

CONSUMING PUBLIC API TUTORIAL

In this tutorial I will be using the Jokes API. This will display a list of 10 jokes.

Link: https://official-joke-api.appspot.com/random_ten

We will use the Volley library.

A volley library is a HTTP library that provides easier and faster networking for Android apps. It provides support for raw strings, images and JSON. The built-in features make it easier to use, therefore, you don't have to write boilerplate code. However, it is not suitable for large download operations.

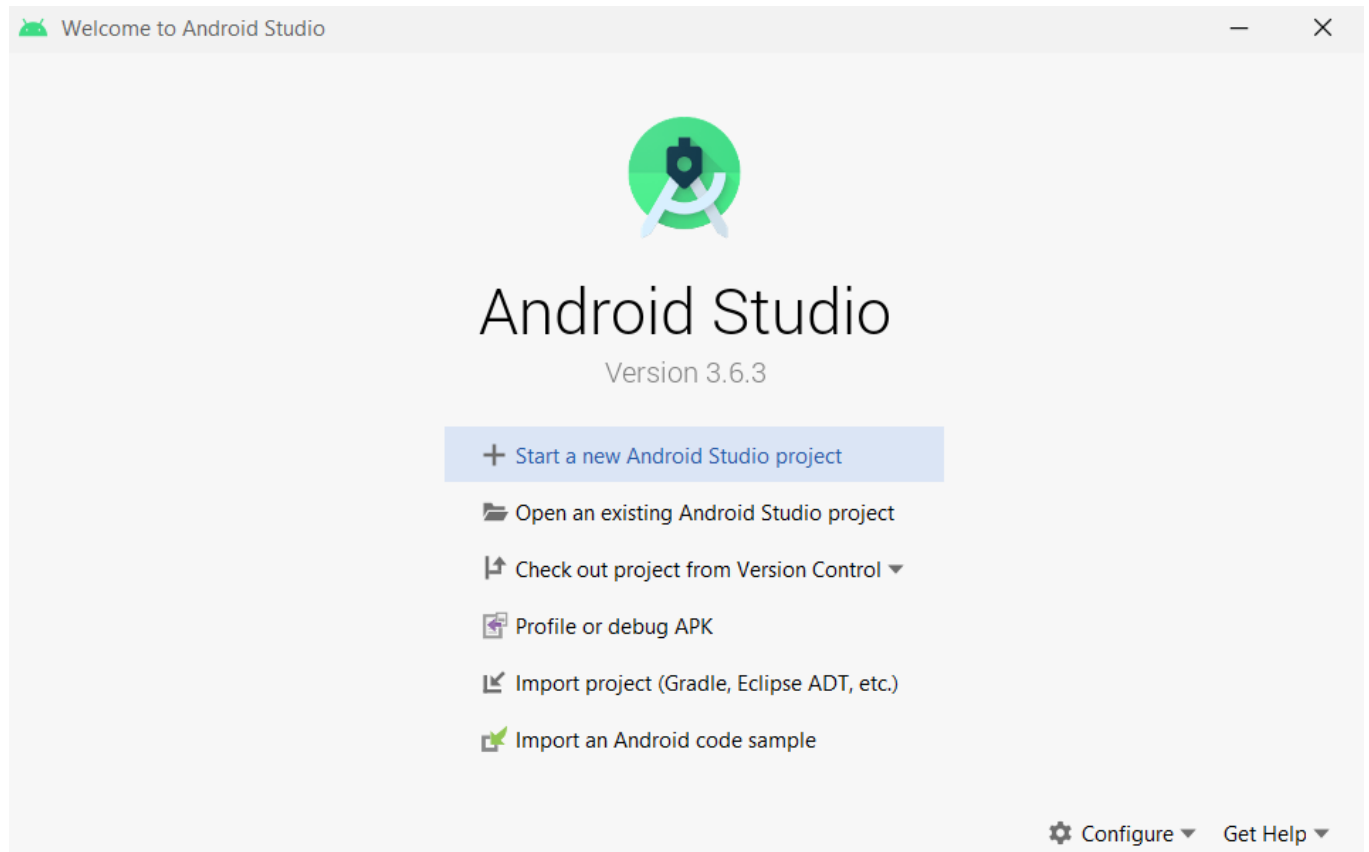
Some of the benefits are:

- It provides automatic scheduling of network request.
- It can provide multiple network connections done at the same.
- It can prioritize requests.
- There is ease of customization.
- It has a strong architecture that correctly populates your UI with data from the network.
- It has debugging and tracing tools.

To add Volley to your project, you have to add the volley dependency to your build.gradle file.

Let's Begin!

Create an app and name it JokesAPI.





Select a Project Template

Phone and Tablet

Wear OS

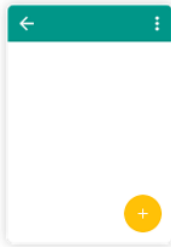
TV

Automotive

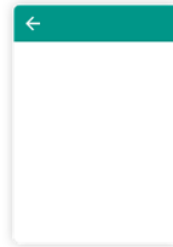
Android Things



No Activity



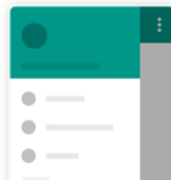
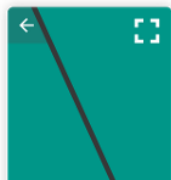
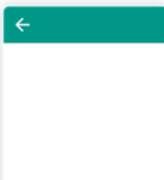
Basic Activity



Empty Activity



Bottom Navigation Activity



Empty Activity

Creates a new empty activity

Previous

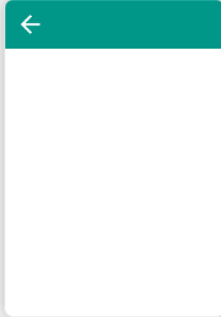
Next

Cancel

Finish



Configure Your Project



Empty Activity

Creates a new empty activity.

Name

JokesAPI

Package name

com.example.shivangi.jokesapi

Save location

C:\Users\shiva\Desktop\JokesAPI

Language

Java

Minimum SDK API 26: Android 8.0 (Oreo)

i Your app will run on approximately **60.8%** of devices.
[Help me choose](#)

☐ Use legacy android.support libraries [?](#)

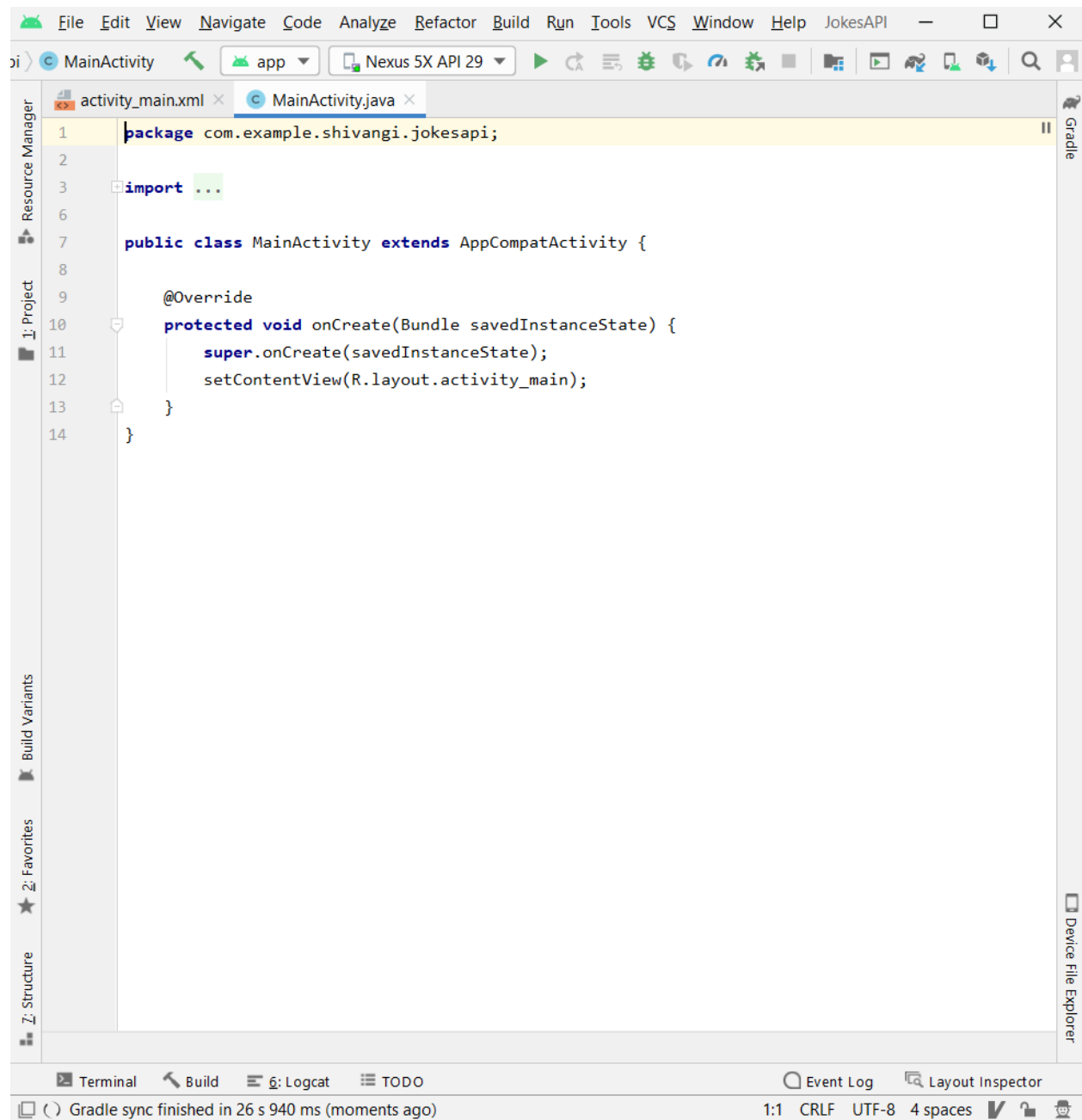
Previous

Next

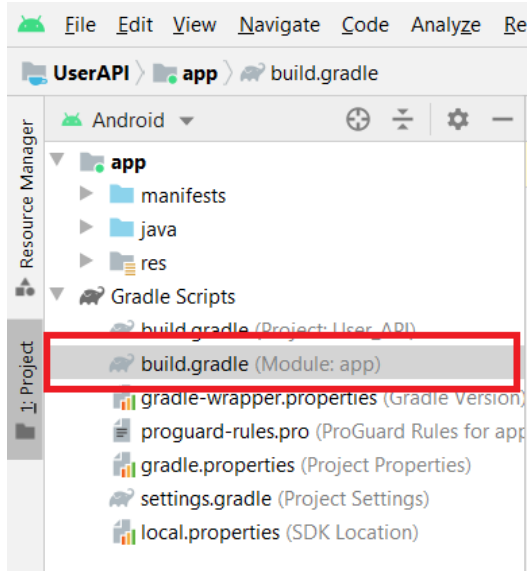
Cancel

Finish

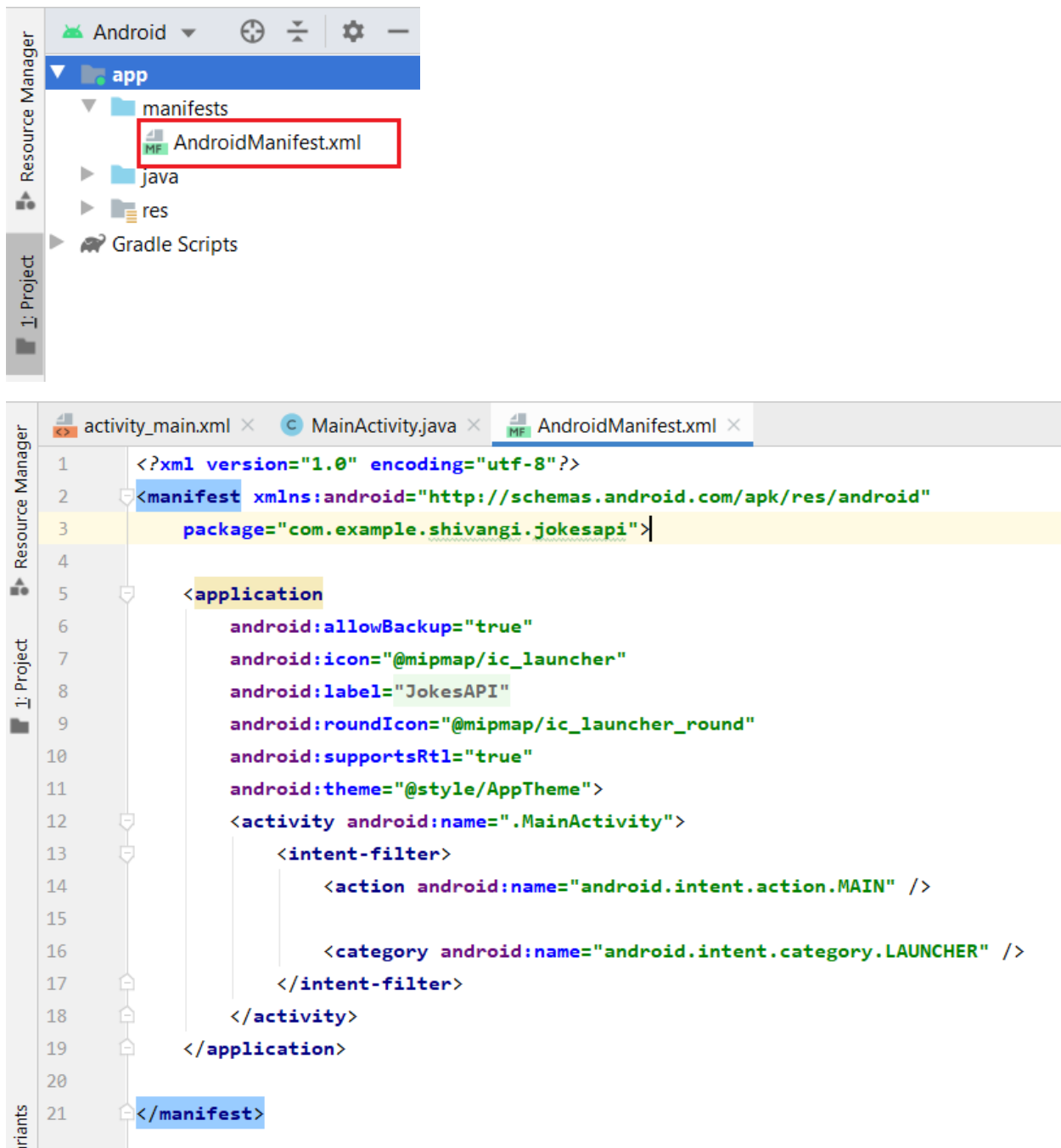
After the project syncs, the MainActivity.java looks like this.



Now go to the build.gradle(Module: app) file and add the volley dependency under the dependencies method. Then click on the SYNC NOW link provided at the top right of the file.



In order to access the API link, we have to grant permission to access the internet. This is done in the manifest file. Go to your manifest.xml file provided under the manifest folder on the left pane.

