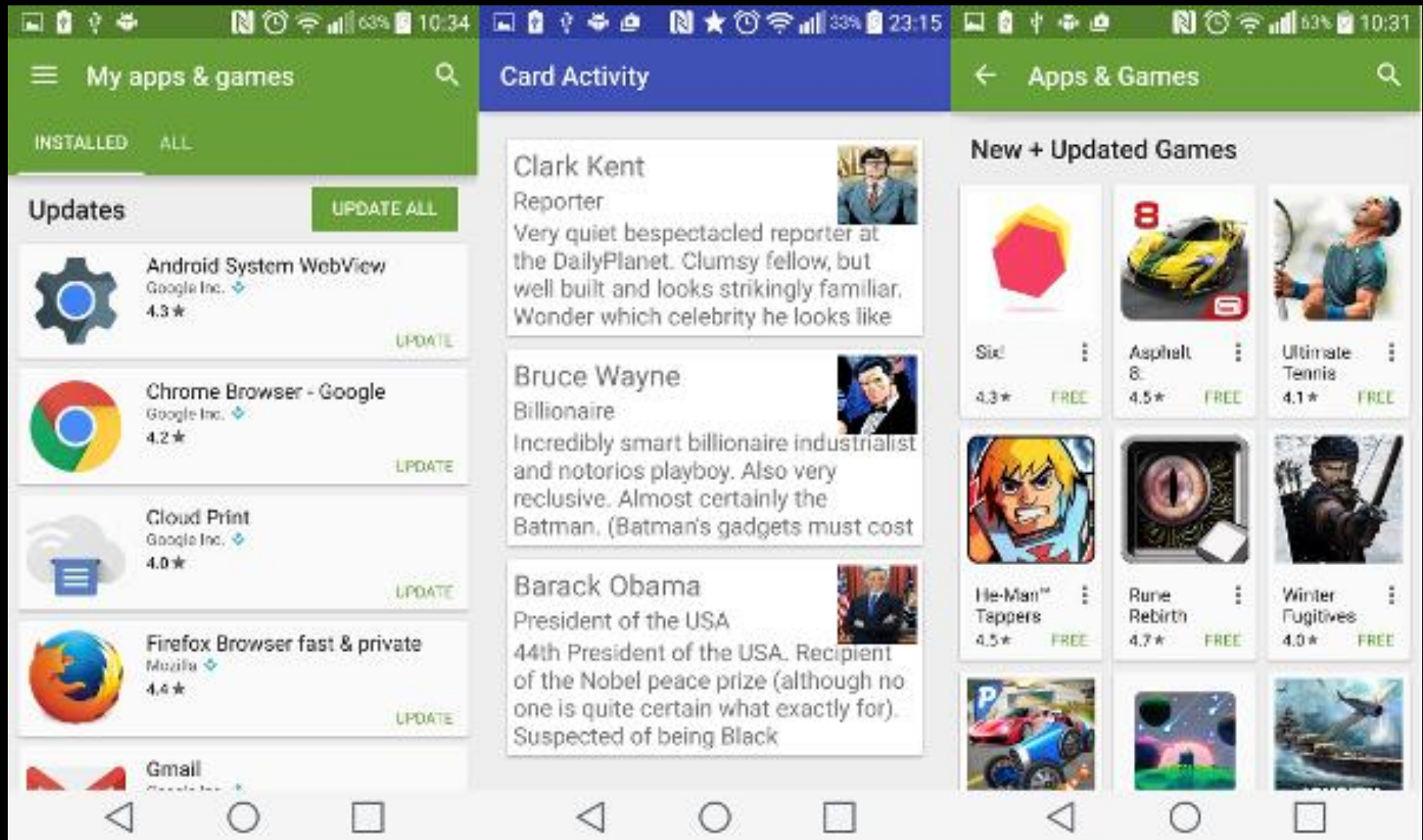




PROGRAMOWANIE URZĄDZEŃ MOBILNYCH

WYKŁAD 3

- RecyclerView
- Adapter
- ViewHolder



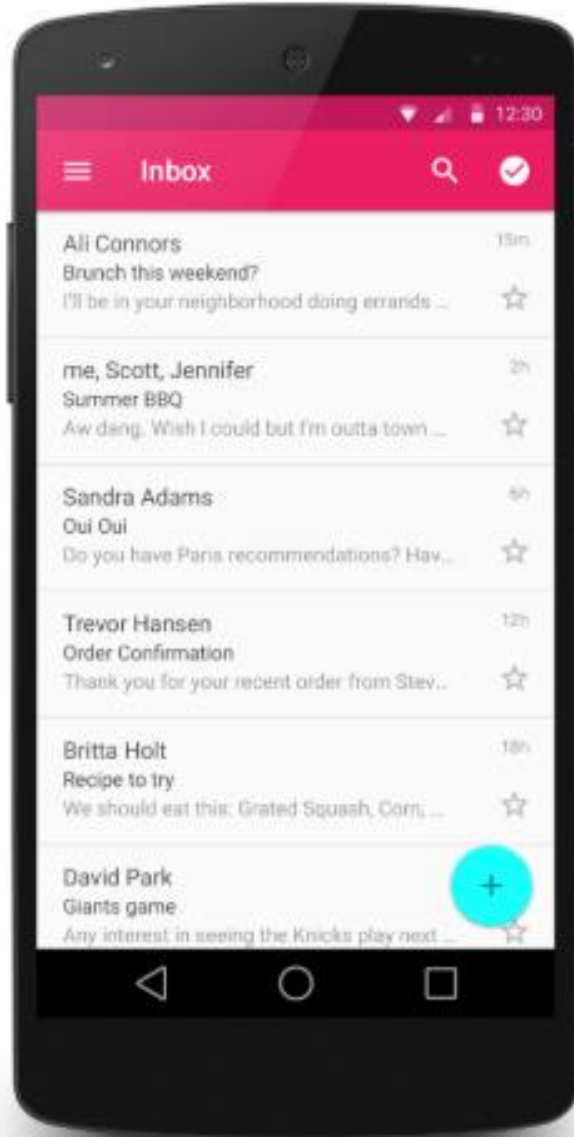


