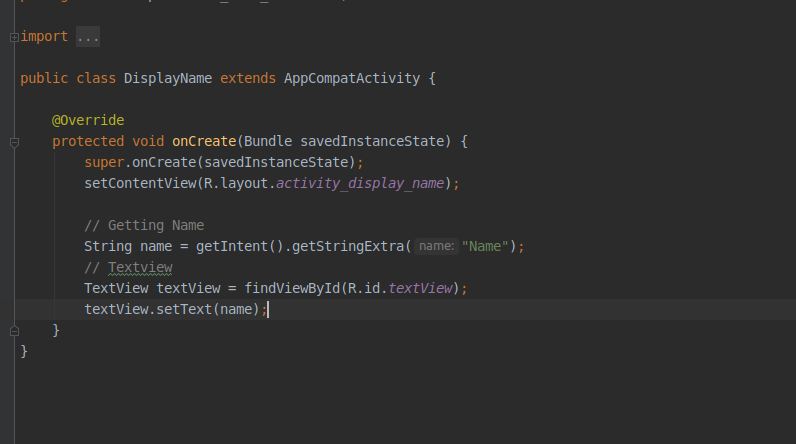
#### Step 4.1: Complete UI of New Activity.



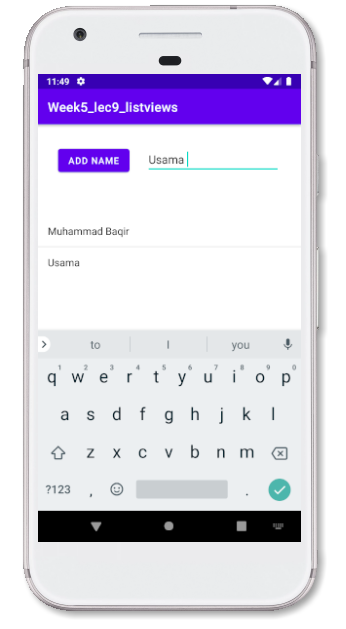
#### Step 4.2: Add code to pass name to new activity.



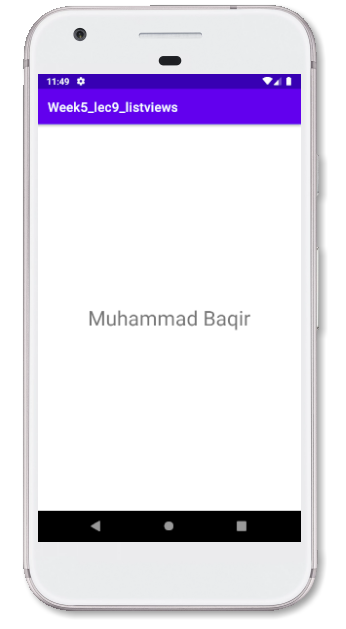
#### Step 4.3: Now get the name in the new activity and set textView.



#### Step 4.4: Run the app.



Now clicking **Muhammad Baqir**.