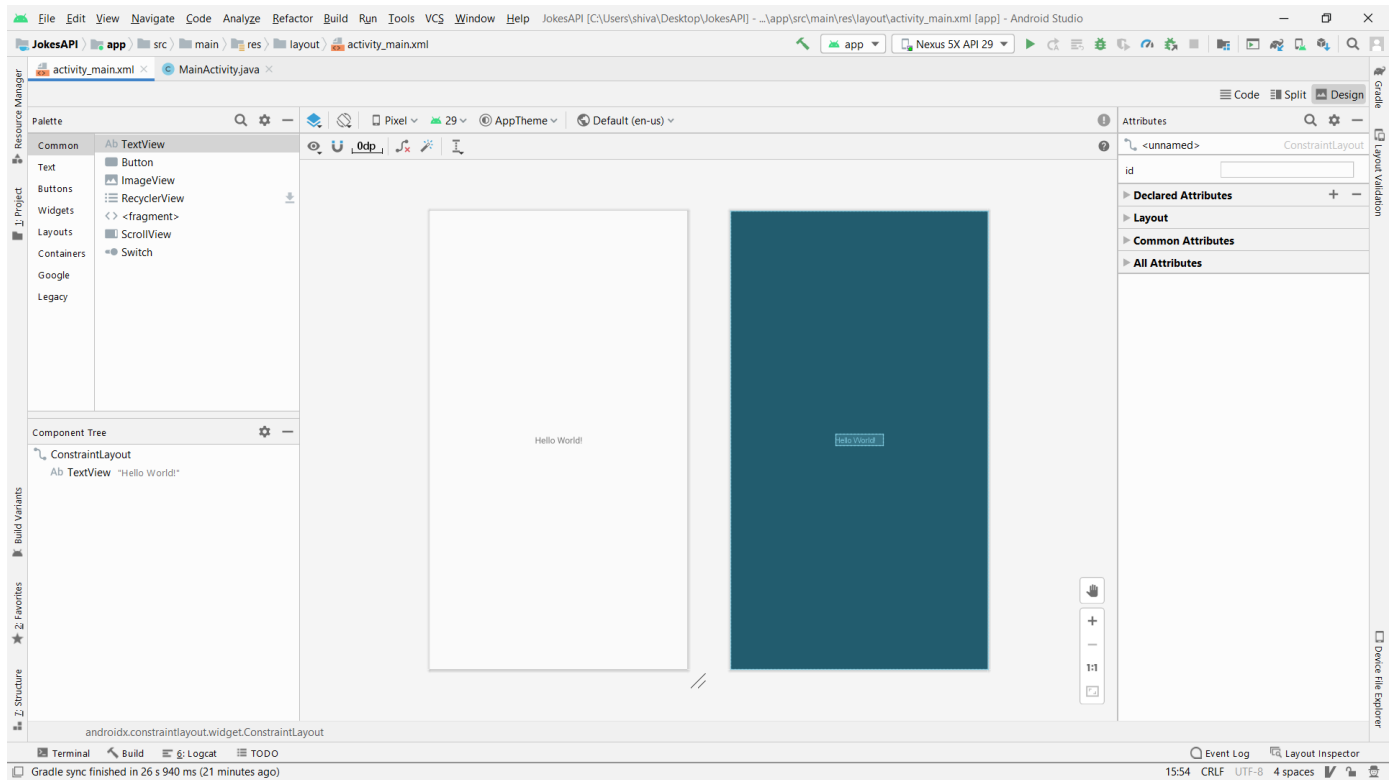


Now add the code to grant Internet permission.

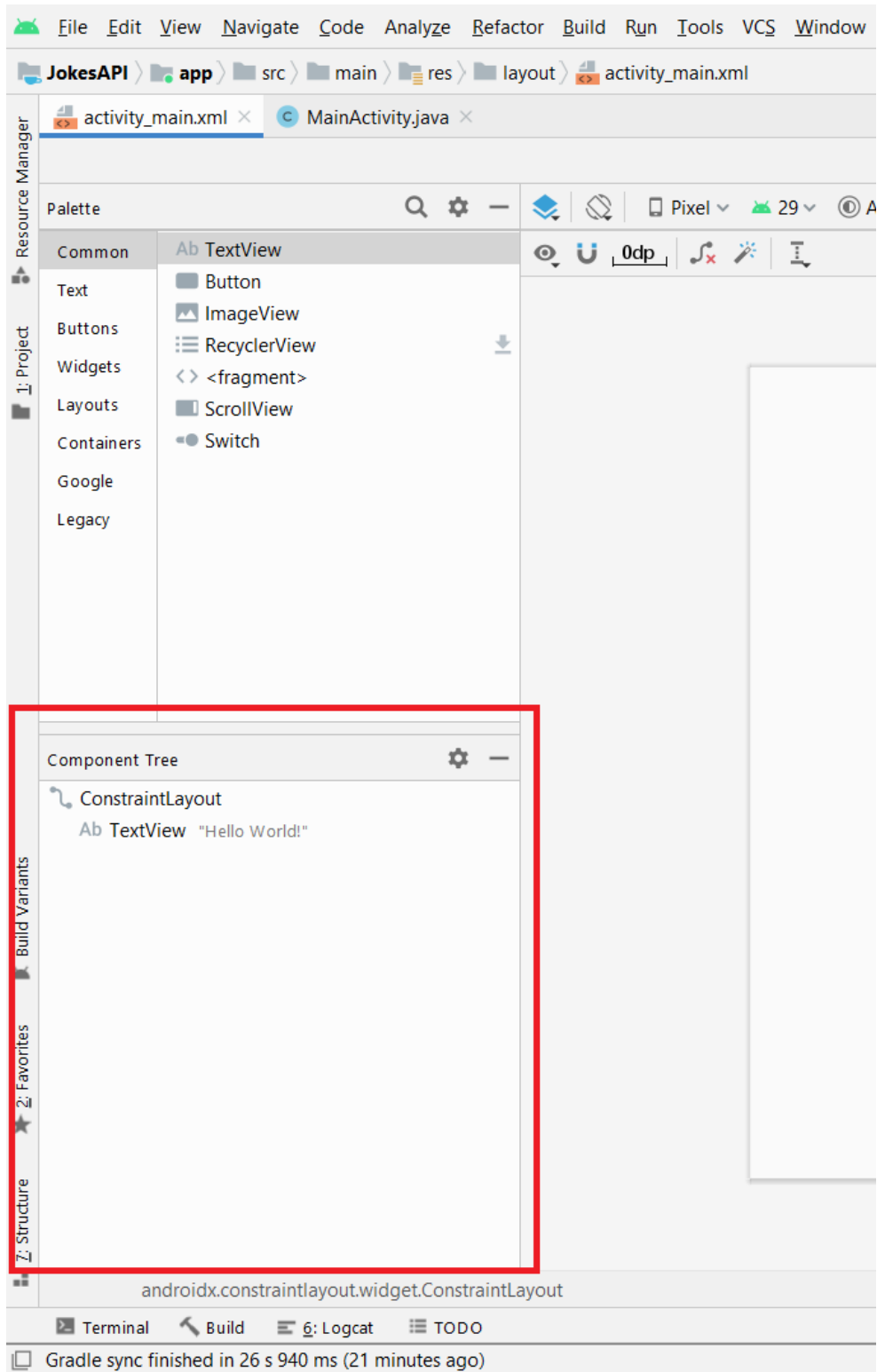


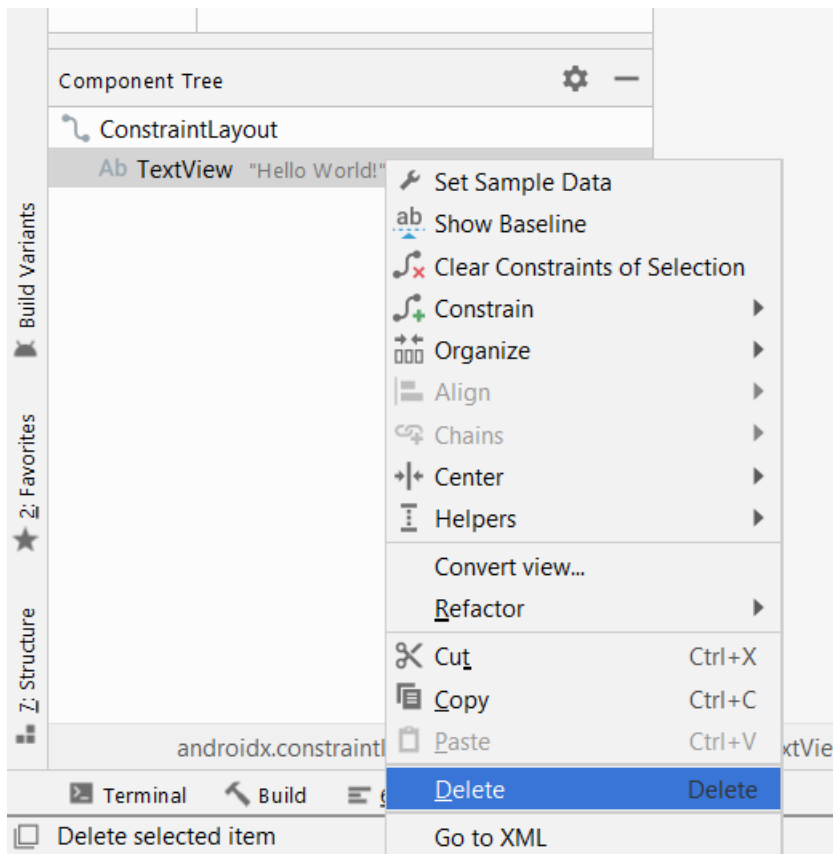
```
1 <?xml version="1.0" encoding="utf-8"?>
2 <manifest xmlns:android="http://schemas.android.com/apk/res/android"
3     package="com.example.shivangi.jokesapi">
4
5     <uses-permission android:name="android.permission.INTERNET"/>
6
7     <application
8         android:allowBackup="true"
9         android:icon="@mipmap/ic_launcher"
10        android:label="JokesAPI"
11        android:roundIcon="@mipmap/ic_launcher_round"
12        android:supportsRtl="true"
13        android:theme="@style/AppTheme">
14        <activity android:name=".MainActivity">
15            <intent-filter>
16                <action android:name="android.intent.action.MAIN" />
17
18                <category android:name="android.intent.category.LAUNCHER" />
19            </intent-filter>
20        </activity>
21    </application>
22
23 </manifest>
```

Now go to your activity_main.xml file. On the top right corner, you will have the option to switch between the layout views.



On the left bottom corner, you will see a tab named component tree. Right click on the TextView and delete it.



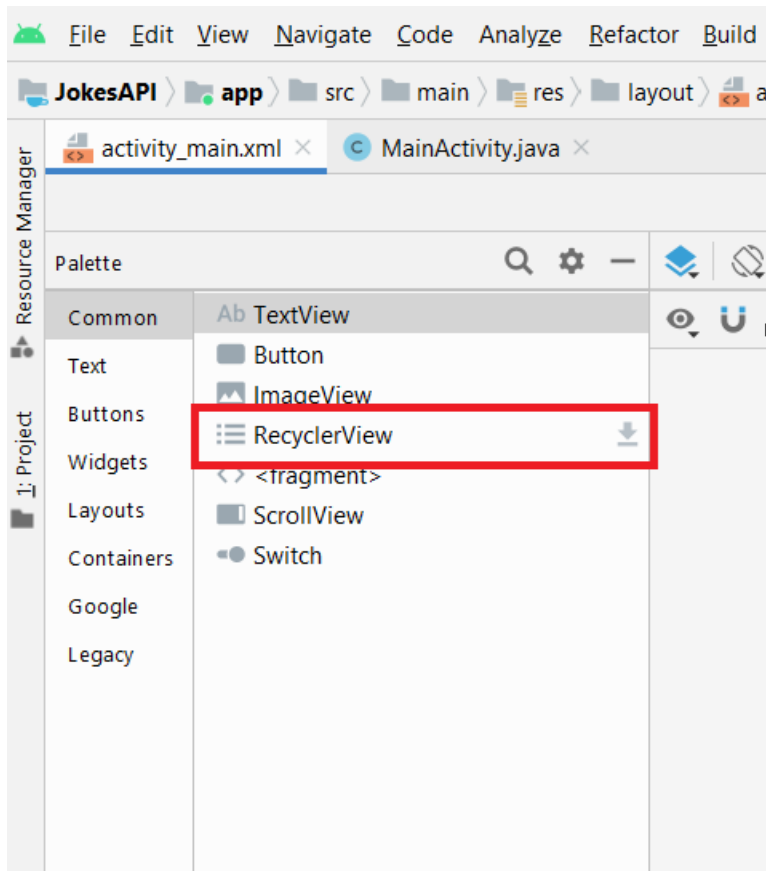


We will add a RecyclerView to the layout. A RecyclerView allows the user to display a list of items and provide an option to scroll if the items exceed the length of the screen layout. The word Recycle means to reuse. Therefore, RecyclerView provides the ability to reuse a layout for a list of items making it efficient.

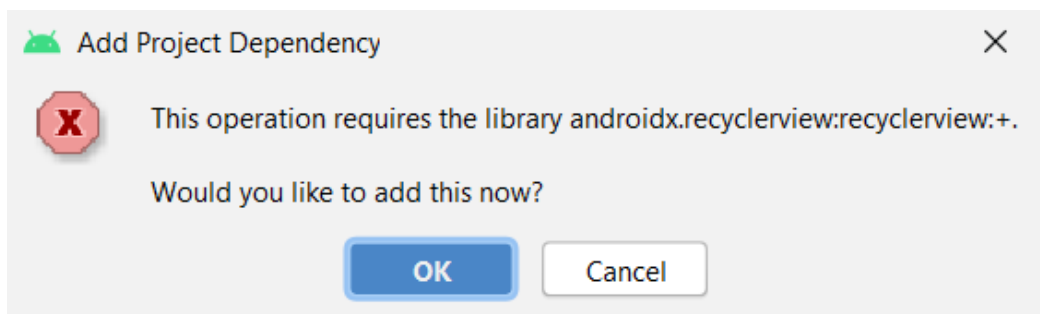
In a RecyclerView, we have a LayoutManager that handles the layout together with the LinearLayoutManager. The LinearLayoutManager could be vertically or the horizontal oriented. We also require an Adapter that connects your data to the RecyclerView. The adapter uses the ViewHolder to prepare the data before it is presented. It acts as the bridge between the AdapterView and the data. The adapter is responsible for creating a view for each item in the data set and also provides access to the data items. The ViewHolder contains information for the item that will be displayed.

Let's begin by adding the RecyclerView dependency. An easier way to add the dependency is to add through your activity_main.xml file.

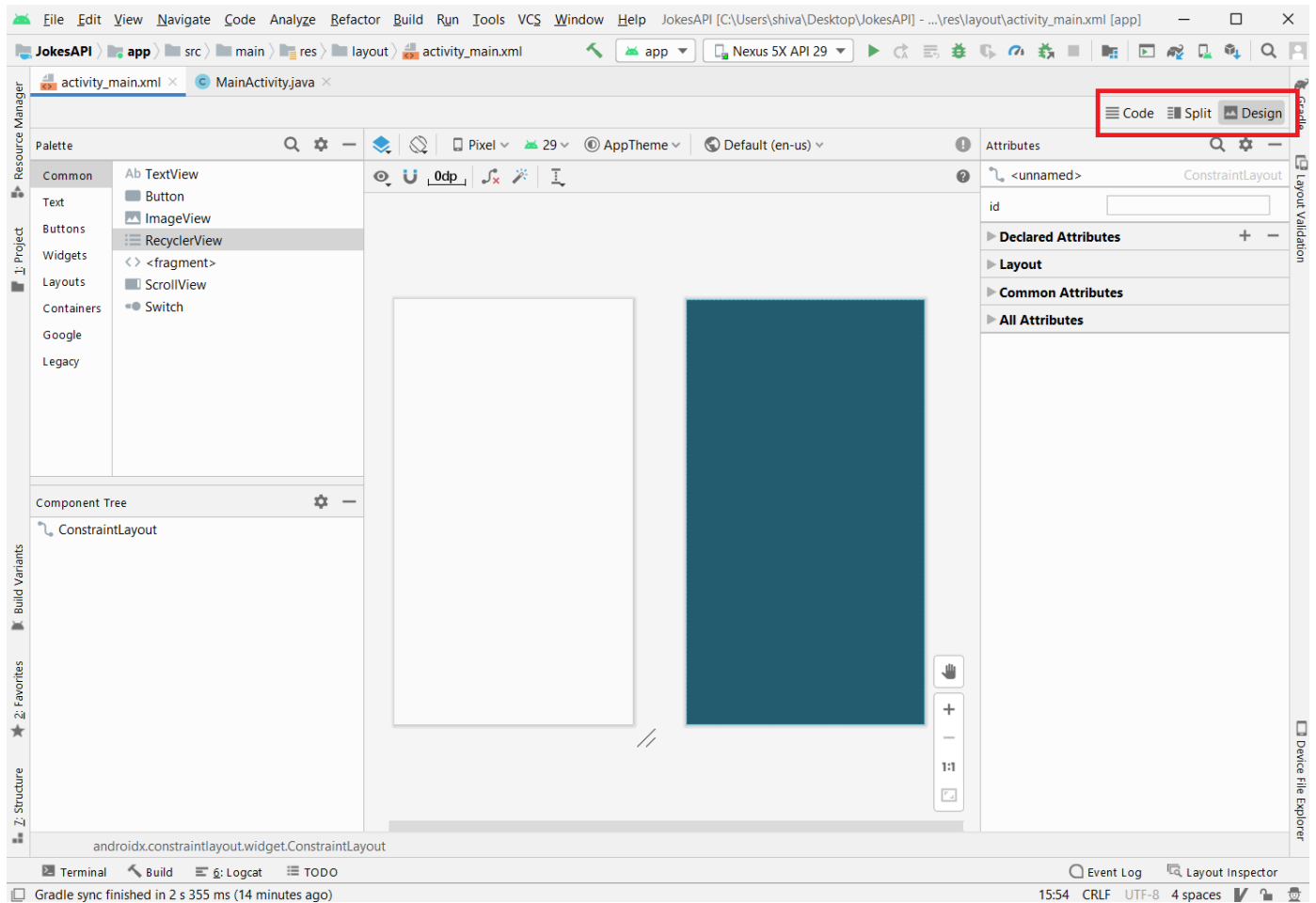
Click on the download icon next to the RecyclerView in the Palette.



