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Realizar otra aplicación que me de 4 categorias en checkbox ejemplo. música, carro, calle, persona, y si selecciono música y carro y presiono el botón me muestre una imagen de un carro con música.. si selecciono persona y carro me muestre una persona en un carro y así sucesivamente,

si presiono ver info me muestro una foto suya con su nombre y matricula en un alert personalizado.

AndroidManifiest.xml

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

```
<manifest
xmlns:android="http://schemas.android.com/apk/res/android"
  package="com.example.tarea4">
  <application
     android:allowBackup="true"
     android:icon="@mipmap/ic launcher"
     android:label="@string/app name"
     android:roundIcon="@mipmap/ic launcher round"
     android:supportsRtl="true"
     android:theme="@style/AppTheme">
     <activity android:name=".MainActivity">
        <intent-filter>
           <action
android:name="android.intent.action.MAIN" />
           <category
android:name="android.intent.category.LAUNCHER" />
        </intent-filter>
     </activity>
  </application>
</manifest>
```

AboutDialog.java

package com.example.tarea4;

```
import android.app.AlertDialog;
import android.app.Dialog;
import android.os.Bundle;
import android.view.LayoutInflater;
import android.view.View;
import android.widget.ImageView;
import android.widget.TextView;
import androidx.annotation.NonNull;
import androidx.annotation.Nullable;
import androidx.fragment.app.DialogFragment;
public class AboutDialog extends DialogFragment {
  @NonNull
  @Override
  public Dialog onCreateDialog(@Nullable Bundle
savedInstanceState) {
     AlertDialog.Builder dialogBuilder = new
AlertDialog.Builder(getContext());
     View view =
LayoutInflater.from(getActivity()).inflate(R.layout.about d
ialog,null);
     ImageView imageView =
view.findViewById(R.id.imageViewProfile);
     imageView.setImageResource(R.drawable.profile);
     dialogBuilder.setView(view);
     dialogBuilder.setTitle(R.string.about);
     dialogBuilder.setPositiveButton(R.string.ok, null);
     AlertDialog alertDialog = dialogBuilder.create();
     return alertDialog;
```

MainActivity.java

```
package com.example.tarea4;
import androidx.appcompat.app.AppCompatActivity;
import androidx.fragment.app.Fragment;
import androidx.fragment.app.FragmentManager;
import android.os.Bundle;
public class MainActivity extends AppCompatActivity {
  @Override
  protected void onCreate(Bundle savedInstanceState) {
     super.onCreate(savedInstanceState);
     setContentView(R.layout.activity main);
     FragmentManager fragmentManager =
getSupportFragmentManager();
     Fragment fragment =
fragmentManager.findFragmentById(R.id.fragment container);
     if(fragment==null){
        fragment = new MainFragment();
fragmentManager.beginTransaction().add(R.id.fragment contai
ner, fragment)
              .commit();
```