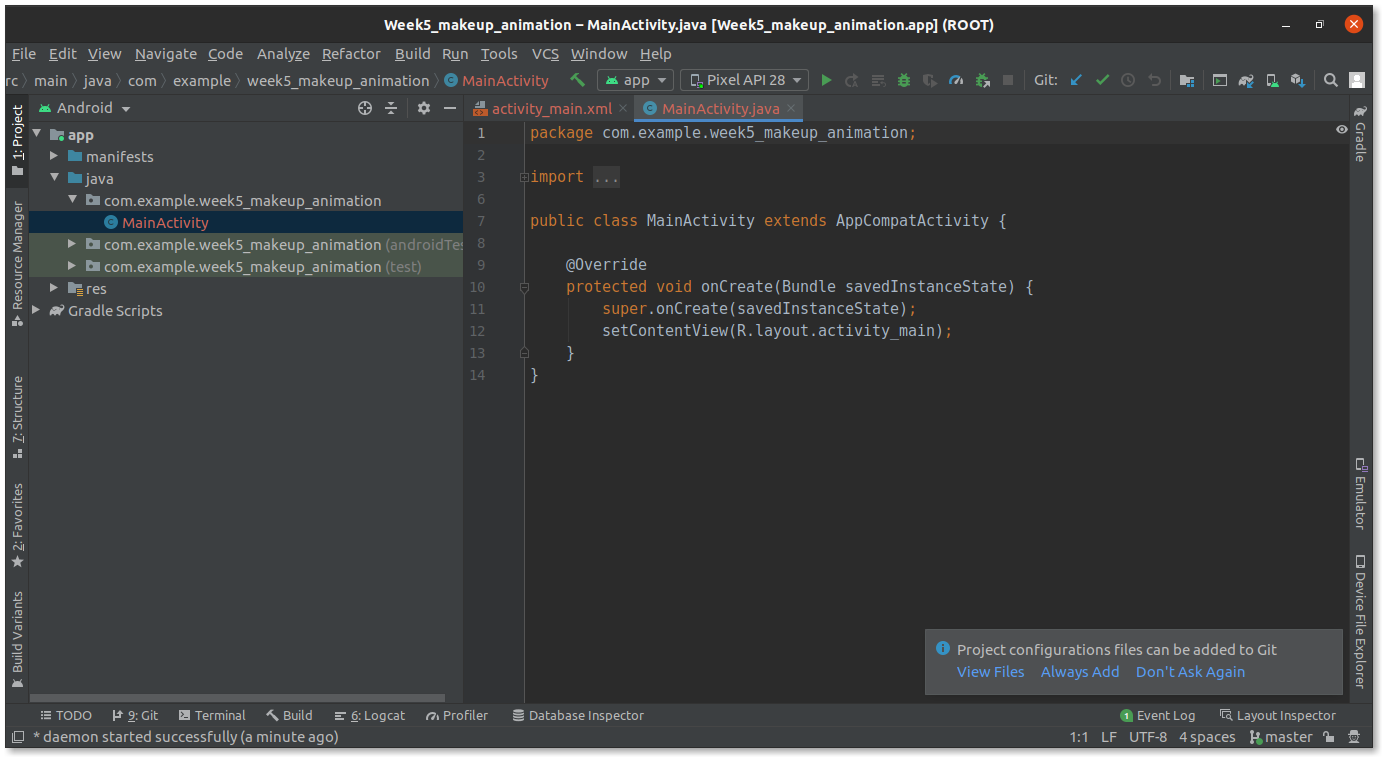


## **Makeup Lec Practice**

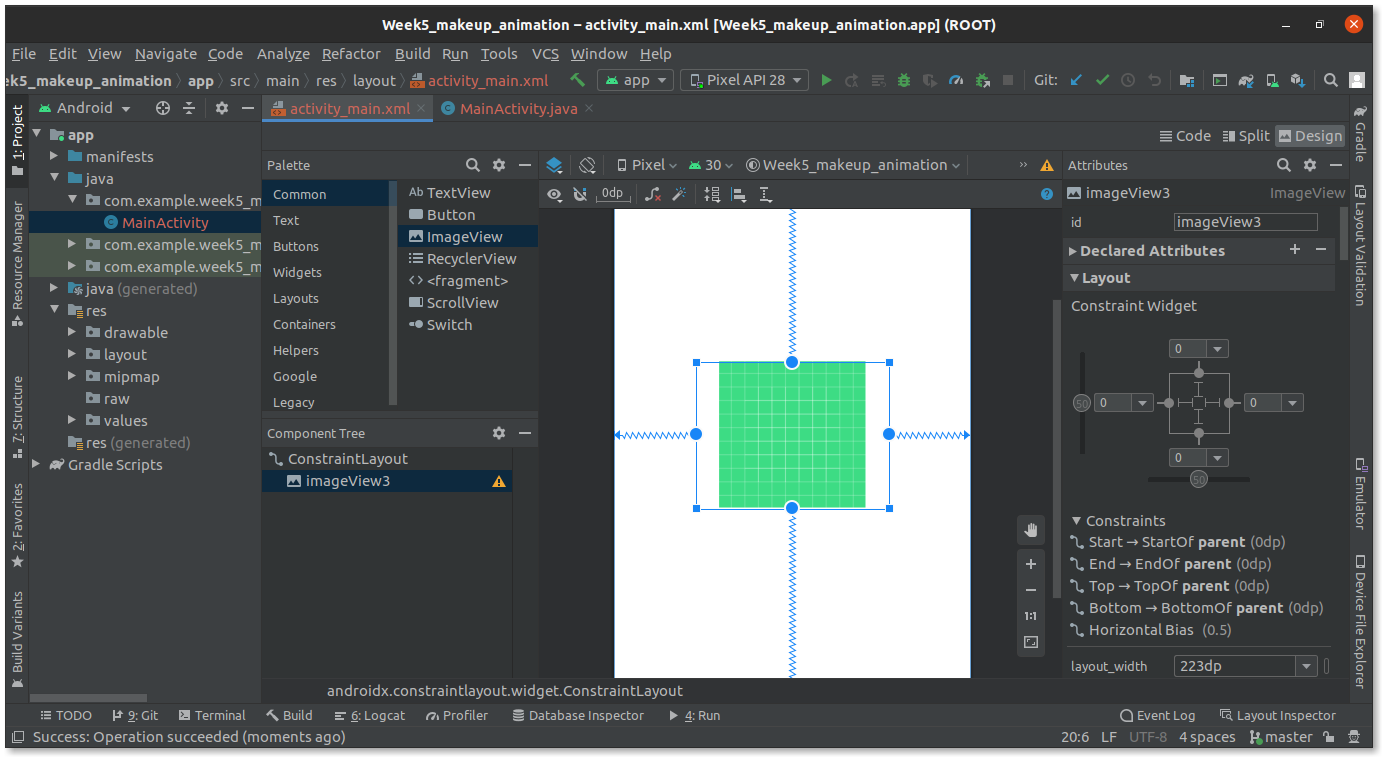
* + Simple App with Animation, Video and Audio.