Figure 1. A list using RecyclerView

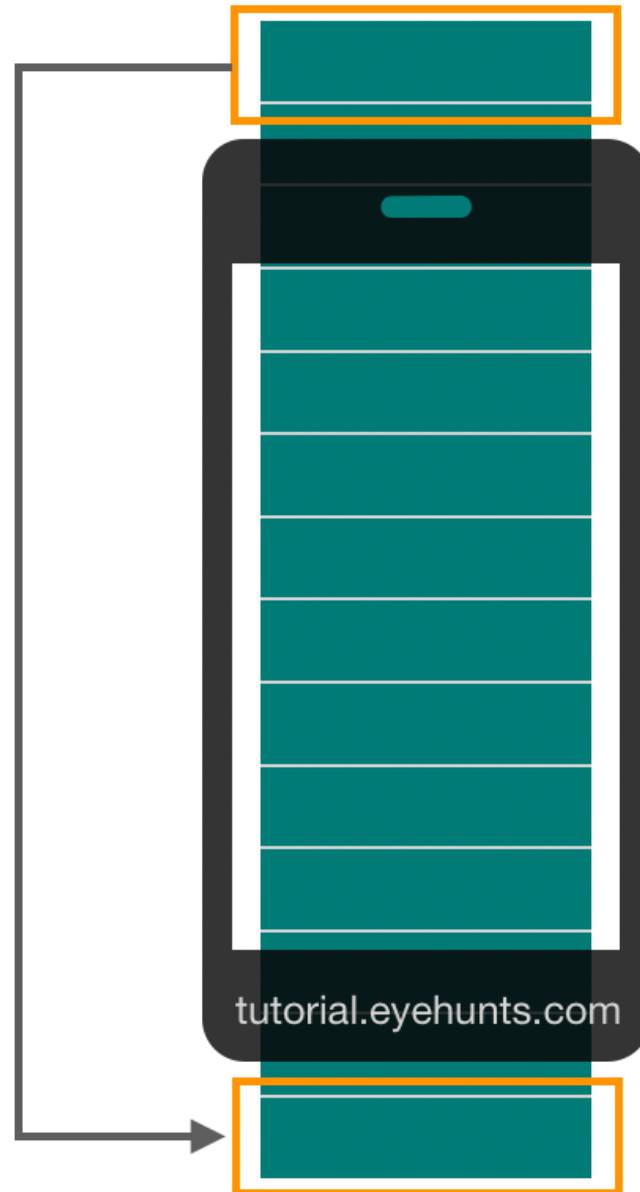


Figure 2. A list also using CardView



RecyclerView

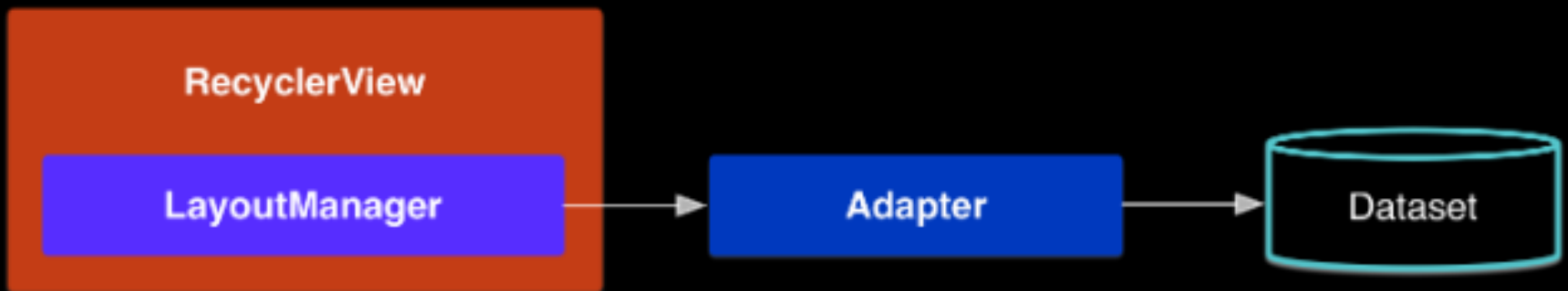
RecyclerView
(reuse-view)