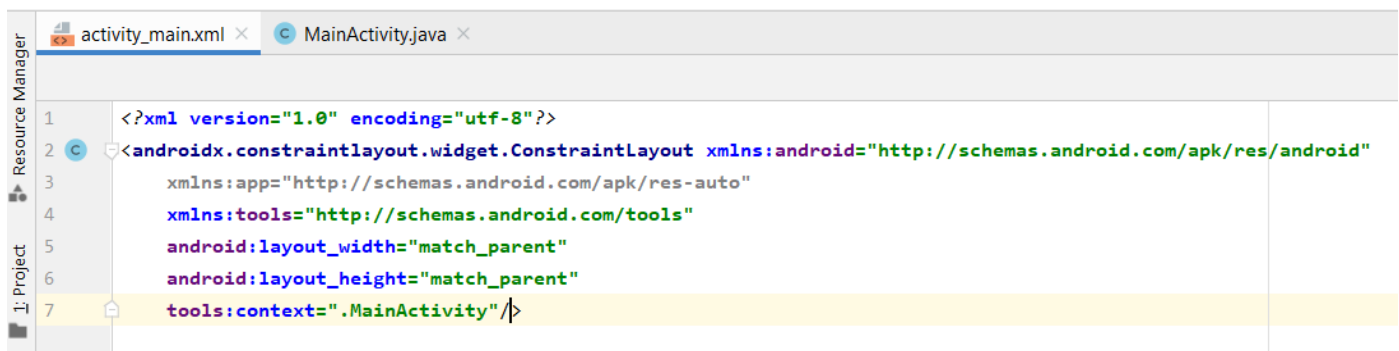
A dialog box like below will appear. Click ok.



Once the dependency is added, switch to code view. Three icons at the top-right corner are provided that lets you switch between code, split and design view. Click on the code to switch to code view.



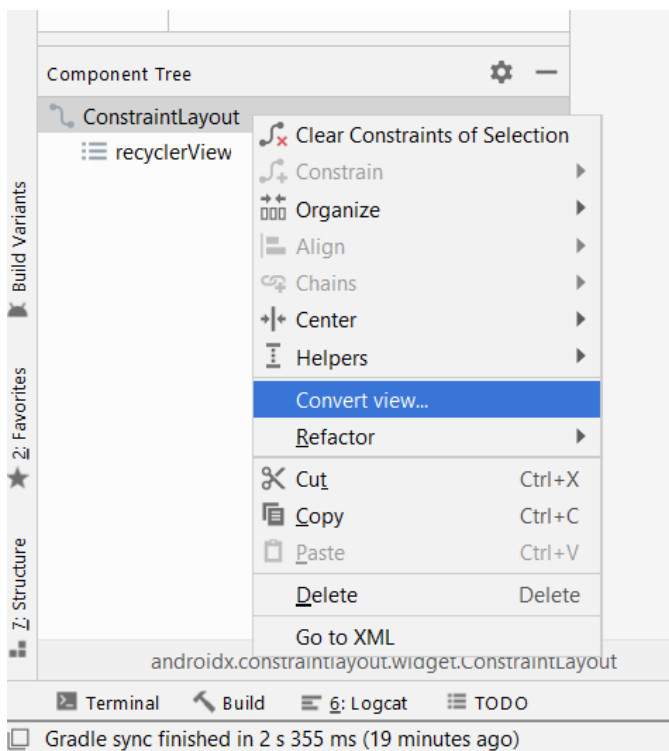
We are currently in design view, click on the code option to change the view to code view. Your activity_main.xml file looks like below before any changes are made.



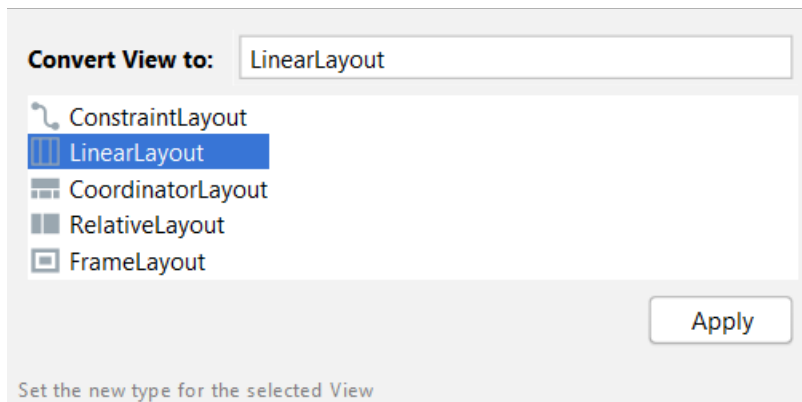
Add the following code to your activity_main.xml file.



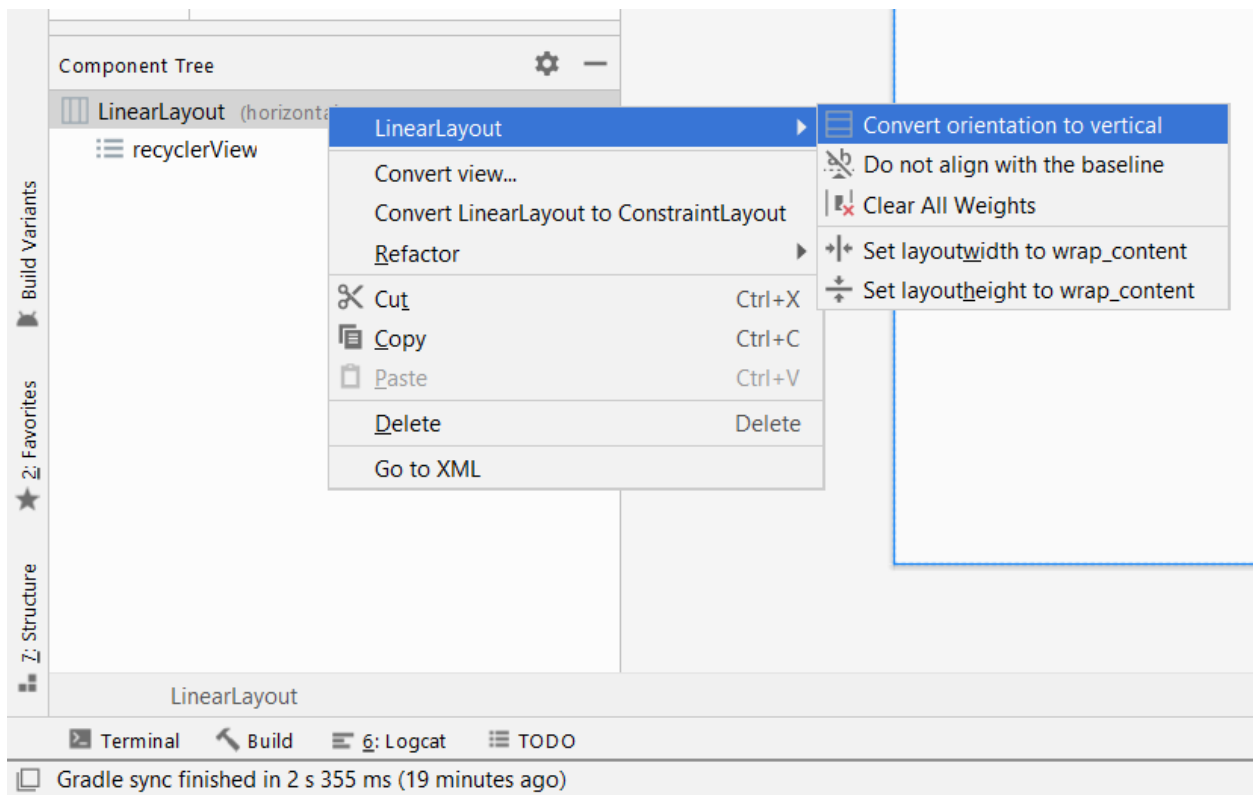
Switch back to design view. We will change the layout of the file to a vertical LinearLayout. In the component tree provided on the left bottom corner, you will see a ConstraintLayout. Right click on it and select Convert view...



Select LinearLayout from the dialog box that appears.

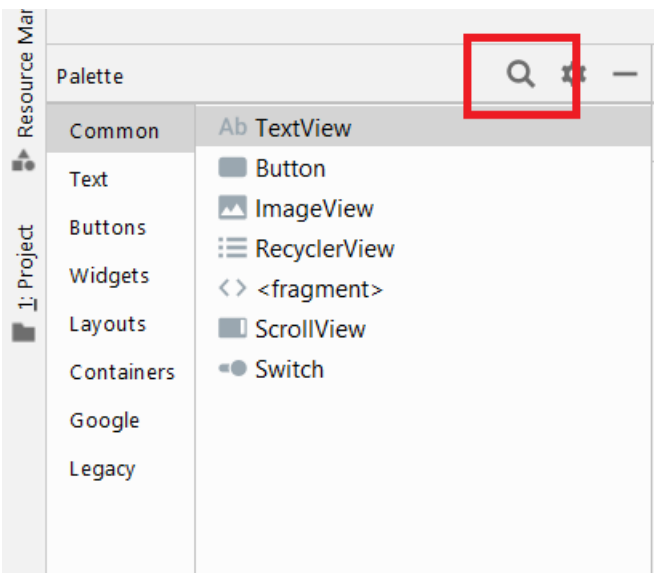


Once again right-click on the LinearLayout(horizontal) under the component tree. Go to **LinearLayout > Convert orientation to vertical**.

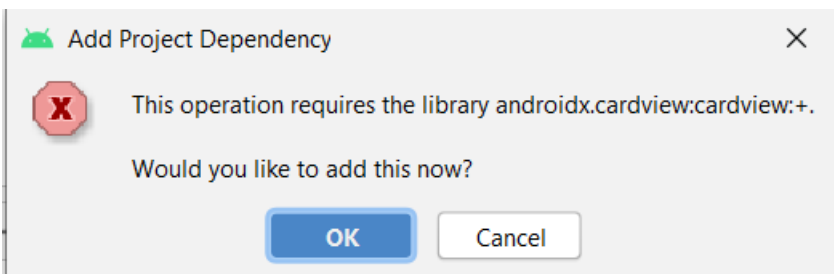
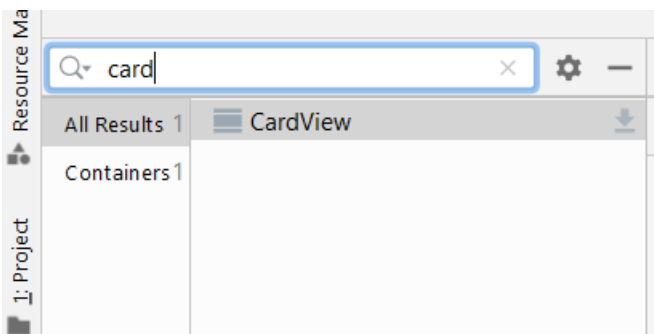


We created the layout for all the list items. Now we will create a layout for one list item.

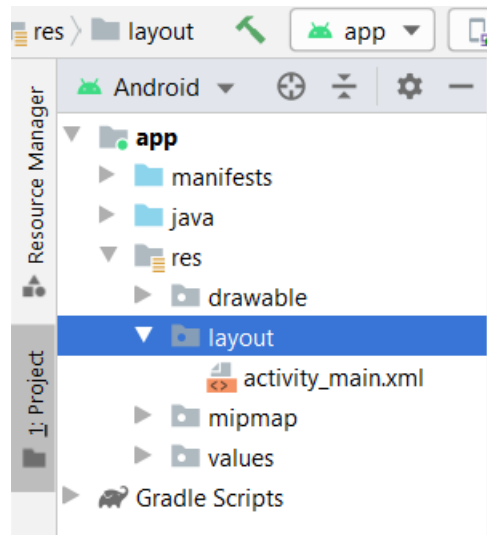
First, we will add the CardView dependency. To do this, search for CardView in the palette.



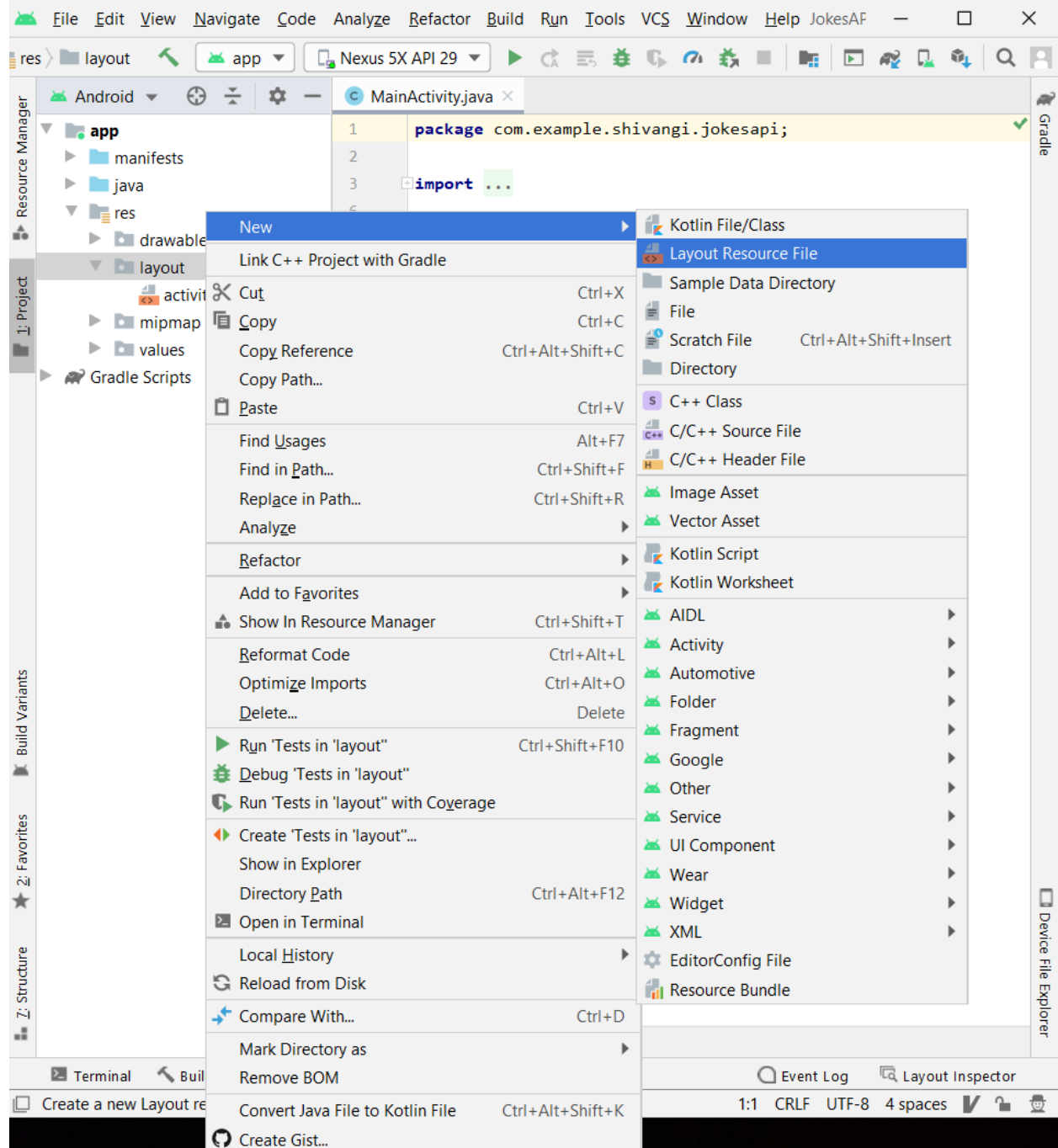
Click on the download icon next to the CardView. Click OK on the dialog box that appears.