### Step 1: Add animation in App.

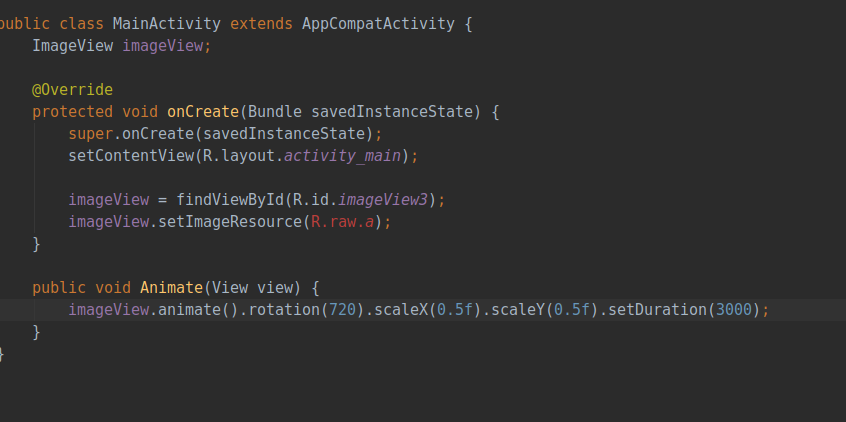
#### Step 1.1: Create a new project.



#### Step 1.2: In activity\_main.xml add an **ImageView.**



#### Step 1.3: On clicking image animate the Image.



#### Step 1.4: Run the app and see the output.

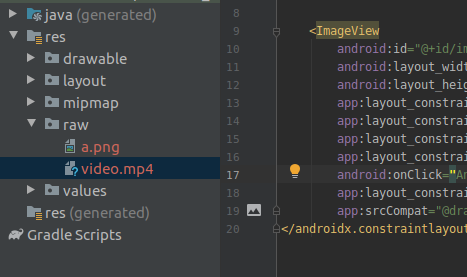


By clicking on the Image animation starts.