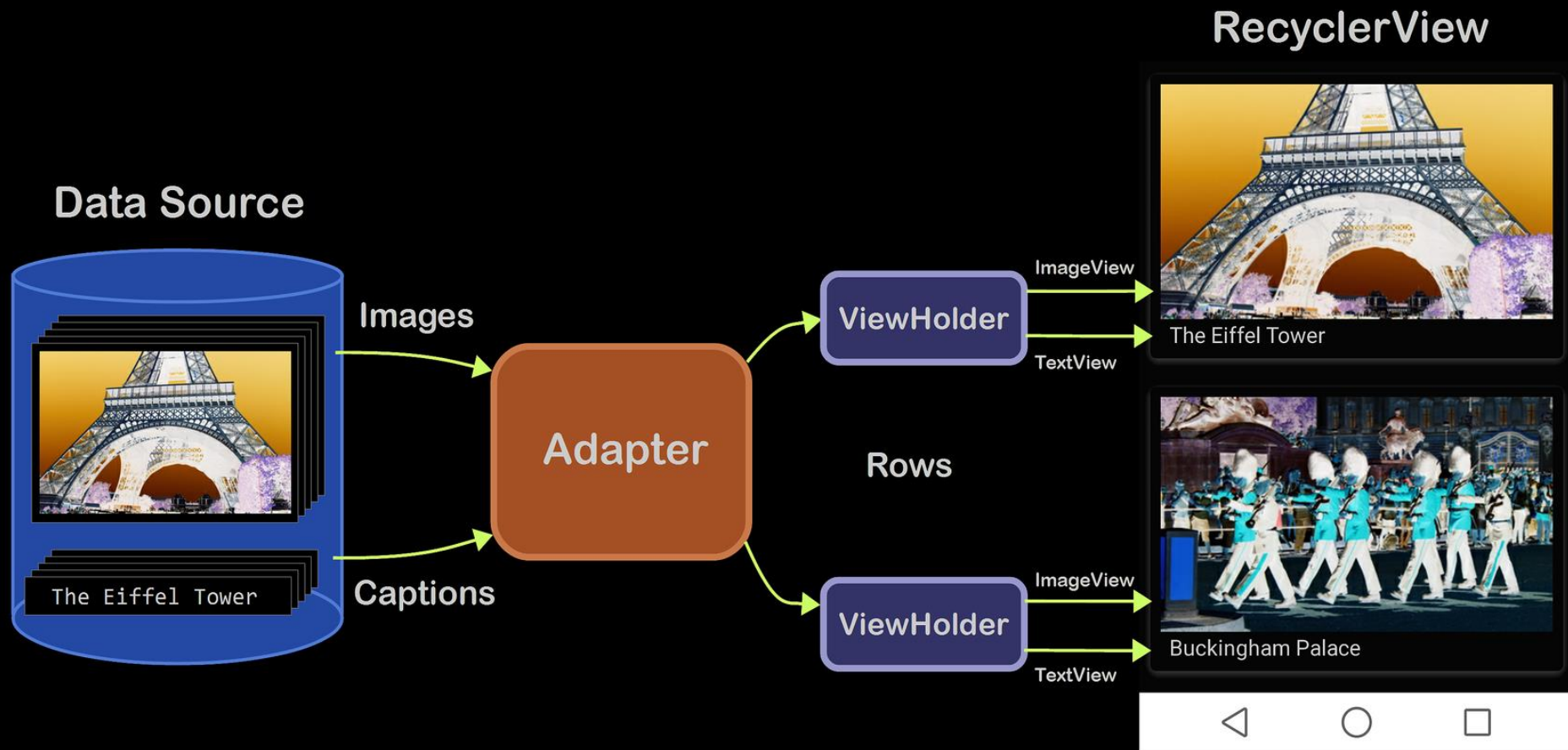


Swipe Up