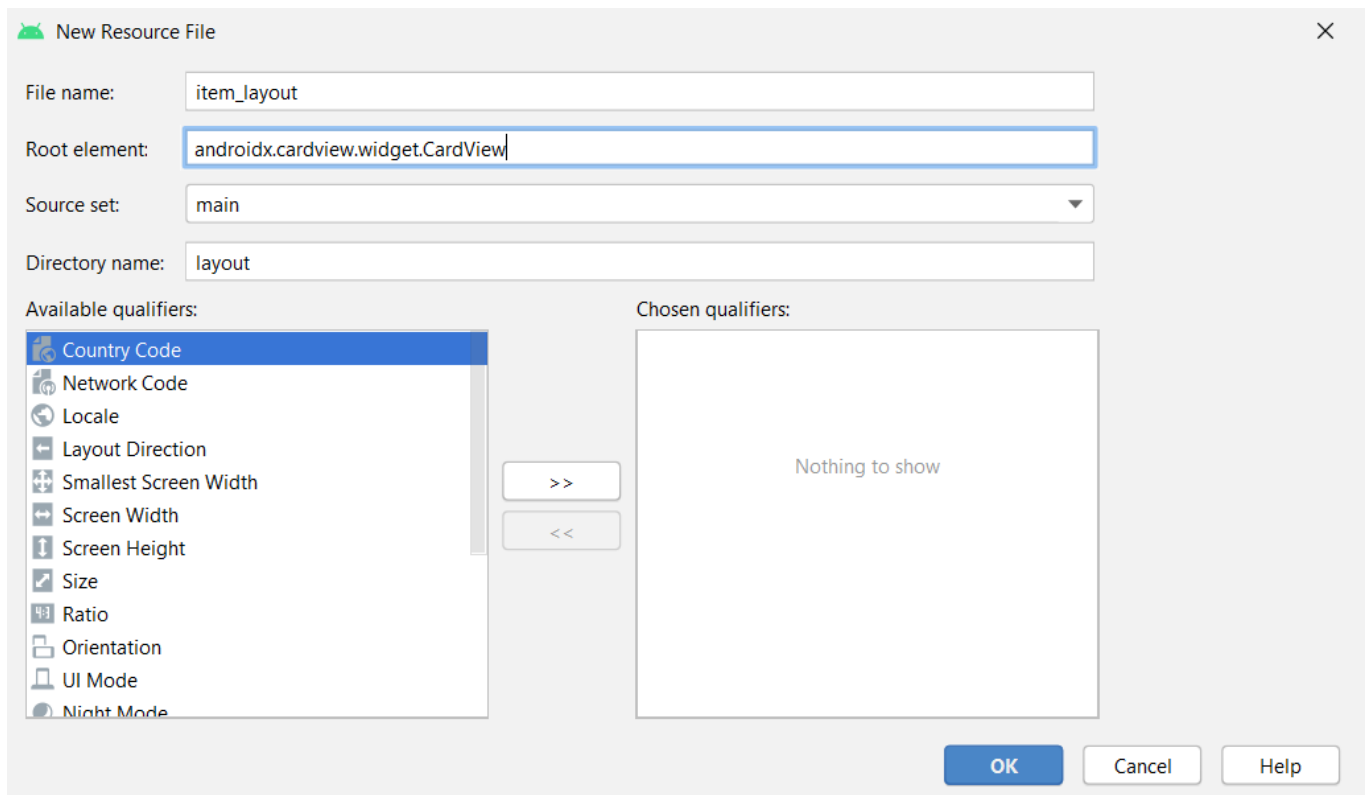
Now let's create a new layout resource file, right-click on the layout folder provided under the res folder.



Select **New > Layout Resource File**.



Set the file name as `item_layout` and the root element as `CardView` in the dialog box that appears.



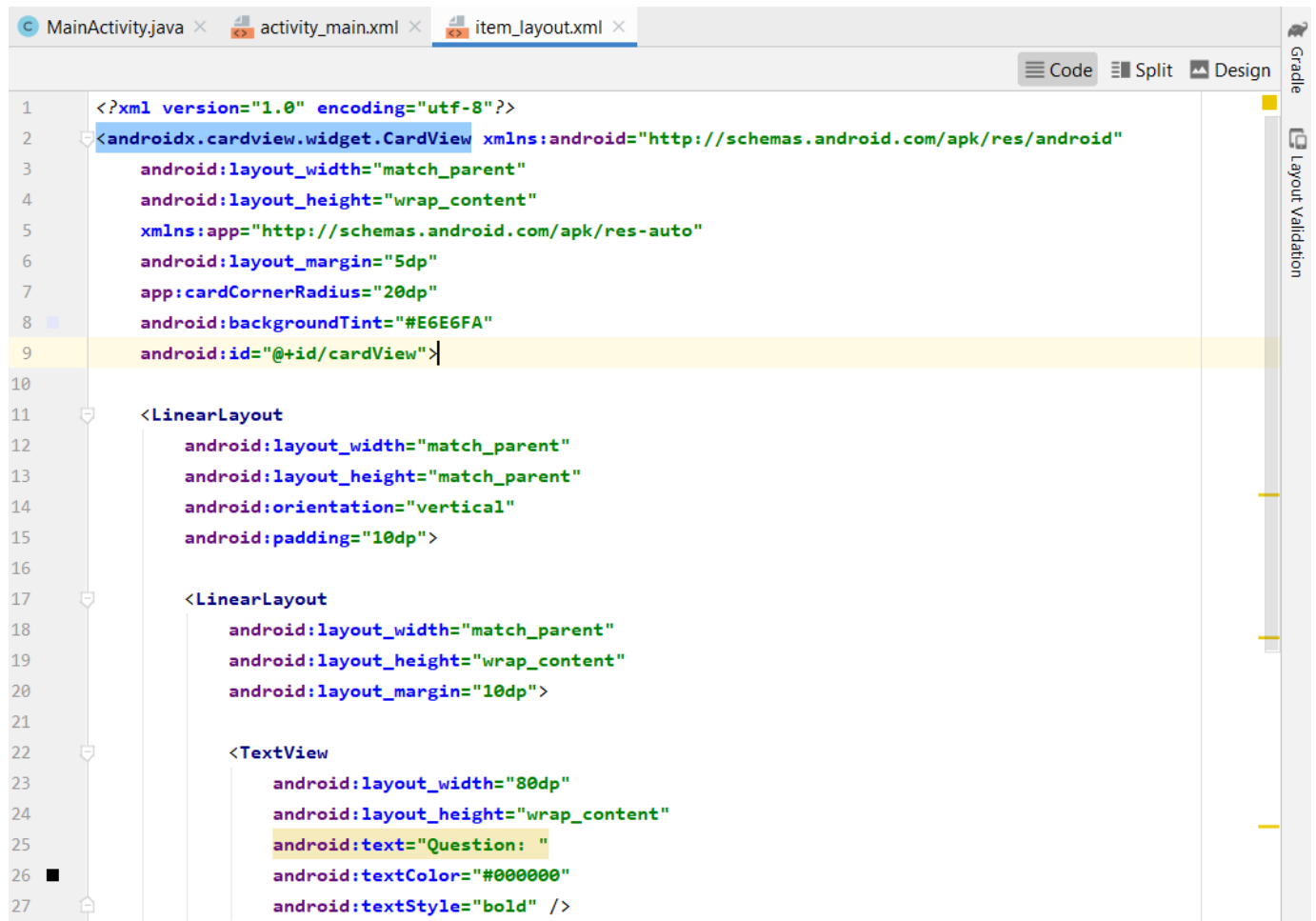
Switch to code view. Below is an image of your `item_layout.xml` file before any changes are made.



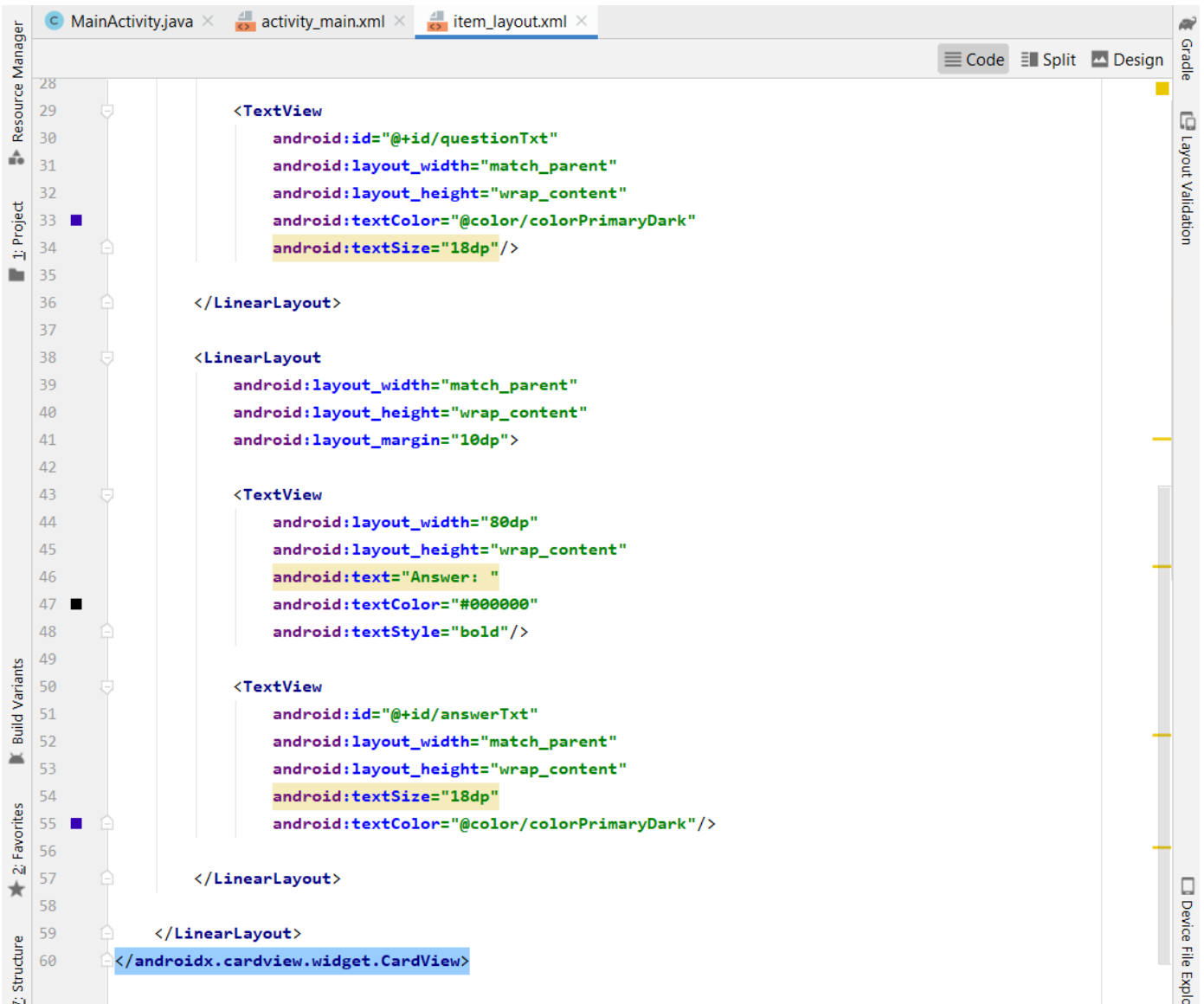
Now add the following code to your `item_layout.xml` file. The code below represents a `CardView` that contains a vertical `LinearLayout`. Inside the vertical `LinearLayout`, there are two horizontal `LinearLayout` containing two `TextView` components in each.

One `TextView` holds text that will not change, the other will display text retrieved from the API.

Notice, we changed the `layout_height` of the `CardView` to `wrap_content` and added a few more properties for the `CardView`.

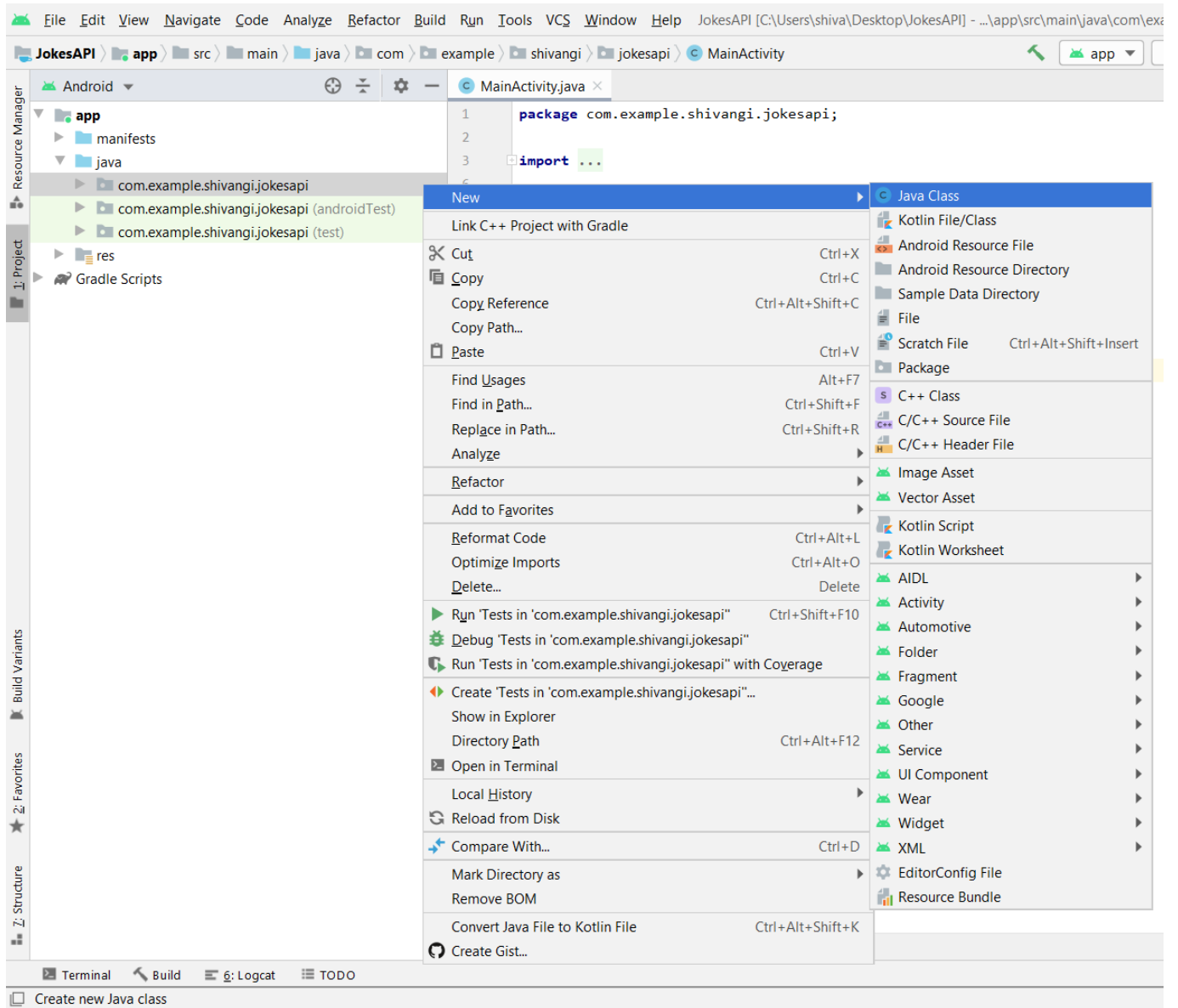







```
1 <?xml version="1.0" encoding="utf-8"?>
2 <androidx.cardview.widget.CardView xmlns:android="http://schemas.android.com/apk/res/android"
3     android:layout_width="match_parent"
4     android:layout_height="wrap_content"
5     xmlns:app="http://schemas.android.com/apk/res-auto"
6     android:layout_margin="5dp"
7     app:cardCornerRadius="20dp"
8     android:backgroundTint="#E6E6FA"
9     android:id="@+id/cardView">
10
11     <LinearLayout
12         android:layout_width="match_parent"
13         android:layout_height="match_parent"
14         android:orientation="vertical"
15         android:padding="10dp">
16
17         <LinearLayout
18             android:layout_width="match_parent"
19             android:layout_height="wrap_content"
20             android:layout_margin="10dp">
21
22             <TextView
23                 android:layout_width="80dp"
24                 android:layout_height="wrap_content"
25                 android:text="Question: "
26                 android:textColor="#000000"
27                 android:textStyle="bold" />
```



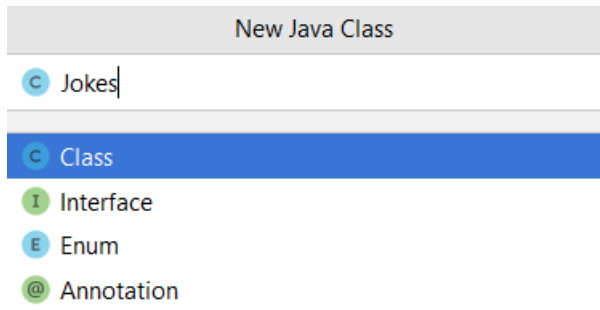
Now we will create a class that will contain all the information in a layout.