MainFragment.java

```
package com.example.tarea4;
import android.os.Bundle;
import android.view.LayoutInflater;
import android.view.View;
import android.view.ViewGroup;
import android.widget.Button;
import android.widget.CheckBox;
import android.widget.CompoundButton;
import android.widget.ImageView;
import androidx.annotation.NonNull;
import androidx.annotation.Nullable;
import androidx.fragment.app.Fragment;
```

```
import androidx.fragment.app.FragmentManager;
public class MainFragment extends Fragment implements
CompoundButton.OnClickListener {
  private static final String DIALOG ABOUT = "DialogAbout";
  private static final String CURRENT IMAGE =
"CurrentImage<mark>";</mark>
  private CheckBox mCheckBoxMusic;
  private CheckBox mCheckBoxCar;
  private CheckBox mCheckBoxPerson;
  private CheckBox mCheckBoxStreet;
  private int mImageResource;
  private ImageView mImageView;
  private Button mButtonAbout;
  @Nullable
  @Override
  public View onCreateView(@NonNull LayoutInflater
inflater, @Nullable ViewGroup container, @Nullable Bundle
savedInstanceState) {
     View view =
inflater.inflate(R.layout.main fragment,null,false);
     mCheckBoxMusic =
view.findViewById(R.id.checkBoxMusic);
     mCheckBoxStreet =
view.findViewById(R.id.checkBoxStreet);
     mCheckBoxPerson =
view.findViewById(R.id.checkBoxPerson);
     mCheckBoxCar = view.findViewById(R.id.checkBoxCar);
     mButtonAbout = view.findViewById(R.id.btn about);
     mImageView = view.findViewById(R.id.imageView);
     if(savedInstanceState!=null){
        mImageResource =
savedInstanceState.getInt(CURRENT IMAGE);
        mImageView.setImageResource(mImageResource);
     mCheckBoxMusic.setOnClickListener(this);
     mCheckBoxCar.setOnClickListener(this);
     mCheckBoxPerson.setOnClickListener(this);
     mCheckBoxStreet.setOnClickListener(this);
     mButtonAbout.setOnClickListener(new
View.OnClickListener() {
      @Override
```

```
public void onClick(View v) {
           FragmentManager manager = getFragmentManager();
           AboutDialog dialog = new AboutDialog();
           dialog.show(manager,DIALOG ABOUT);
     });
     return view;
  @Override
  public void onClick(View view) {
     searchImage();
  @Override
  public void onSaveInstanceState(@NonNull Bundle
outState) {
     super.onSaveInstanceState(outState);
     outState.putInt(CURRENT IMAGE, mImageResource);
  private void searchImage(){
     boolean isCarSelected = mCheckBoxCar.isChecked();
     boolean isStreetSelected =
mCheckBoxStreet.isChecked();
     boolean isMusicSelected = mCheckBoxMusic.isChecked();
     boolean isPersonSelected =
mCheckBoxPerson.isChecked();
     if(!(isCarSelected && isStreetSelected &&
isMusicSelected && isPersonSelected)){
        mImageResource = R.drawable.blank;
     if(isCarSelected && isStreetSelected &&
isMusicSelected && isPersonSelected){
        mImageResource=
R.drawable.street music car person;
        mImageView.setImageResource(mImageResource);
        return;
     }
     if(isCarSelected){
        mImageResource = (R.drawable.car);
     if(isMusicSelected){
```

```
mImageResource = (R.drawable.music);
     if (isStreetSelected){
        mImageResource = (R.drawable.street);
     if(isPersonSelected){
        mImageResource = (R.drawable.person);
     }
     if (isCarSelected && isMusicSelected){
        mImageResource = (R.drawable.car music);
     if(isCarSelected && isPersonSelected){
        mImageResource = (R.drawable.car person);
     if(isCarSelected && isStreetSelected){
        mImageResource = (R.drawable.car street);
     if (isStreetSelected && isMusicSelected){
        mImageResource = (R.drawable.music street);
     if(isStreetSelected && isPersonSelected){
        mImageResource = (R.drawable.street person);
     if(isMusicSelected && isPersonSelected){
        mImageResource = (R.drawable.person music);
     if(isPersonSelected && isCarSelected &&
isMusicSelected){
        mImageResource = (R.drawable.person music car);
     if(isPersonSelected && isCarSelected &&
isStreetSelected){
        mImageResource = (R.drawable.person car street);
     if (isMusicSelected && isStreetSelected &&
isPersonSelected){
        mImageResource = (R.drawable.music street person);
```

about_dialog.xml

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout
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 height="wrap content"
  android:layout width="wrap content"
  <LinearLayout
     android:layout width="match parent"
     android:layout height="wrap content"
     android:orientation="horizontal"
     android:background="@color/black"
     <ImageView</pre>
        android:id="@+id/imageViewProfile"
        android:layout width="192dp"
        android:layout height="152dp"
        android:src="@drawable/profile" />
     <LinearLayout
        android:layout width="wrap content"
        android:layout height="wrap content"
        android:orientation="vertical">
        <TextView
           android:id="@+id/textViewName"
           android:layout width="match parent"
           android:layout height="wrap_content"
           android:text="@string/name"
           android:textColor="@color/color" />
```

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<FrameLayout xmlns:app="http://schemas.android.com/apk/res-
auto"
    xmlns:tools="http://schemas.android.com/tools"

xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity"
    android:id="@+id/fragment_container"
    />
```

main_fragment.xml

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

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_height="match_parent"
    android:layout_width="match_parent">
<LinearLayout
    android:orientation="vertical"
android:layout_width="match_parent"
    android:layout_height="match_parent">
    <CheckBox
    android:id="@+id/checkBoxCar"</pre>
```