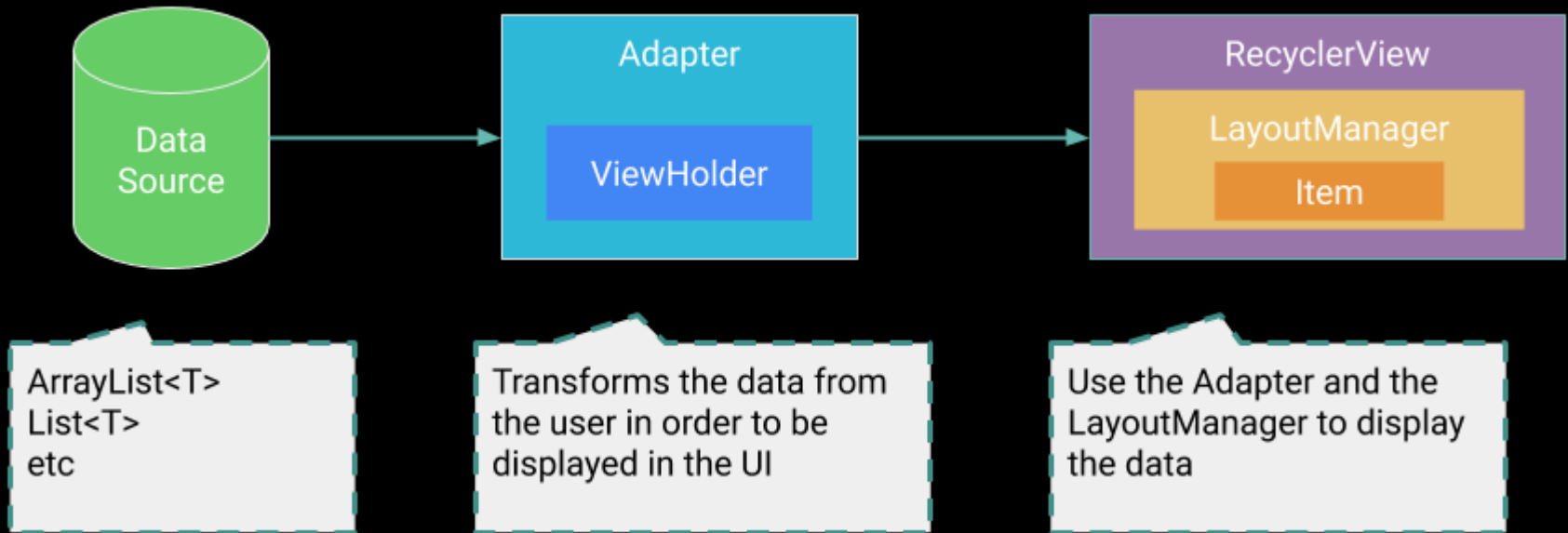
The most important classes of the RecyclerView API

