Atividade Gorjeta 2.0

Alunos: Pedro Henrique de Avila Tonin

CÓDIGO JAVA - MainActivity.java

```
package com.example.aulaalert;
import androidx.appcompat.app.AlertDialog;
import androidx.appcompat.app.AppCompatActivity;
import android.content.DialogInterface;
import android.os.Bundle;
import android.view.View;
import android.widget.SeekBar;
import android.widget.TextView;
import android.widget.Toast;
import com.google.android.material.textfield.TextInputEditText;
public class MainActivity extends AppCompatActivity {
    TextView tituloValorTotal;
    TextInputEditText editTextValorTotal;
    TextView tvQntdePessoas;
    SeekBar seekBarOntdePessoas;
    TextView tvPorcGorjeta;
    SeekBar seekBarPorcGorjeta;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        tituloValorTotal = (TextView) findViewById(R.id.tituloValorTotal);
        editTextValorTotal = (TextInputEditText) findViewById(R.id.editTextValorTotal);
        tvQntdePessoas = (TextView) findViewById(R.id.tvQntdePessoas);
        seekBarQntdePessoas = (SeekBar) findViewById(R.id.seekBarQntdePessoas);
        tvPorcGorjeta = (TextView) findViewById(R.id.tvPorcGorjeta);
        seekBarPorcGorjeta = (SeekBar) findViewById(R.id.seekBarPorcGorjeta);
        seekBarQntdePessoas.setOnSeekBarChangeListener(new
SeekBar.OnSeekBarChangeListener() {
            public void onProgressChanged(SeekBar seekBar, int progress, boolean
fromUser) {
                tvQntdePessoas.setText(Integer.toString(progress));
            }
            public void onStartTrackingTouch(SeekBar seekBar) {}
            @Override
            public void onStopTrackingTouch(SeekBar seekBar) {}
        });
        seekBarPorcGorjeta.setOnSeekBarChangeListener(new
SeekBar.OnSeekBarChangeListener() {
            @Override
            public void onProgressChanged(SeekBar seekBar, int progress, boolean
fromUser) {
                tvPorcGorjeta.setText(Integer.toString(progress) + " %");
            @Override
```

```
public void onStartTrackingTouch(SeekBar seekBar) {}
            public void onStopTrackingTouch(SeekBar seekBar) {}
        });
    }
    public void calcularValorPorPessoa(View view) {
        AlertDialog.Builder dialog = new AlertDialog.Builder(this);
        dialog.setTitle("Cálculo do valor por pessoa");
        dialog.setMessage("Escolha se irá pagar o valor com ou sem gorjeta.");
        dialog.setCancelable(true);
        dialog.setIcon(android.R.drawable.ic_dialog_info);
        dialog.setPositiveButton("Com Gorjeta", new DialogInterface.OnClickListener() {
            public void onClick(DialogInterface dialog, int which) {
                try {
                    float valorTotal =
Float.parseFloat(editTextValorTotal.getText().toString());
                    int numPessoas = seekBarQntdePessoas.getProgress();
                    float porcGorjeta = ((float) seekBarPorcGorjeta.getProgress()) / 100;
                    if (numPessoas > 0) {
                        float valorPorPessoaComGorjeta = (valorTotal * (1 + porcGorjeta))
/ numPessoas;
                        String valorFormatado =
String.format("%.2f", valorPorPessoaComGorjeta);
                        Toast.makeText(getApplicationContext(),
                                "Valor: R$ " + valorFormatado,
                                Toast.LENGTH_SHORT).show();
                    } else {
                        Toast.makeText(getApplicationContext(),
                                 "Numero de pessoas deve ser maior que 0",
                                Toast.LENGTH_SHORT).show();
                    }
                } catch(Exception error) {
                    Toast.makeText(getApplicationContext(),
                            "Preencha os campos corretamente",
                            Toast.LENGTH_SHORT).show();
                }
            }
        });
        dialog.setNegativeButton("Sem Gorjeta", new DialogInterface.OnClickListener() {
            @Override
            public void onClick(DialogInterface dialog, int which) {
                trv {
                    float valorTotal =
Float.parseFloat(editTextValorTotal.getText().toString());
                    int numPessoas = seekBarQntdePessoas.getProgress();
                    if(numPessoas > 0) {
                        float valorPorPessoaSemGorjeta = valorTotal / numPessoas;
                        String valorFormatado =
String.format("%.2f", valorPorPessoaSemGorjeta);
                        Toast.makeText(getApplicationContext(),
                                 "Valor: R$ " + valorFormatado,
                                Toast.LENGTH_SHORT).show();
                    } else {
                        Toast.makeText(getApplicationContext(),
                                "Numero de pessoas deve ser maior que 0",
                                Toast.LENGTH_SHORT).show();
                    }
                } catch (Exception error) {
                    Toast.makeText(getApplicationContext(),
                            "Preencha os campos corretamente",
                            Toast.LENGTH_SHORT).show();
                }
            }
```