To create a new Java class, right click on your package, select **New > Java Class**.

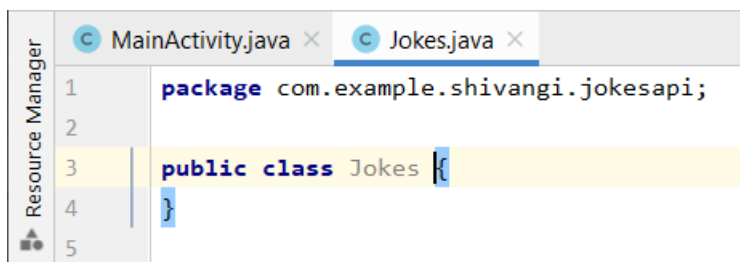


New Java Class	
	Name
	Class
	Interface
	Enum
	Annotation

Name the class Jokes.

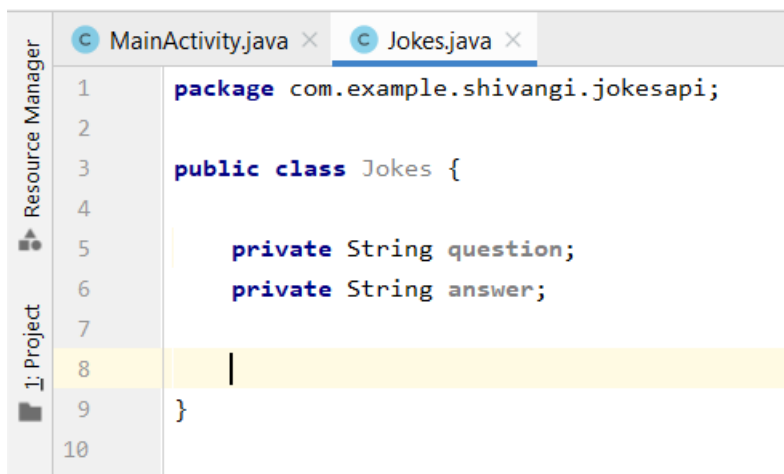


Below is a screenshot of how your java class will look like once you've created it.



Now we will declare class variables. These variables will store the data that we will receive from the API. Since we are receiving two strings, one is a question and the other is the answer, we will create two class variables.

Add the following code to your Jokes.java class.

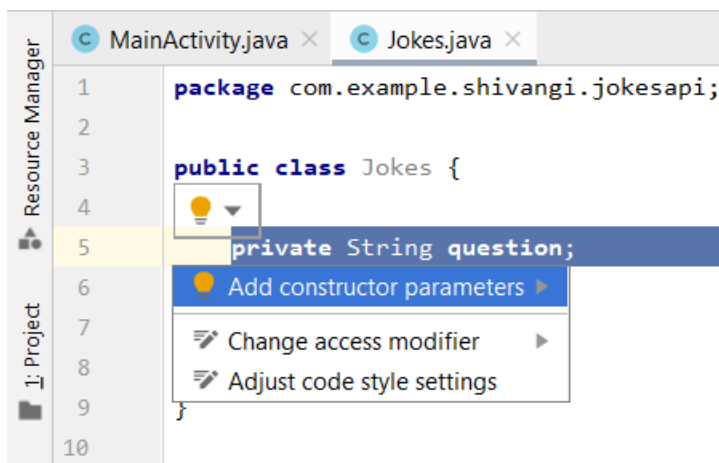


We have to declare a constructor that will initialize the object of a class. This method will be used to perform a task.

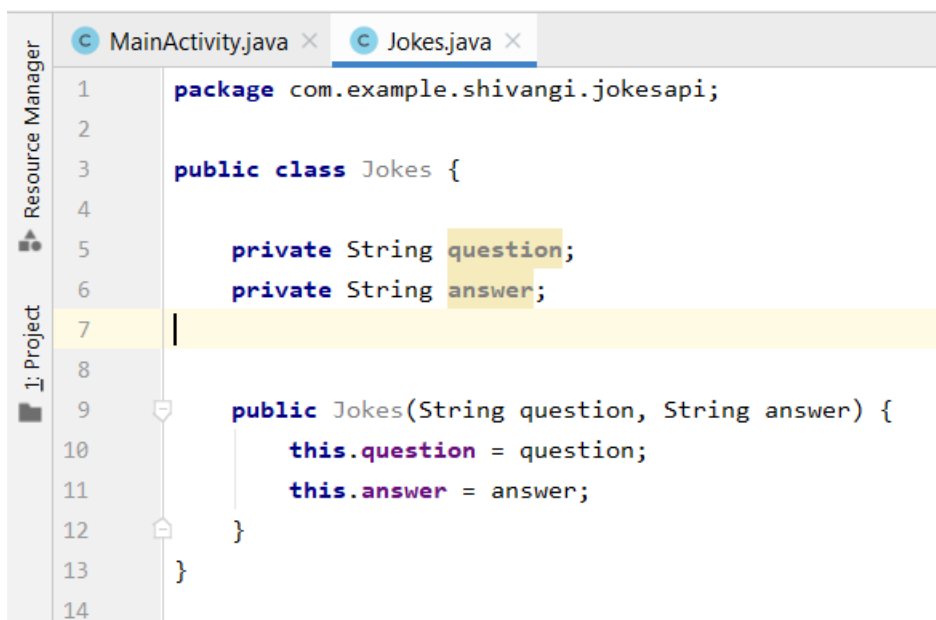
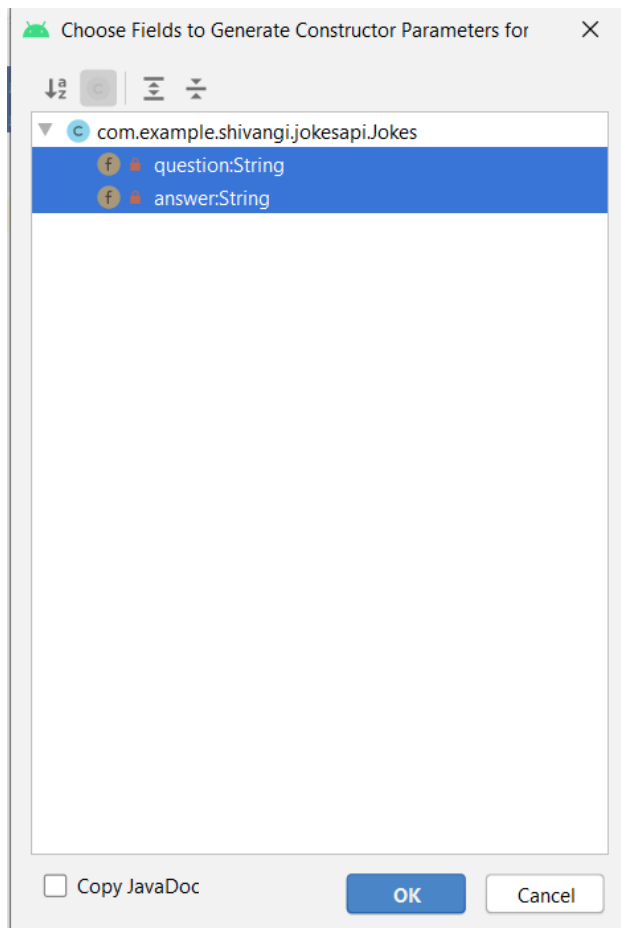
To create a constructor, we type the following code in our Jokes.java class:

```
public Jokes() {}
```

However, we need to add two parameters for the constructor which will represent the two strings we declared, an easier way to do this would be selecting the two variables. Click on the yellow bulb that will appear on the left side once you select the two variables and select Add constructor parameters. This will create the constructor with the parameters and add all the necessary code needed in the constructor.



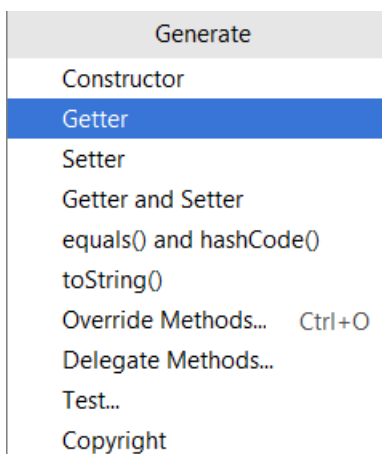
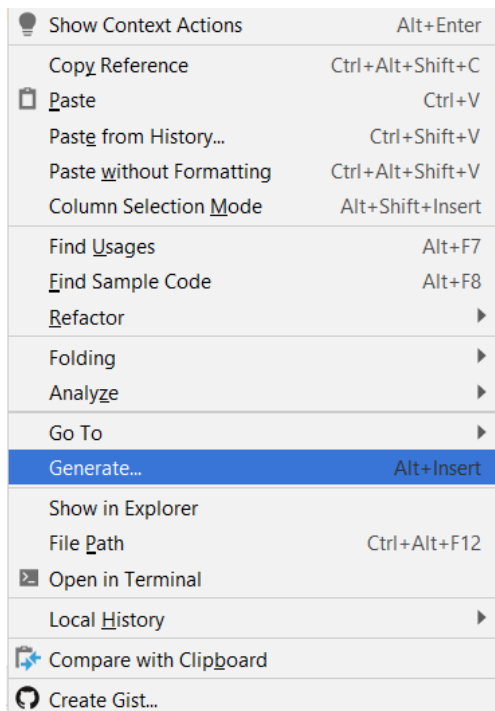
A dialog box will appear, select both strings and click ok.



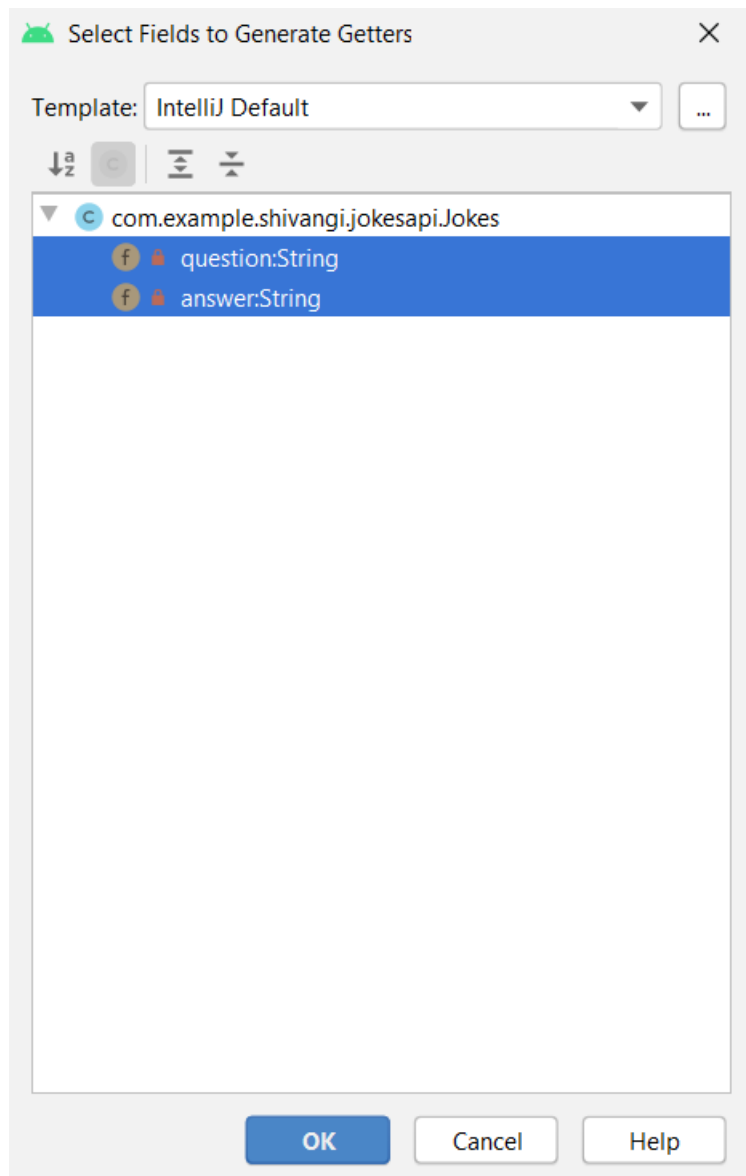
The next step will be creating the getter methods. Getters and Setters are used to protect your data. For each variable in your class, there will be a getter and a setter method. A getter method returns a value while a setter method sets the value.

For our app, we will only use getter method as we are just retrieving the data.