Class	Usage
Adapter	Wraps the data set and creates views for individual items
ViewHolder	Holds all sub views that depend on the current item's data
LayoutManager	Places items within the available area
ItemDecoration	Draws decorations around or on top of each item's view
ItemAnimator	Animates items when they are added, removed or reordered



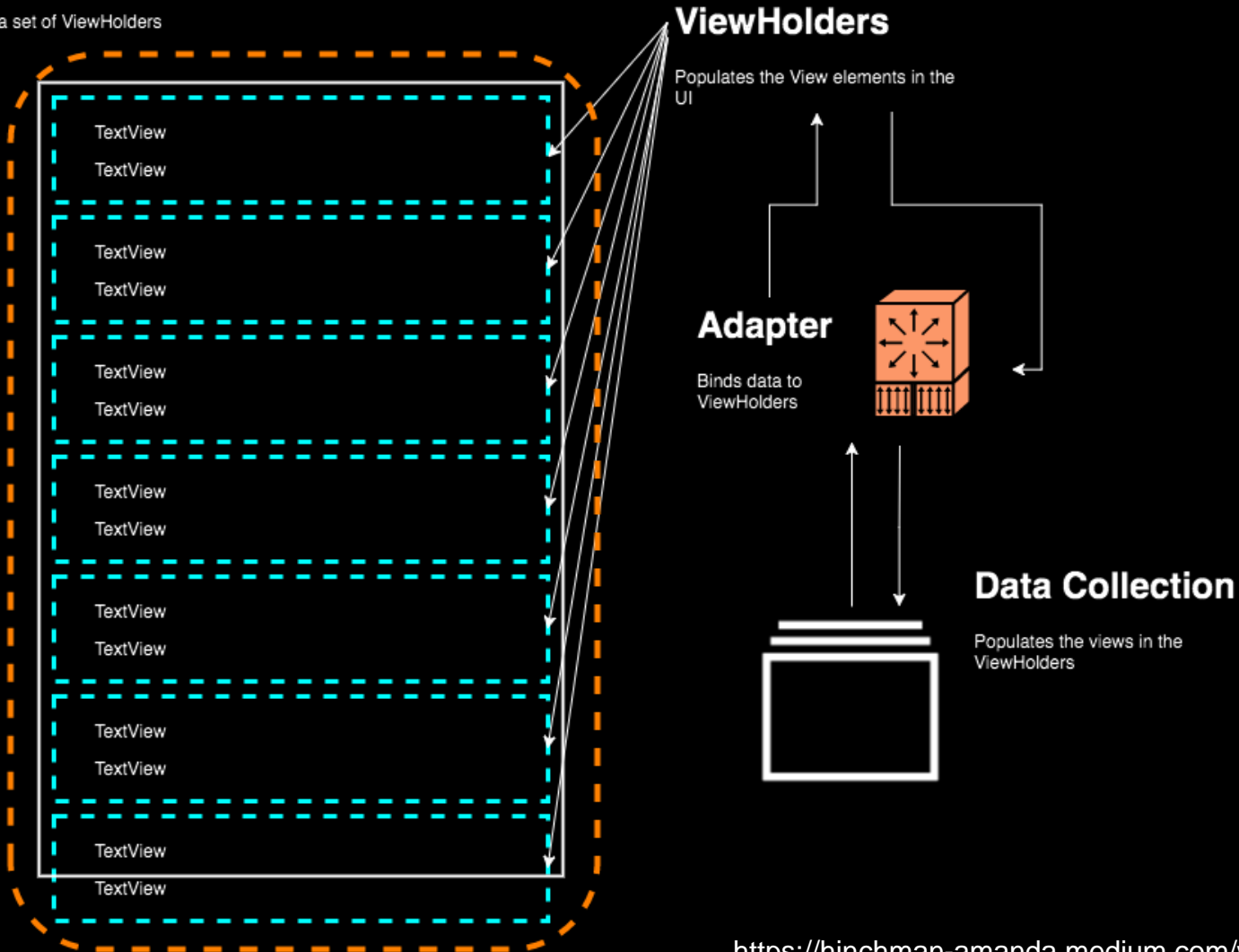


RecyclerView

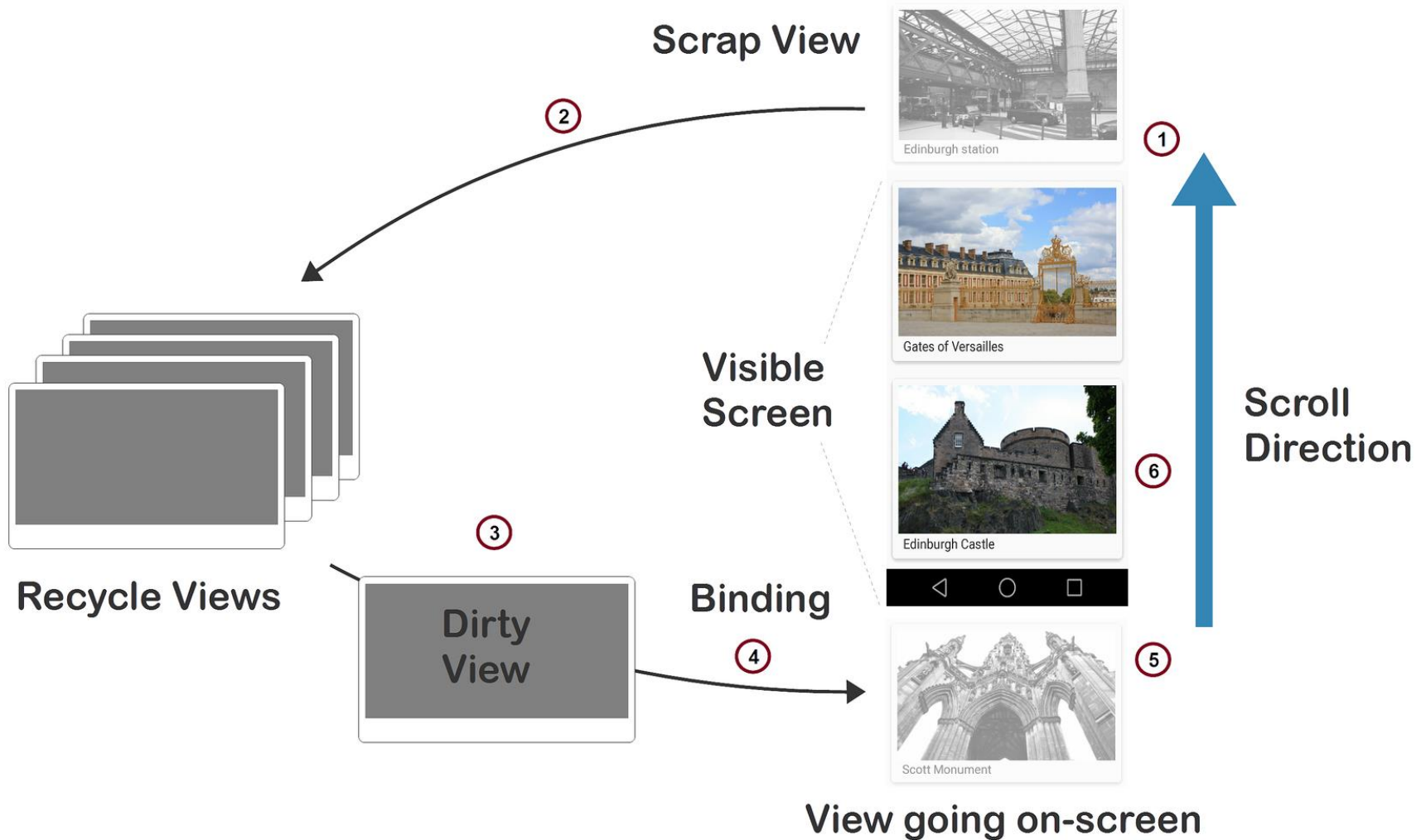


RecyclerView

Recycles data within a set of ViewHolders



RecyclerView



RecyclerView

Button
2

Button
3

Button
4

onClick()

Button 2 is pressed

TextView

RecyclerView

Button
2

Button
3

Button
4

onClick()