```
android:layout width="match parent"
     android:layout height="wrap content"
     android:text="@string/car" />
  <CheckBox
     android:id="@+id/checkBoxMusic"
     android:layout width="match parent"
     android:layout_height="wrap_content"
     android:text="@string/music" />
  <CheckBox
     android:id="@+id/checkBoxPerson"
     android:layout width="match parent"
     android:layout height="wrap content"
     android:text="@string/person" />
  <CheckBox
     android:id="@+id/checkBoxStreet"
     android:layout width="match parent"
     android:layout height="wrap content"
     android:text="@string/street" />
  <ImageView</pre>
     android:id="@+id/imageView"
     android:layout width="match parent"
     android:layout height="336dp"
     />
  <Button
     android:id="@+id/btn about"
     android:layout width="match parent"
     android:layout height="wrap content"
     android:drawableLeft="@drawable/ic about"
     android:text="@string/about" />
</LinearLayout>
></ScrollView>
```

colors.xml

```
<color name="color">#FFFFFF</color>
</resources>
```

strings.xml

<resources>

```
<string name="app_name">Tarea4</string>

<string name="car">Car</string>
  <string name="music">Music</string>
  <string name="person">Person</string>
  <string name="street">Street</string>
  <string name="about">About the developer</string>
  <string name="name">Name: Nizar Sanchez </string>
  <string name="id">ID: 2018-6482 </string>
  <string name="ok">OK</string>
</resources>
```

styles.xml

<resources>

ExampleInstrumentedTest.java

```
package com.example.tarea4;
import android.content.Context;
import androidx.test.platform.app.InstrumentationRegistry;
import androidx.test.ext.junit.runners.AndroidJUnit4;
import org.junit.Test;
```

```
import org.junit.runner.RunWith;
import static org.junit.Assert.*;
* Instrumented test, which will execute on an Android
device.
* @see <a
href="http://d.android.com/tools/testing">Testing
documentation</a>
@RunWith(AndroidJUnit4.class)
public class ExampleInstrumentedTest {
  @Test
  public void useAppContext() {
     // Context of the app under test.
     Context appContext =
InstrumentationRegistry.getInstrumentation().getTargetConte
xt();
     assertEquals("com.example.tarea4",
appContext.getPackageName());
```

ExampleUnitTest.java

```
package com.example.tarea4;
import org.junit.Test;
import static org.junit.Assert.*;
/**
 * Example local unit test, which will execute on the
development machine (host).
 *
 * @see <a
href="http://d.android.com/tools/testing">Testing
documentation</a>
 */
public class ExampleUnitTest {
    @Test
    public void addition_isCorrect() {
        assertEquals(4, 2 + 2);
    }
}
```

ic launcher.xml

```
<?xml version="1.0" encoding="utf-8"?>
<adaptive-icon
xmlns:android="http://schemas.android.com/apk/res/android">
  <background
android:drawable="@drawable/ic launcher background" />
  <forearound
android:drawable="@drawable/ic launcher foreground" />
</adaptive-icon>
ic launcher round.xml
<?xml version="1.0" encoding="utf-8"?>
```

```
<adaptive-icon
xmlns:android="http://schemas.android.com/apk/res/android">
  <background
android:drawable="@drawable/ic launcher background" />
  <foreground
android:drawable="@drawable/ic launcher foreground" />
</adaptive-icon>
```

ic about

```
<vector
```

```
xmlns:android="http://schemas.android.com/apk/res/android"
  android:width="30dp"
  android:height="30dp"
  android:viewportWidth="30"
  android:viewportHeight="30">
 <path
    android:fillColor="#FF000000"
    android:pathData="M3.158,26.134C6.066,23.557 5,21
5,21l7,2c0,0 -3.663,3.721 -8.417,3.99L3.158,26.134z"/>
 <path
    android:fillColor="#FF000000"
    android:pathData="M3.5,26.5m-0.5,0a0.5,0.5 0,1 1,1
0a0.5,0.5 0,1 1,-1 0"/>
 <path</pre>
```

```
android:fillColor="#FF000000"
android:pathData="M15,3C7.82,3 2,7.925 2,14s5.82,11
13,11s13,-4.925 13,-11S22.18,3 15,3zM16,20h-2v-
7h2V20zM15,10.5c-0.828,0 -1.5,-0.672 -1.5,-1.5s0.672,-1.5
1.5,-1.5s1.5,0.672 1.5,1.5S15.828,10.5 15,10.5z"/>
</vector>
```