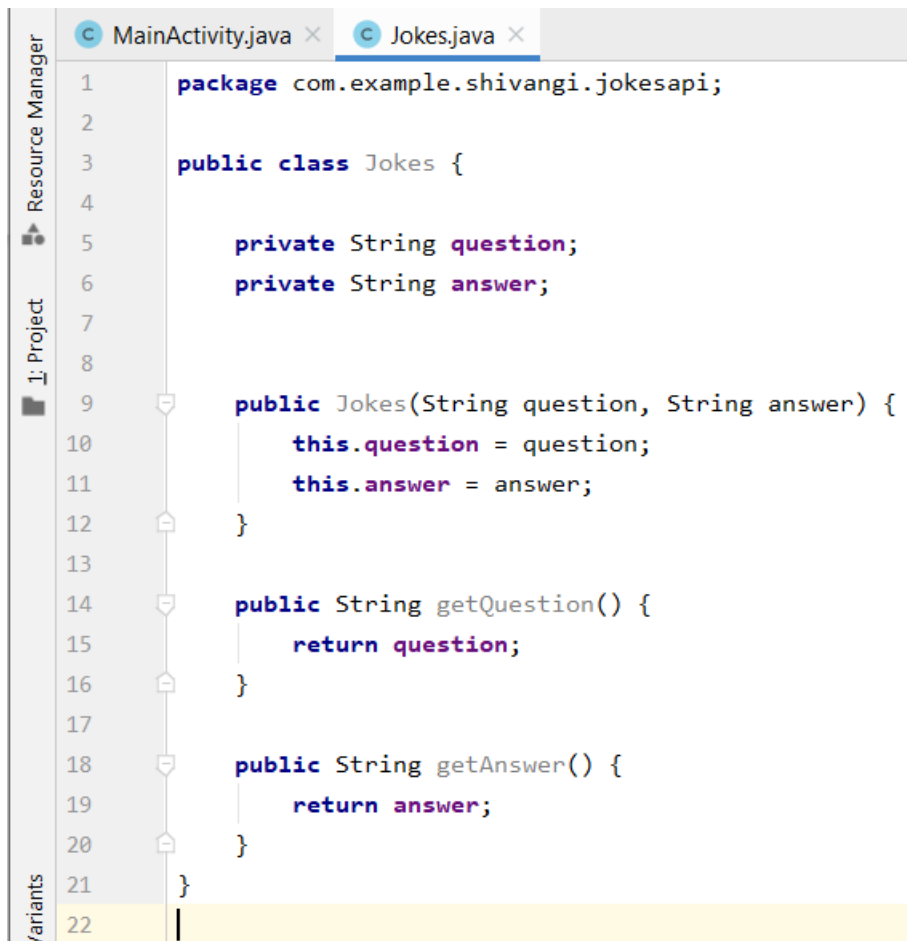
To create getter methods for the two variables, right click anywhere in the class and select generate from the list. A Generate dialog box as below will appear with a list of options. Select Getter from the list.



When you select getter from the list, another dialog box will appear. Select both strings and click ok.



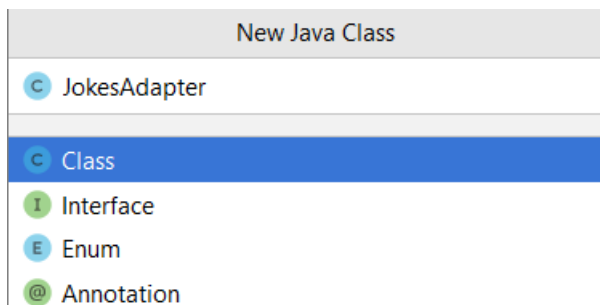
Your final Jokes.java file will look like the picture below.

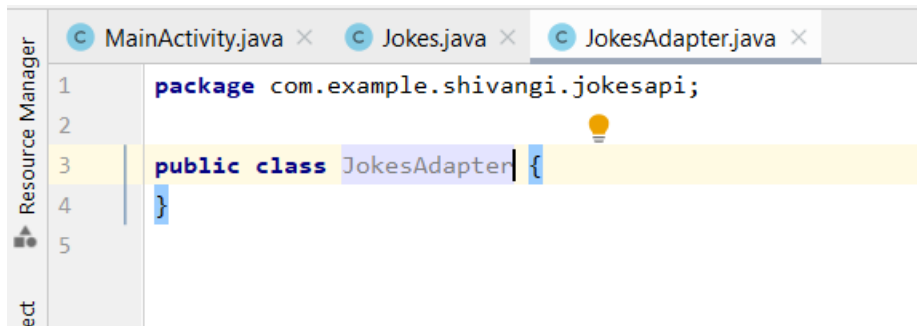


```
1 package com.example.shivangi.jokesapi;
2
3 public class Jokes {
4
5     private String question;
6     private String answer;
7
8
9     public Jokes(String question, String answer) {
10         this.question = question;
11         this.answer = answer;
12     }
13
14     public String getQuestion() {
15         return question;
16     }
17
18     public String getAnswer() {
19         return answer;
20     }
21 }
22
```

We will now create an adapter class for the RecyclerView. As we have mentioned earlier, an adapter is the bridge between the data and the RecyclerView. Also it provides access to the data items and is responsible for creating a view for each data item.

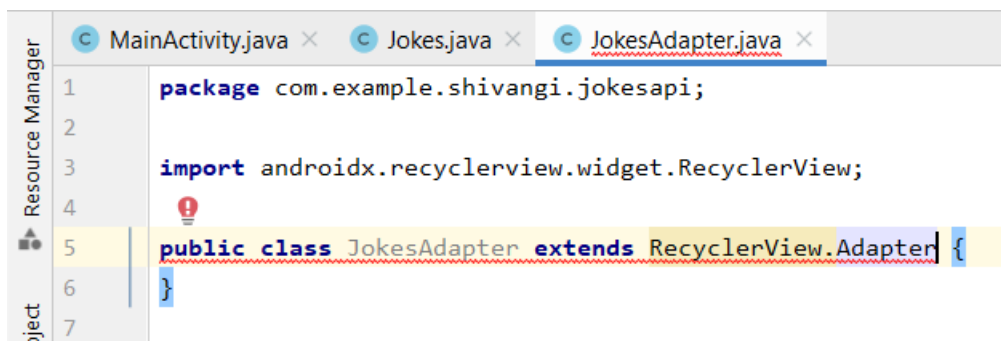
Create a new java class and name it JokesAdapter.





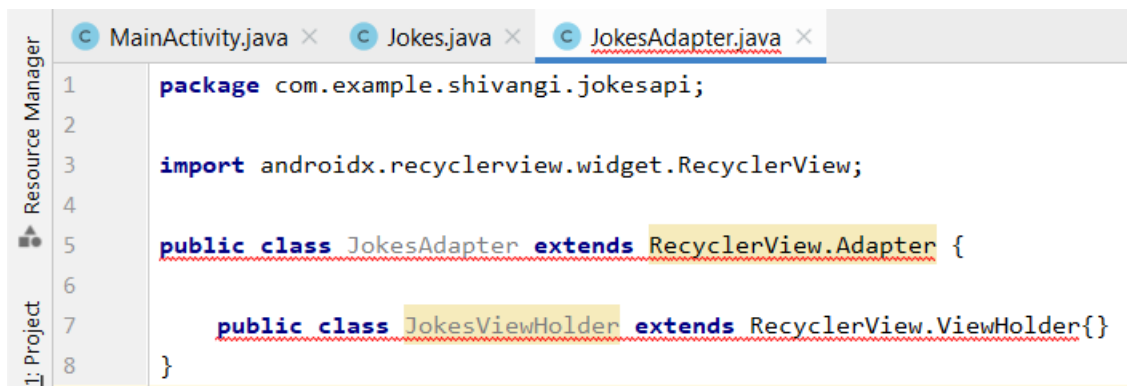
```
1 package com.example.shivangi.jokesapi;
2
3 public class JokesAdapter {
4 }
5
```

We will extend our JokesAdapter class to extend RecyclerView.Adapter.



```
1 package com.example.shivangi.jokesapi;
2
3 import androidx.recyclerview.widget.RecyclerView;
4
5 public class JokesAdapter extends RecyclerView.Adapter {
6 }
7
```

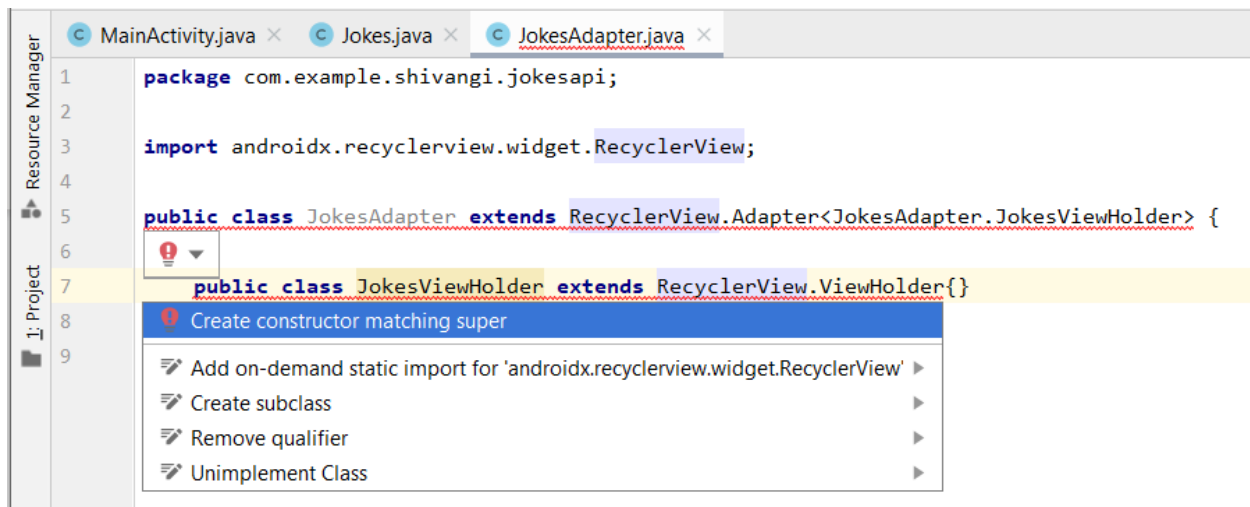
We will now create an inner ViewHolder class and extend it RecyclerView.ViewHolder.



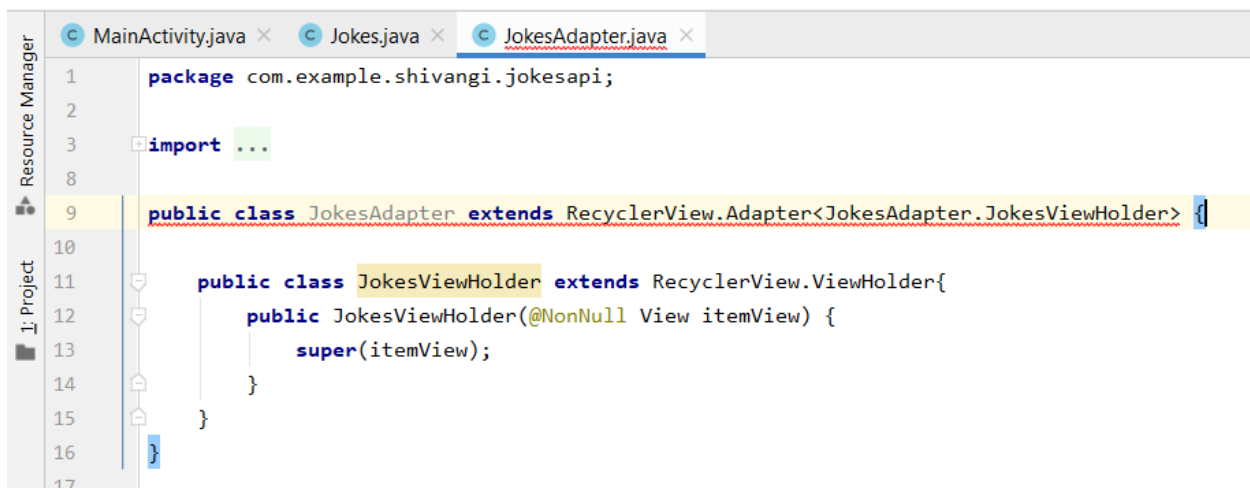
```
1 package com.example.shivangi.jokesapi;
2
3 import androidx.recyclerview.widget.RecyclerView;
4
5 public class JokesAdapter extends RecyclerView.Adapter {
6
7     public class JokesViewHolder extends RecyclerView.ViewHolder {}
8 }

```

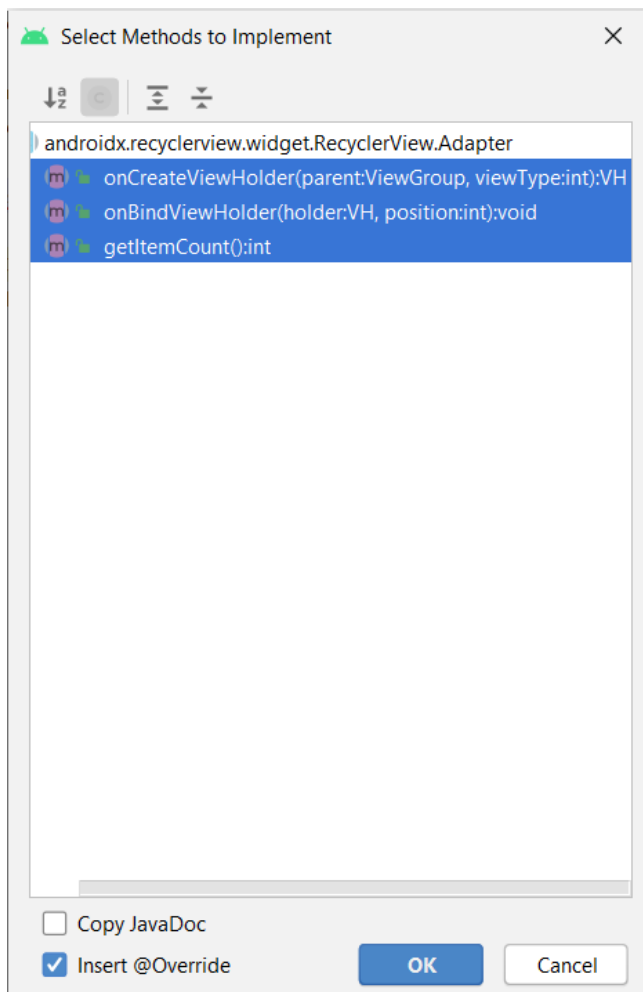
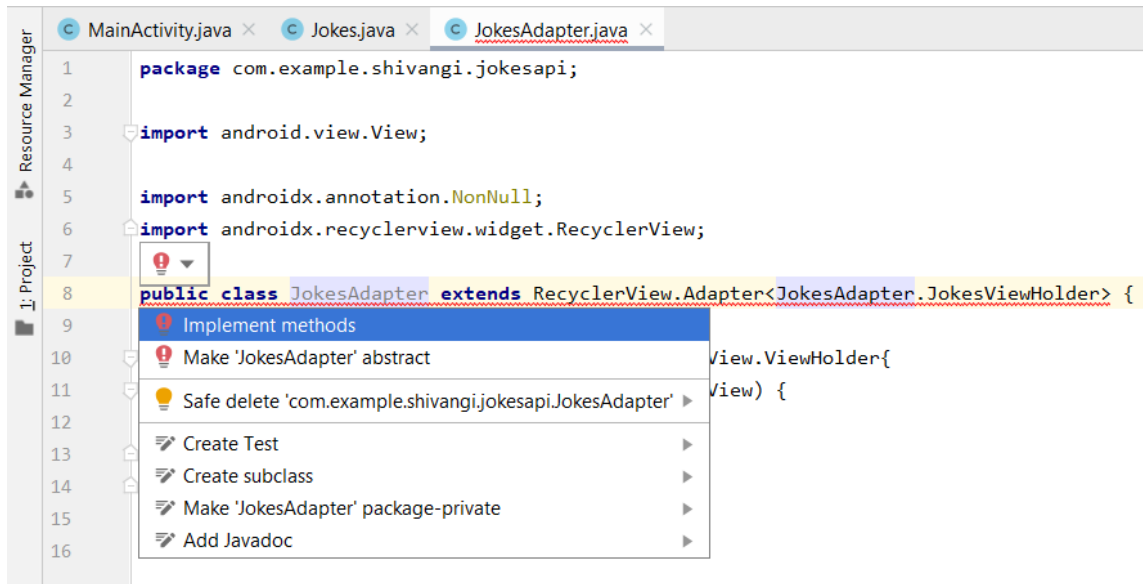
The red lines are due to methods that are not implemented. To implement these methods and constructors, click on the JokesViewHolder class, a red bulb icon will appear on the left. Click on it and select Create constructor matching super.



The constructor will be created for you.



Now we will implement the JokesAdapter methods. Click on the JokesAdapter, a red bulb will appear on the left. From the dropdown list, select Implement methods. A dialog box will appear. You don't have to make any changes, just click OK.