You pressed Button 3

TextView

RecyclerView

Button
2

Button
3

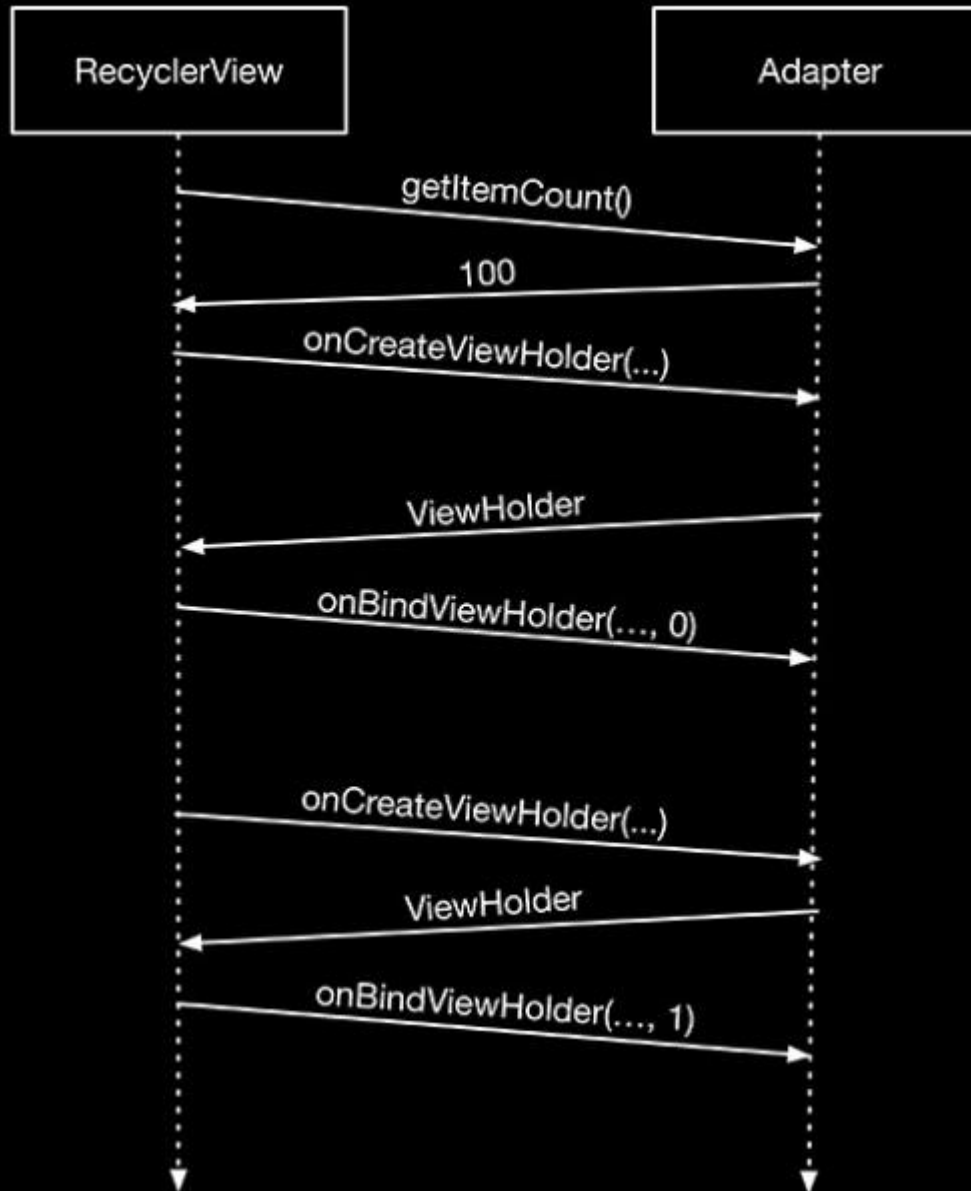
Button
4

