

# TASK GUIDE (C1.10)

## A. Objectives.

Student will create effect in some content in “ShowDataActivity” page.

## B. Requirements.

Hardware:

- 2 GB RAM minimum, 8 GB RAM recommended
- 2 GB of available disk space minimum, 4 GB Recommended (500 MB for IDE + 1.5 GB for Android SDK and emulator system image)
- 1280 x 800 minimum screen resolution
- Intel processor with support for Intel VT-x, Intel EM64T (Intel 64), and Execute Disable (XD) Bit functionality

Software:

- Microsoft Windows 7/8/10 (32-bit or 64-bit)
- JDK 8
- Android Studio IDE (Minimum 3.2) with AndroidX library.

## C. Resources.

Documents:

- Guide

Supplement files:

Test code:

- TestC1MyLibrary010.java

## D. Task Description.

Student fill spinner with string array and create add, delete and edit data in “ShowDataActivity” page.

## E. Specification.

1. Open "ShowDataActivity.java"
2. Create conditional in binding method to "setUser" which if "filename" is null so spinner is empty and the title neither. And if "filename" is filled so spinner filled "filename"

This method used for check file inside application. The code like below.

```
binding.setUser(userdata.getUserData());
    if (filename == null || filename.equals("")) {
        binding.setBooklist(bookdata.getBookList());
        if (bookdata.getBookList().getSize() > 0){
            String title =
bookdata.getBookList().getList().get(0);
            Book book = bookdata.getBookData(title);
            binding.setBook(book);
        } else {
            binding.setBooklist(bookdata.getBookList());
            Book book = new Book();
            binding.setBook(book);
        }
    } else {
        binding.setBooklist(bookdata.getBookList());
        binding.setBook(bookdata.getBookData(filename));
        bookindex =
bookdata.getBookList().getList().indexOf(filename);
        binding.spBook.setSelection(bookindex);
    }
}
```

3. Open "BookData.java" and create method with name "loadFileList" to declaration spinner value with "filename" which located in "DATA\_LOCATION". With variable with name "fileList" with value "ArrayList". And the directory file in "DATA\_LOCATION".

```
fileList = new ArrayList<>();
```

To list the file in directory.

```
File directory = new File(DATA_LOCATION);
File[] files = directory.listFiles();
```

To collect file in directory

```
if (files != null){
    for (int x = 0; x < files.length; x++) {
        String fname = files[x].getName();
        if (fname.endsWith(FILE_EXT)) {
            fileList.add(fname);
        }
    }
}
```

To check available the file and show all file in the directory

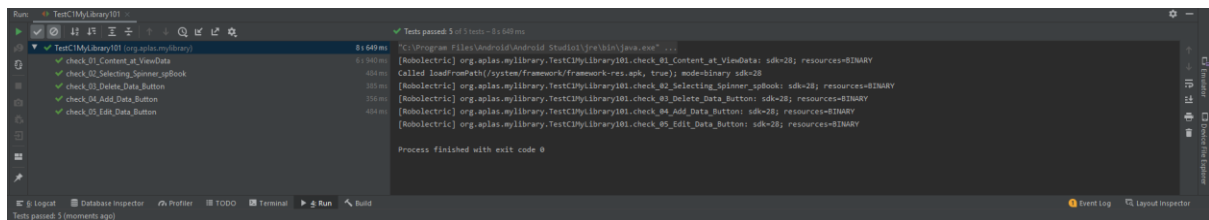
4. Open "ShowDataActivity.java" and create a binding method to onClickListener for "btnDelData" with check the "spBook" is filled or not. If "spBook" is empty so show text "There is no Book Data!". If "spBook" is filled so has conditional delete success and delete failed. Like below.

```
if (binding.spBook.getCount()>0) {
    String filename =
binding.spBook.getSelectedItem().toString().trim();
    if (bookdata.deleteBookData(filename)) {
        binding.setBooklist(bookdata.getBookList());
        Toast.makeText(getApplicationContext(), "Deleting is
Success!!", Toast.LENGTH_SHORT).show();
    } else {
        Toast.makeText(getApplicationContext(), "Deleting is
Failed!!", Toast.LENGTH_SHORT).show();
    }
} else {
    Toast.makeText(getApplicationContext(), "There is no
Book Data!!", Toast.LENGTH_SHORT).show();
}
```

5. Create a binding method to add new data with onClickListener for "btnAddData". The method contain intent for direct to "InputDataActivity.java".
6. Create a binding method to edit data with onClickListener for "btnEditData". The method contains intent and putExtra to get the values before and edit in "InputDataActivity.java".

## F. Testing.

1. Copy “TestC1MyLibrary010.java” file to “org.aplas.mylibrary (test)” folder.
2. Right click on the “TestC1MyLibrary010.java” file then choose Run. It may take long time to execute.
3. Get the result of your task. If passed you will get green check like below. If the test failed, you will get orange check get the messages and you must check your work again.



**You have to try until get all green checks and continue to the next task.**