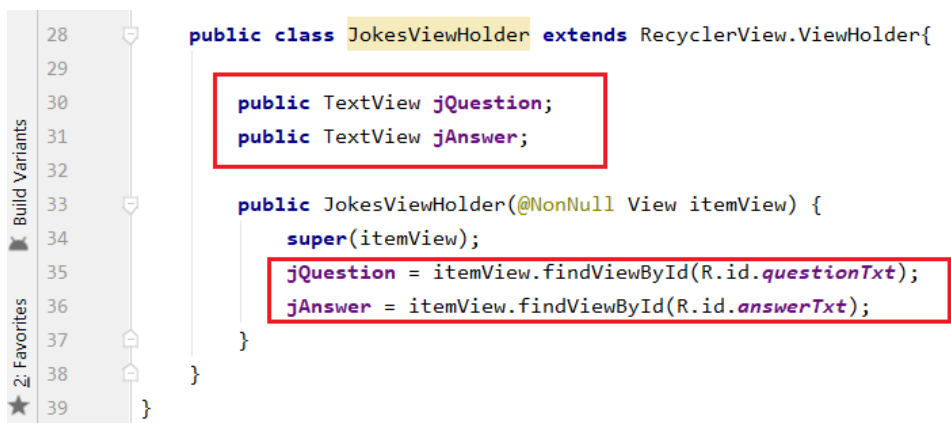
Your JokesAdapter class will look as follows.



```
1 package com.example.shivangi.jokesapi;
2
3 import ...
4
5
6
7
8
9 public class JokesAdapter extends RecyclerView.Adapter<JokesAdapter.JokesViewHolder> {
10
11     @NonNull
12     @Override
13     public JokesViewHolder onCreateViewHolder(@NonNull ViewGroup parent, int viewType) {
14         return null;
15     }
16
17     @Override
18     public void onBindViewHolder(@NonNull JokesViewHolder holder, int position) {
19
20     }
21
22     @Override
23     public int getItemCount() {
24         return 0;
25     }
26
27     public class JokesViewHolder extends RecyclerView.ViewHolder{
28         public JokesViewHolder(@NonNull View itemView) {
29             super(itemView);
30         }
31     }
32 }
33
```

In our ViewHolder, we will add variables. These variables will be assigned to refer to the components in our item_layout.xml. We use the itemView parameter provided in the JokesViewHolder constructor to access the components.

Add the following code in your JokesViewHolder.



```
28 public class JokesViewHolder extends RecyclerView.ViewHolder{
29
30     public TextView jQuestion;
31     public TextView jAnswer;
32
33     public JokesViewHolder(@NonNull View itemView) {
34         super(itemView);
35         jQuestion = itemView.findViewById(R.id.questionTxt);
36         jAnswer = itemView.findViewById(R.id.answerTxt);
37     }
38 }
39
```


We will add two class variables in our JokesAdapter class, one referring to the context of the Adapter and the other referring to the data set which is presented in ArrayList.

```
13 public class JokesAdapter extends RecyclerView.Adapter<JokesAdapter.JokesViewHolder> {
14
15     private Context jContext;
16     private ArrayList<Jokes> jokesList;
17 }
```

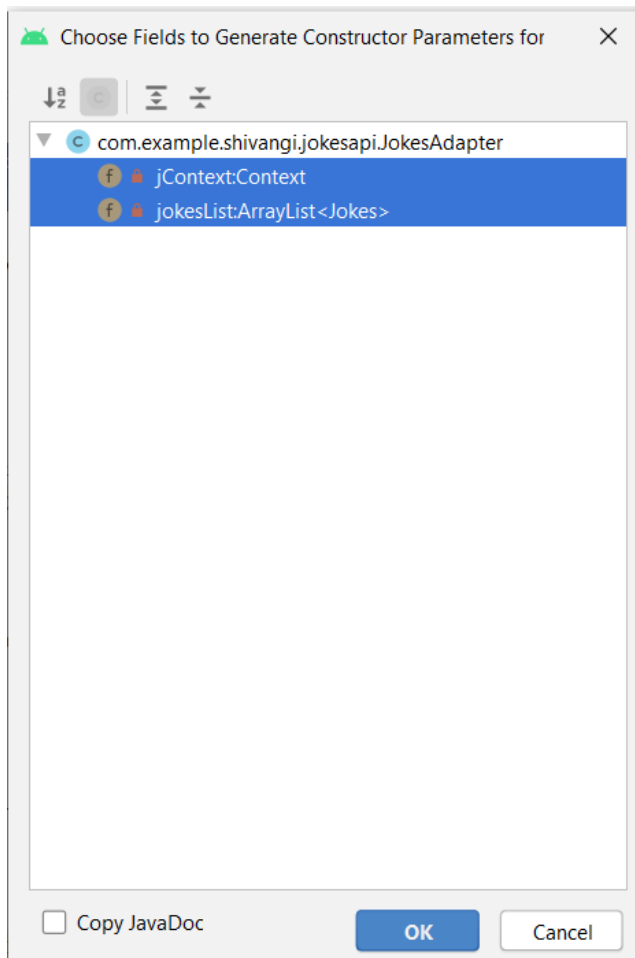
We also need a constructor for JokesAdapter class. Select the two variables. A yellow bulb icon will appear on the left.

```
13 public class JokesAdapter extends RecyclerView.Adapter<JokesAdapter.JokesViewHolder> {
14
15     private Context jContext;
16     private ArrayList<Jokes> jokesList;
17 }
```

From the dropdown, select Add constructor parameter.

```
13 public class JokesAdapter extends RecyclerView.Adapter<JokesAdapter.JokesViewHolder> {
14
15     private Context jContext;
16     private ArrayList<Jokes> jokesList;
17
18     @NonNull
19 }
```

A dialog box will appear. Select both variables and click ok.



Your constructor looks as follows:

```
13 public class JokesAdapter extends RecyclerView.Adapter<JokesAdapter.JokesViewHolder> {
14
15     private Context jContext;
16     private ArrayList<Jokes> jokesList;
17
18     public JokesAdapter(Context jContext, ArrayList<Jokes> jokesList) {
19         this.jContext = jContext;
20         this.jokesList = jokesList;
21     }
22 }
```

Now let's look at the three methods we implemented in our JokesAdapter: onCreateViewHolder, onBindViewHolder and getItemCount.

Let's start with getItemCount method. This method simply gets the size of the array.

The default returns a zero.

```
35         @Override
36         public int getItemCount() {
37             return 0;
38         }
```

Change the return value to return the size of the ArrayList.

```
35         @Override
36         public int getItemCount() {
37             return jokesList.size();
38         }
```

onCreateViewHolder method will inflate the item_layout for each data in the ArrayList. Your method currently looks as below.

```
25         @NonNull
26         @Override
27         public JokesViewHolder onCreateViewHolder(@NonNull ViewGroup parent, int viewType) {
28             return null;
29         }
```

Add the following code.

```
25         @NonNull
26         @Override
27         public JokesViewHolder onCreateViewHolder(@NonNull ViewGroup parent, int viewType) {
28
29             View view = LayoutInflater.from(jContext).inflate(R.layout.item_layout, parent, attachToRoot: false);
30             return new JokesViewHolder(view);
31         }
```

The last method in our JokesAdapter class is the onBindViewViewHolder method. This will get the position and value of the current item. The values of the current item will be stored in variables. We then set the views with the help of the JokesViewHolder.

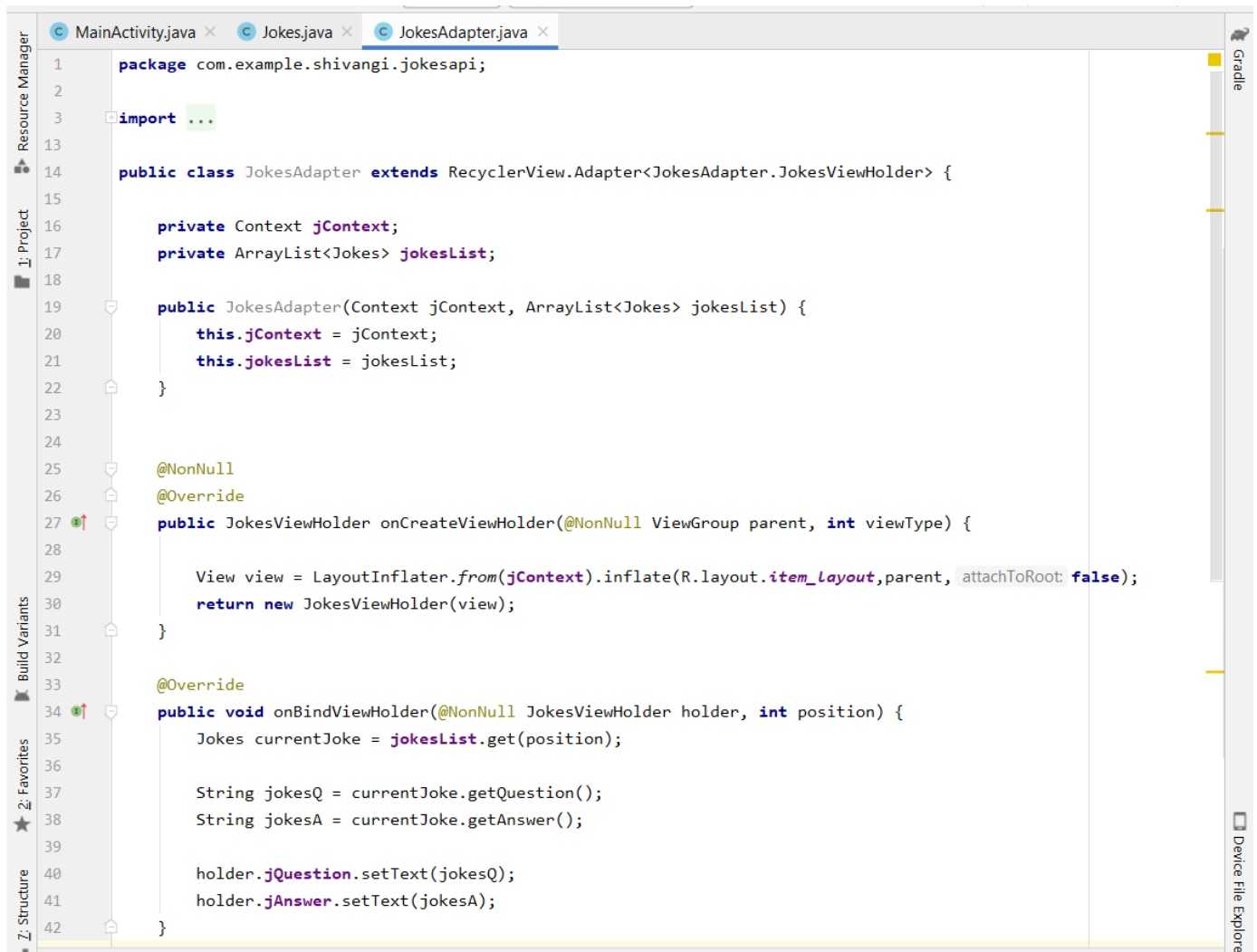
Currently your onBindViewViewHolder method looks as follows:

```
33      @Override
34      public void onBindViewViewHolder(@NonNull JokesViewHolder holder, int position) {
35          |
36      }
```

Add the following code to the method:

```
33      @Override
34      public void onBindViewViewHolder(@NonNull JokesViewHolder holder, int position) {
35          Jokes currentJoke = jokesList.get(position);
36
37          String jokesQ = currentJoke.getQuestion();
38          String jokesA = currentJoke.getAnswer();
39
40          holder.jQuestion.setText(jokesQ);
41          holder.jAnswer.setText(jokesA);
42      }
```

Your final JokesAdapter class should look as follows:



```
1 package com.example.shivangi.jokesapi;
2
3 import ...
4
13
14 public class JokesAdapter extends RecyclerView.Adapter<JokesAdapter.JokesViewHolder> {
15
16     private Context jContext;
17     private ArrayList<Jokes> jokesList;
18
19     public JokesAdapter(Context jContext, ArrayList<Jokes> jokesList) {
20         this.jContext = jContext;
21         this.jokesList = jokesList;
22     }
23
24
25     @NonNull
26     @Override
27     public JokesViewHolder onCreateViewHolder(@NonNull ViewGroup parent, int viewType) {
28
29         View view = LayoutInflater.from(jContext).inflate(R.layout.item_layout, parent, attachToRoot: false);
30         return new JokesViewHolder(view);
31     }
32
33     @Override
34     public void onBindViewHolder(@NonNull JokesViewHolder holder, int position) {
35         Jokes currentJoke = jokesList.get(position);
36
37         String jokesQ = currentJoke.getQuestion();
38         String jokesA = currentJoke.getAnswer();
39
40         holder.jQuestion.setText(jokesQ);
41         holder.jAnswer.setText(jokesA);
42     }
43 }
```

```

43
44     @Override
45     public int getItemCount() {
46         return jokesList.size();
47     }
48
49     public class JokesViewHolder extends RecyclerView.ViewHolder{
50
51         public TextView jQuestion;
52         public TextView jAnswer;
53
54         public JokesViewHolder(@NonNull View itemView) {
55             super(itemView);
56             jQuestion = itemView.findViewById(R.id.questionTxt);
57             jAnswer = itemView.findViewById(R.id.answerTxt);
58         }
59     }
60 }
61

```

Now that we have created the adapter for our ArrayList, let's move to MainActivity.java.

If you go to the URL I provided at the beginning of this document (https://official-joke-api.appspot.com/random_ten), it will display the following data:

```
← → ↻ 🏠 🛡️ official-joke-api.appspot.com/random_ten
Apps ▶ Martin Garrix @ To... ▶ YouTube ▶ Gmail ▶ Login – Blackboard... ▶ 61st Annual Gramm... ▶ Creating a music str

▼ [
  {
    "id": 373,
    "type": "general",
    "setup": "Why does it take longer to get from 1st to 2nd base, than it does to get from 2nd to 3rd base?",
    "punchline": "Because there's a Shortstop in between!"
  },
  {
    "id": 273,
    "type": "general",
    "setup": "What musical instrument is found in the bathroom?",
    "punchline": "A tuba toothpaste."
  },
  {
    "id": 169,
    "type": "general",
    "setup": "What did the beaver say to the tree?",
    "punchline": "It's been nice gnawing you."
  },
  {
    "id": 43,
    "type": "general",
    "setup": "A ham sandwich walks into a bar and orders a beer. The bartender says...",
    "punchline": "I'm sorry, we don't serve food here"
  },
  {
    "id": 220,
    "type": "general",
    "setup": "What do you call a group of disorganized cats?",
    "punchline": "A cat-tastrophe."
  },
  {
    "id": 4,
    "type": "general",
    "setup": "What do you call a belt made out of watches?",
    "punchline": "A waist of time."
  },
  {
    "id": 102,
    "type": "general",
    "setup": "Did you hear the one about the guy with the broken hearing aid?",
    "punchline": "Neither did he."
  }
]
```

```

{
  "id": 53,
  "type": "general",
  "setup": "How do you make holy water?",
  "punchline": "You boil the hell out of it"
},
{
  "id": 261,
  "type": "general",
  "setup": "What is the least spoken language in the world?",
  "punchline": "Sign Language"
},
{
  "id": 262,
  "type": "general",
  "setup": "What is the tallest building in the world?",
  "punchline": "The library, it's got the most stories!"
}
}

```

This is the JSON data we will retrieve.

NOTE: the values in the data will vary as it will retrieve random strings of jokes.

Add the following class variables to your MainActivity.java class.

```

11
12 public class MainActivity extends AppCompatActivity {
13
14     private RecyclerView recyclerView;
15     private JokesAdapter jokesAdapter;
16     private ArrayList<Jokes> jokesArrayList;
17     private RequestQueue requestQueue;
18
19     @Override
20     protected void onCreate(Bundle savedInstanceState) {
21         super.onCreate(savedInstanceState);
22         setContentView(R.layout.activity_main);
23     }
24 }

```

A RequestQueue is used to queue all the requests and handle the responses. It manages the worker threads for running the network operations besides reading and writing to and from the cache.

Volley provides two classes for Json requests:

- 1) **JSONArrayRequest** – it is used to retrieve a JSONArray from a Url.
- 2) **JsonObjectRequest** – it is used to retrieve JSONObject from a Url.