onClick()

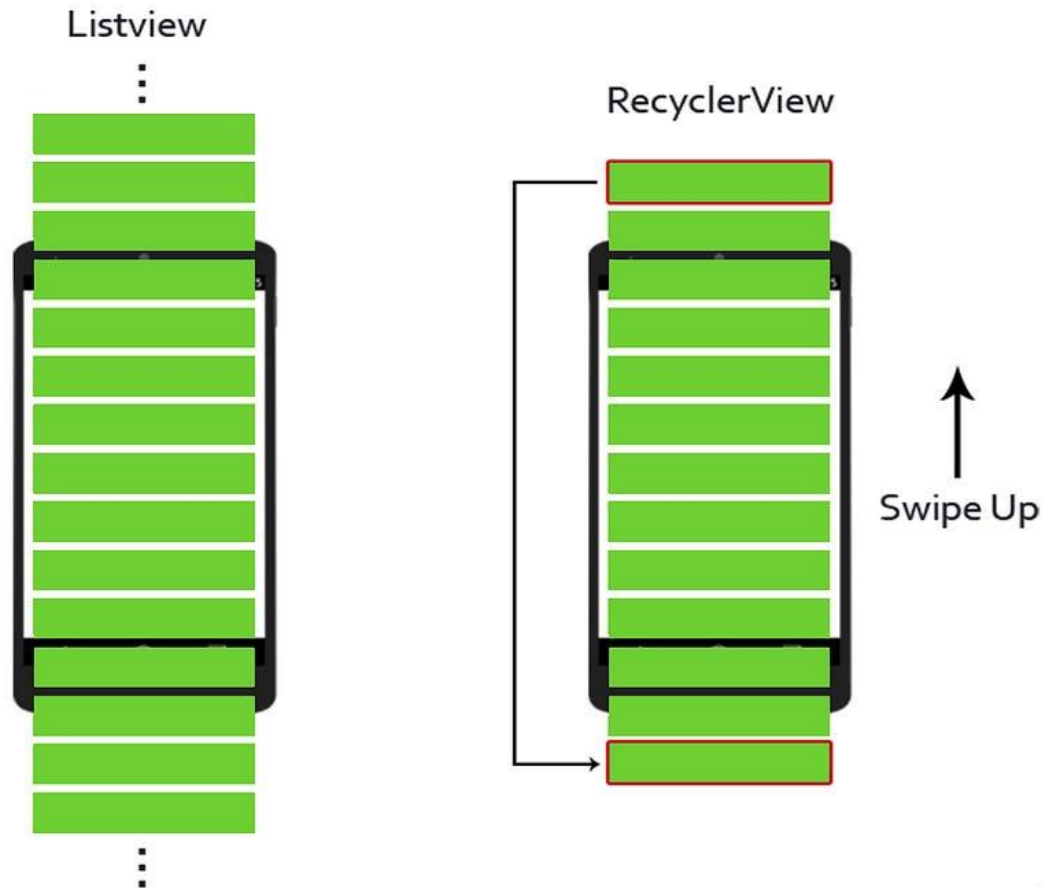
Fourth Button is pressed

TextView

RecyclerView



RecyclerView



@Sulmage