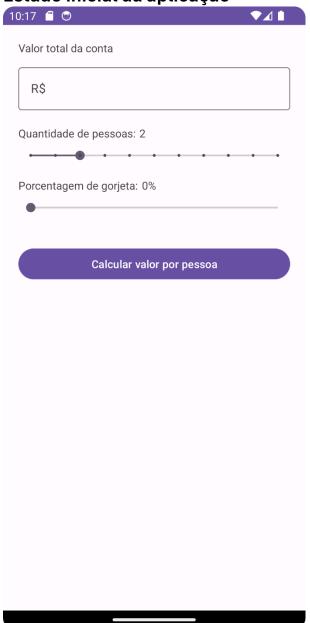
```
});
dialog.create();
dialog.show();
}
```

CÓDIGO XML - activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout</pre>
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">
    <Button
        android:id="@+id/button"
        android:layout_width="0dp"
        android:layout_height="48dp"
        android:layout_marginStart="20dp"
        android:layout_marginTop="40dp"
        android:layout_marginEnd="20dp"
        android:onClick="calcularValorPorPessoa"
        android:text="Calcular valor por pessoa"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toBottomOf="@+id/seekBarPorcGorjeta" />
    <TextView
        android:id="@+id/tituloNumPessoas"
        android:layout_width="wrap_content"
        android: layout_height="wrap_content"
        android:layout_marginStart="20dp"
        android:layout_marginTop="20dp"
        android:text="Quantidade de pessoas:"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toBottomOf="@+id/textInputLayout3" />
    <TextView
        android:id="@+id/tituloPorcGorjeta"
        android:layout_width="wrap_content"
        android: layout_height="wrap_content"
        android:layout_marginStart="20dp"
        android:layout_marginTop="20dp"
        android:text="Porcentagem de gorjeta:"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toBottomOf="@+id/seekBarQntdePessoas" />
    <TextView
        android:id="@+id/tituloValorTotal"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_marginStart="20dp"
        android:layout_marginTop="20dp"
        android:text="Valor total da conta"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />
    <com.google.android.material.textfield.TextInputLayout</pre>
        android:id="@+id/textInputLayout3"
        android: layout_width="0dp"
        android: layout_height="wrap_content"
        android:layout_marginStart="20dp"
```

```
android:layout_marginTop="10dp"
        android:layout_marginEnd="20dp"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toBottomOf="@+id/tituloValorTotal">
        <com.google.android.material.textfield.TextInputEditText</pre>
            android:id="@+id/editTextValorTotal"
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:hint="R$" />
    </com.google.android.material.textfield.TextInputLayout>
    <TextView
        android:id="@+id/tvOntdePessoas"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android: layout_marginStart="5dp"
        android:layout_marginTop="20dp"
        android:text="2"
        app:layout_constraintStart_toEndOf="@+id/tituloNumPessoas"
        app:layout_constraintTop_toBottomOf="@+id/textInputLayout3" />
    <TextView
        android:id="@+id/tvPorcGorjeta"
        android:layout_width="wrap_content"
        android: layout_height="wrap_content"
        android:layout_marginStart="5dp"
        android:layout_marginTop="20dp"
        android:text="0%"
        app:layout_constraintStart_toEndOf="@+id/tituloPorcGorjeta"
        app:layout_constraintTop_toBottomOf="@+id/seekBarQntdePessoas" />
    <SeekBar
        android:id="@+id/seekBarPorcGorjeta"
        android:layout_width="0dp"
        android: layout_height="wrap_content"
        android:layout_marginStart="20dp"
        android:layout_marginTop="10dp"
        android:layout_marginEnd="20dp"
        android:max="50"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toBottomOf="@+id/tituloPorcGorjeta" />
    <SeekBar
        android:id="@+id/seekBarQntdePessoas"
        style="@style/Widget.AppCompat.SeekBar.Discrete"
        android:layout_width="0dp"
        android:layout_height="wrap_content"
        android:layout_marginStart="20dp"
        android:layout_marginTop="10dp"
        android:layout_marginEnd="20dp"
        android:max="10"
        android:progress="2"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toBottomOf="@+id/tituloNumPessoas" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

Estado inicial da aplicação



Após clicar o botão de calcular



Valor com gorjeta Valor sem gorjeta 10:19 🖺 🗑 10:18 🖺 😊 Valor total da conta Valor total da conta - R\$ ---- R\$ ---1000 1000 Quantidade de pessoas: 4 Quantidade de pessoas: 10 Porcentagem de gorjeta: 27 % Porcentagem de gorjeta: 50 % Calcular valor por pessoa Calcular valor por pessoa ghp_WLbNVS... ghp_WLbNVS... S а а S g 公 Ζ Χ С V b n m \otimes 分 Ζ Χ С V b m \otimes Valor: R\$ 317.50 Valor: R\$ 150.00 ?123 6 ?123 6