Now we will access the RecyclerView component in our activity_main.xml file and set the LayoutManager for our RecyclerView. In the code below, we have used the setHasFixedSize() method to ensure that the layout is fixed. This increases the performance of the app.

```
20      @Override
21      protected void onCreate(Bundle savedInstanceState) {
22          super.onCreate(savedInstanceState);
23          setContentView(R.layout.activity_main);
24
25          recyclerView = findViewById(R.id.recyclerView);
26          recyclerView.setHasFixedSize(true);
27          recyclerView.setLayoutManager(new LinearLayoutManager(context, this));
28
29
30      }
31  }
```

We will create a new ArrayList to store the data we will retrieve from the API and request a new volley queue for our MainActivity.java class. Add the following code:

```
21      @Override
22      protected void onCreate(Bundle savedInstanceState) {
23          super.onCreate(savedInstanceState);
24          setContentView(R.layout.activity_main);
25
26          recyclerView = findViewById(R.id.recyclerView);
27          recyclerView.setHasFixedSize(true);
28          recyclerView.setLayoutManager(new LinearLayoutManager(context, this));
29
30          jokesArrayList = new ArrayList<>();
31
32          requestQueue = Volley.newRequestQueue(context, this);
33
34      }
```

To make our work neat, we will create a method that will parse JSON from the URL. Since our JSON file is an array, we will use JsonRequest to retrieve data.

The request method has the following parameters :

- Request Method – can be GET, POST, PUT etc

- URL – it is the http url string.
- JSONObject – it is an optional object posted with the request, usually is null.
- ResponseListener – its callback method will contain the response.
- ErrorListener – its callback method contains the details of the problem, if any.

Add the following code below your onCreate() method in the MainActivity.java:

```

47     private void getJokesData() {
48         String url = "http://api.icndb.com/jokes/random/10";
49
50         JSONArrayRequest request = new JSONArrayRequest(Request.Method.GET, url, null,
51             new Response.Listener<JSONArray>(){
52             });
53     }

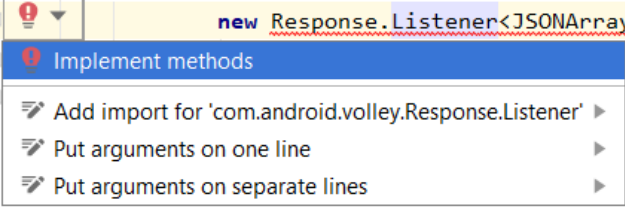
```

When you click on the code with the red lines, a red bulb will appear on the left. Click on it and select implement methods.

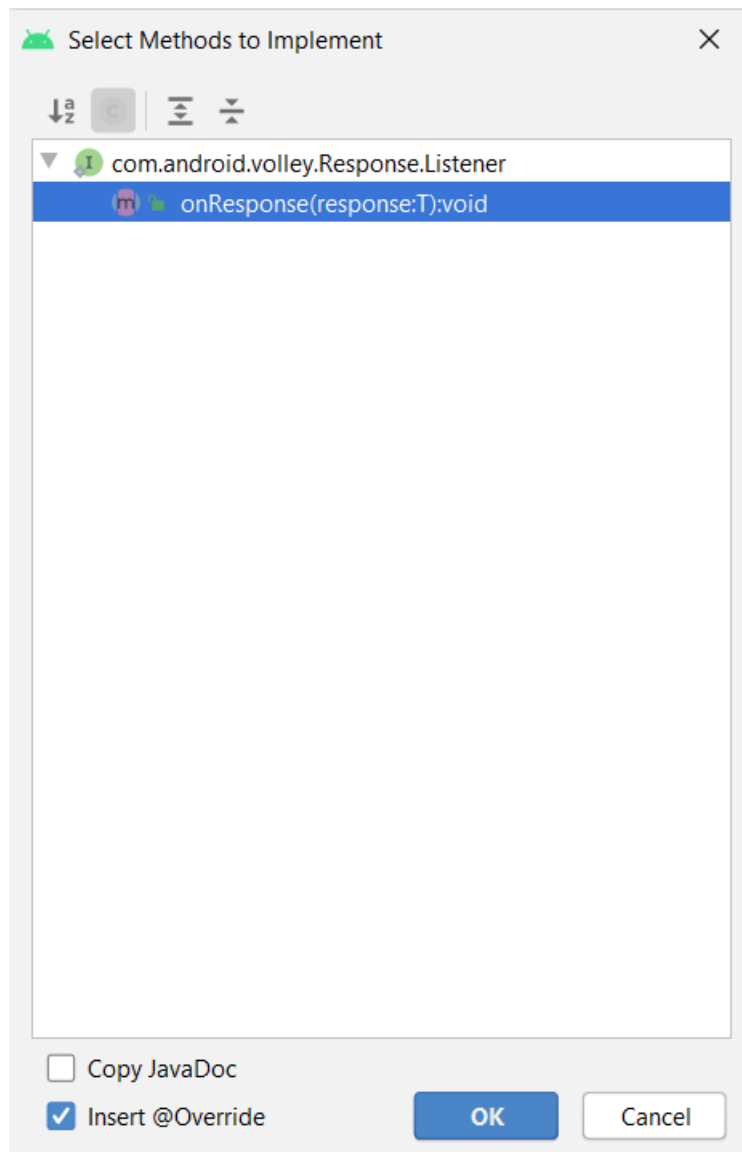
```

47     private void getJokesData() {
48         String url = "http://api.icndb.com/jokes/random/10";
49
50         JSONArrayRequest request = new JSONArrayRequest(Request.Method.GET, url, null,
51             new Response.Listener<JSONArray>(){
52             });
53
54

```



Select ok on the dialog box.



Your code will have many red lines as we have not completed the request. To complete the request, we need to implement the ErrorListener.

```
47 private void getJokesData() {
48     String url = "https://official-joke-api.appspot.com/random_ten";
49
50     JSONArrayRequest request = new JSONArrayRequest(Request.Method.GET, url, null,
51     new Response.Listener<JSONArray>(){
52
53         @Override
54         public void onResponse(JSONArray response) {
55
56         }
57     });
58 }
59 }
```

To add the error listener, add the following code after the onResponse(JSONArray response) method.

```
47 private void getJokesData() {
48     String url = "http://api.icndb.com/jokes/random/10";
49
50     JSONArrayRequest request = new JSONArrayRequest(Request.Method.GET, url, jsonRequest: null,
51     new Response.Listener<JSONArray>(){
52
53         @Override
54         public void onResponse(JSONArray response) {
55
56         }
57     }, new Response.ErrorListener(){
58
59         @Override
60         public void onErrorResponse(VolleyError error) {
61             error.printStackTrace();
62         }
63     });
64 }
65 }
```

In our onResponse() method, we will declare a new JSONObject variable and use a for loop to get the item at the particular position.

Two variables will hold the data retrieved and with the new array list we created, the data will be passed to that list. In the code below, the question string holds the jokes.getString("setup"); , the setup name is obtained from the array, it refers to the field name in the jsonArray file.

```
{
  "id": 53,
  "type": "general",
  "setup": "How do you make holy water?",
  "punchline": "You boil the hell out of it"
},
{
  "id": 261,
  "type": "general",
  "setup": "What is the least spoken language in the world?",
  "punchline": "Sign Language"
},
}
```

Add the following code:

```
47 private void getJokesData() {
48     String url = "https://official-joke-api.appspot.com/random_ten";
49
50     JsonArrayRequest request = new JsonArrayRequest(Request.Method.GET, url, jsonRequest: null,
51     new Response.Listener<JSONArray>(){
52
53         @Override
54         public void onResponse(JSONArray response) {
55             try {
56
57                 for(int i = 0; i < response.length(); i++){
58                     JSONObject jokes = (JSONObject)response.get(i);
59
60                     String question = jokes.getString( name: "setup");
61                     String answer = jokes.getString( name: "punchline");
62                     jokesArrayList.add(new Jokes(question,answer));
63                 }
64             } catch (JSONException e) {
65                 e.printStackTrace();
66             }
67         }
68     },new Response.ErrorListener(){
69
70         @Override
71         public void onErrorResponse(VolleyError error) {
72             error.printStackTrace();
73         }
74     });
75
76 }
```

Lastly, we will set up the adapter for our RecyclerView, add the response to our requestQueue and call the getJokesData() method in our onCreate() method.

To set up the adapter, add the following code after the for loop in the try block.

```
@Override
public void onResponse(JSONArray response) {
    try {

        for(int i = 0; i < response.length(); i++){
            JSONObject jokes = (JSONObject)response.get(i);

            String question = jokes.getString( name: "setup");
            String answer = jokes.getString( name: "punchline");
            jokesArrayList.add(new Jokes(question,answer));

        }

        jokesAdapter = new JokesAdapter( mContext: MainActivity.this,jokesArrayList);
        recyclerView.setAdapter(jokesAdapter);

    } catch (JSONException e) {
        e.printStackTrace();
    }
}
```

At the end of the getJokesData() method, add the response to the requestQueue.

```
75         },new Response.ErrorListener(){
76
77             @Override
78             public void onErrorResponse(VolleyError error) {
79                 error.printStackTrace();
80             }
81         });
82
83         requestQueue.add(request);|
84     }
85 }
```

Finally, call the `getJokesData()` method in your `onCreate()` method.

```
32      @Override
33      protected void onCreate(Bundle savedInstanceState) {
34          super.onCreate(savedInstanceState);
35          setContentView(R.layout.activity_main);
36
37          recyclerView = findViewById(R.id.recyclerView);
38          recyclerView.setHasFixedSize(true);
39          recyclerView.setLayoutManager(new LinearLayoutManager(context, this));
40
41          jokesArrayList = new ArrayList<>();
42
43          requestQueue = Volley.newRequestQueue(context, this);
44
45          getJokesData();
46      }
```

Your final `MainActivity.java` class will look as follows:

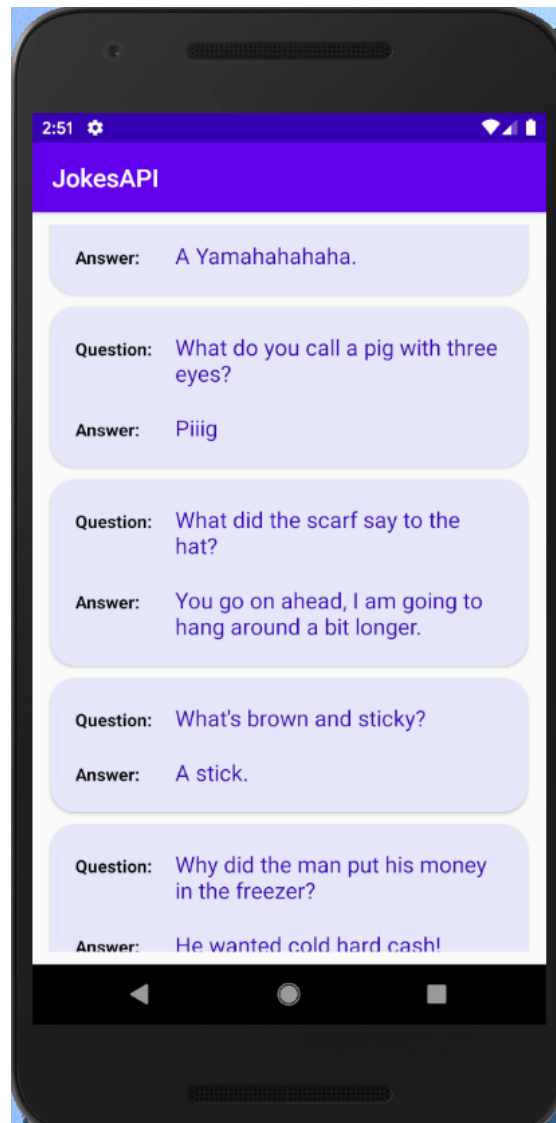
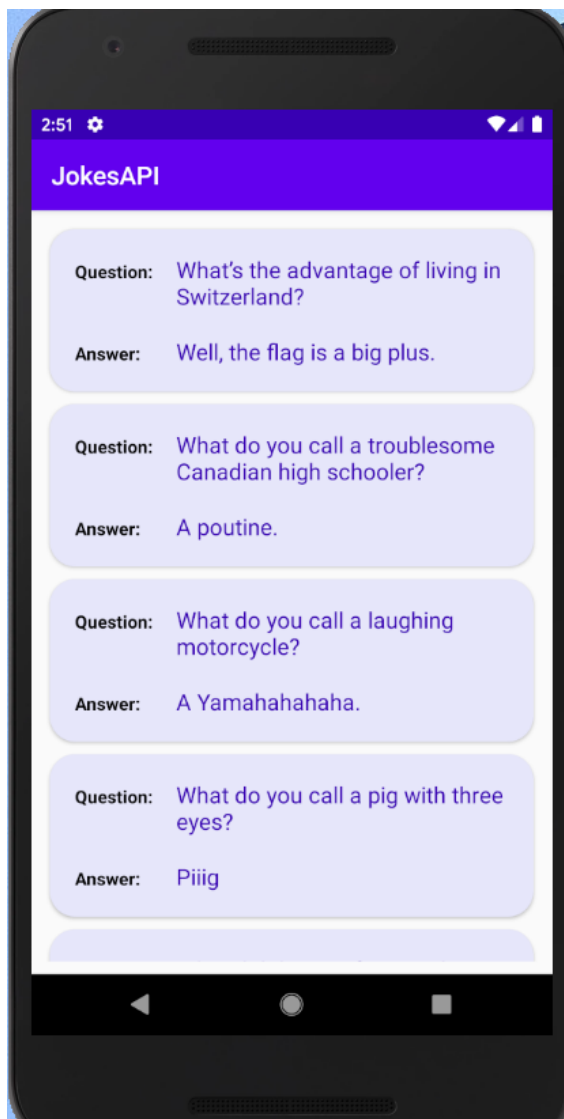
```
MainActivity.java x
1  package com.example.shivangi.jokesapi;
2
3  import ...
24
25  public class MainActivity extends AppCompatActivity {
26
27      private RecyclerView recyclerView;
28      private JokesAdapter jokesAdapter;
29      private ArrayList<Jokes> jokesArrayList;
30      private RequestQueue requestQueue;
31
32      @Override
33      protected void onCreate(Bundle savedInstanceState) {
34          super.onCreate(savedInstanceState);
35          setContentView(R.layout.activity_main);
36
37          recyclerView = findViewById(R.id.recyclerView);
38          recyclerView.setHasFixedSize(true);
39          recyclerView.setLayoutManager(new LinearLayoutManager(context, this));
40
41          jokesArrayList = new ArrayList<>();
42
43          requestQueue = Volley.newRequestQueue(context, this);
44
45          getJokesData();
46      }
47
```

```

48 private void getJokesData() {
49     String url = "https://official-joke-api.appspot.com/random_ten";
50
51     JSONArrayRequest request = new JSONArrayRequest(Request.Method.GET, url, jsonRequest: null,
52         new Response.Listener<JSONArray>(){
53
54         @Override
55         public void onResponse(JSONArray response) {
56             try {
57                 for(int i = 0; i < response.length(); i++){
58                     JSONObject jokes = (JSONObject)response.get(i);
59
60                     String question = jokes.getString( name: "setup");
61                     String answer = jokes.getString( name: "punchline");
62                     jokesArrayList.add(new Jokes(question,answer));
63                 }
64
65                 jokesAdapter = new JokesAdapter( jContext: MainActivity.this,jokesArrayList);
66                 recyclerView.setAdapter(jokesAdapter);
67
68             } catch (JSONException e) {
69                 e.printStackTrace();
70             }
71         },new Response.ErrorListener(){
72
73         @Override
74         public void onErrorResponse(VolleyError error) {
75             error.printStackTrace();
76         }
77     });
78     requestQueue.add(request);
79 }
80
81 }

```


Run the app. The following are screenshots of how the app will be presented.



RESOURCES

<https://developer.android.com/training/volley>

<https://codelabs.developers.google.com/codelabs/android-training-create-recycler-view/index.html?index=..%2F..android-training#3>

<https://www.youtube.com/watch?v=y2xtLqP8dSQ>

<https://developer.android.com/training/volley/request>

<https://github.com/public-apis/public-apis#art--design>