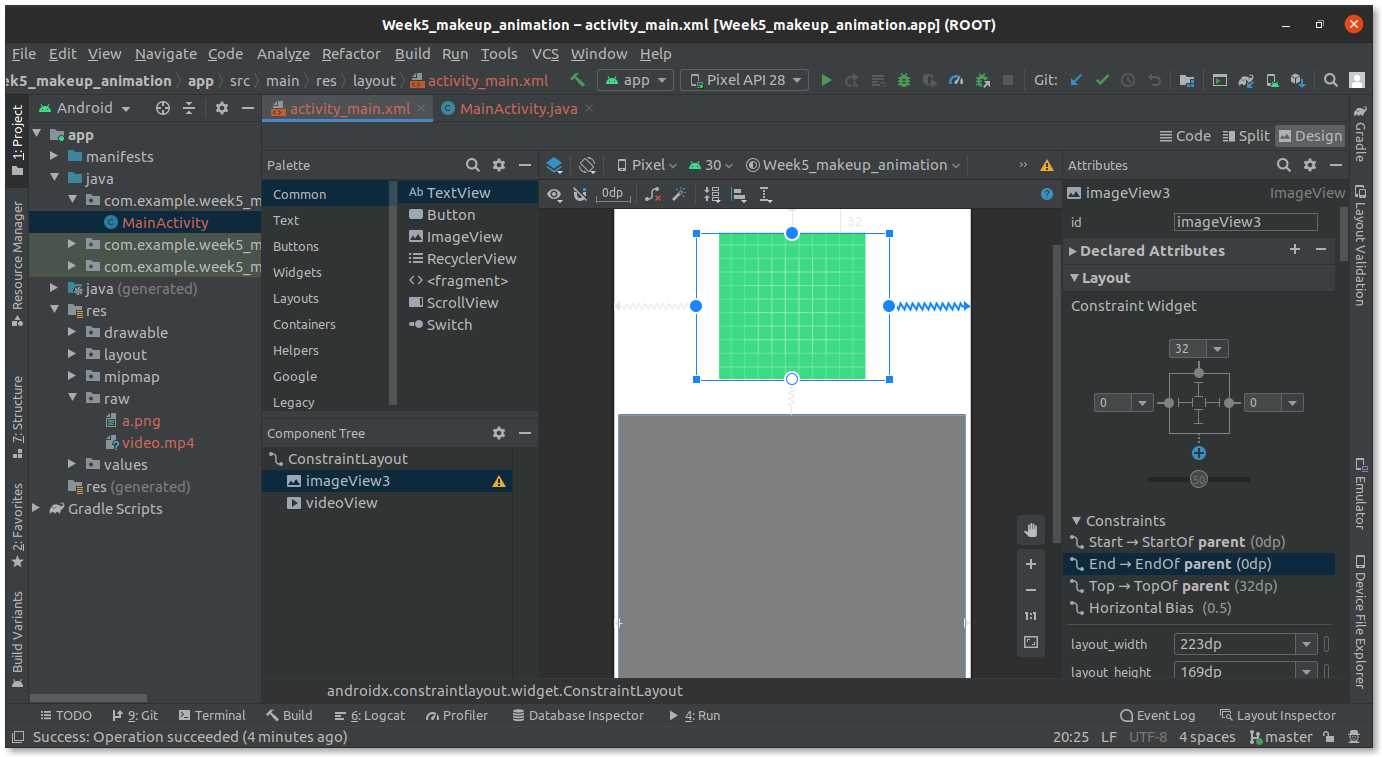


### Step 2: Add a video in the App.

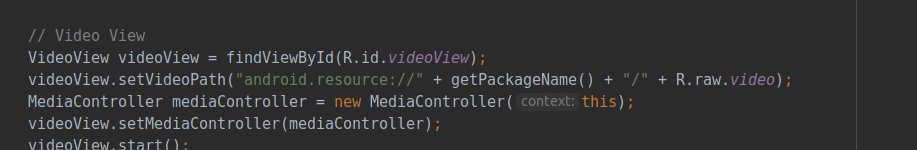
#### Step 2.1: Add video in raw resource folder.



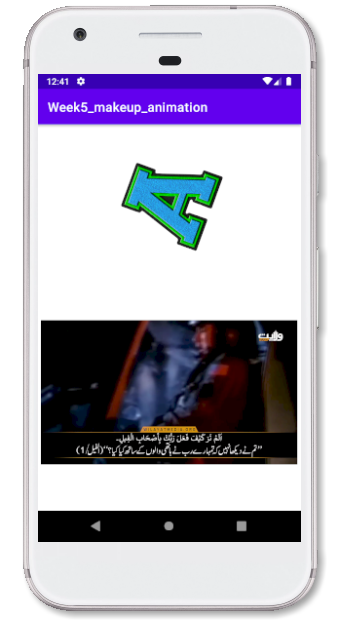
#### Step 2.2: Add VideoView in activity\_main.xml.



#### Step 2.3: In MainActivity.java add following code.



#### Step 2.4: Run the App.



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