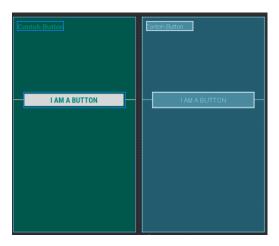
Tutorial 2

Android UI Controls

1. Button

Buatlah sebuah layout baru dengan nama **control_button** lalu isikan baris koding berikut



```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_beight="match_parent"
    android:background="@color/colorPrimaryDark"
    tools:context=".MainActivity">
    <Button

    android:layout_width="343dp"
    android:layout_width="343dp"
    android:layout_height="wrap_content"
    android:layout_marginTop="255dp"
    android:fontFamily="sans-serif-condensed-medium"
    android:text="I AM A BUTTON"
    android:textEvi="Boolor/colorPrimary"
    android:textStyle="bold" />
    <TextView
    android:id="@+id/textView5"
    android:layout_marginTop="15dp"
    android:layout_marginTop="15dp"
    android:layout_marginTop="15dp"
    android:textEcolor="@color/colorPrimary"
    android:textEcolor="@color/colorPrimary"
    android:layout_marginTop="15dp"
    android:textEcolor="@color/colorPrimary"
    android:textColor="@color/colorPrimary"
    android:textColor="@color/colorPrimary"
    android:textColor="@color/colorPrimary"
    android:textColor="@color/colorPrimary"
    android:textColor="@color/colorPrimary"
    android:textStyle="bold" />
```

Buat sebuah Class baru dengan nama ActivityControls lalu isikan baris koding berikut:

```
package com.example.contohaja;
import android.app.Activity;
import android.os.Bundle;

public class ActivityControls extends Activity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
    }
}
```

Jangan lupa daftarkan Class Activity di AndroidManisfest.xml. Jalankan program!

2. TextView

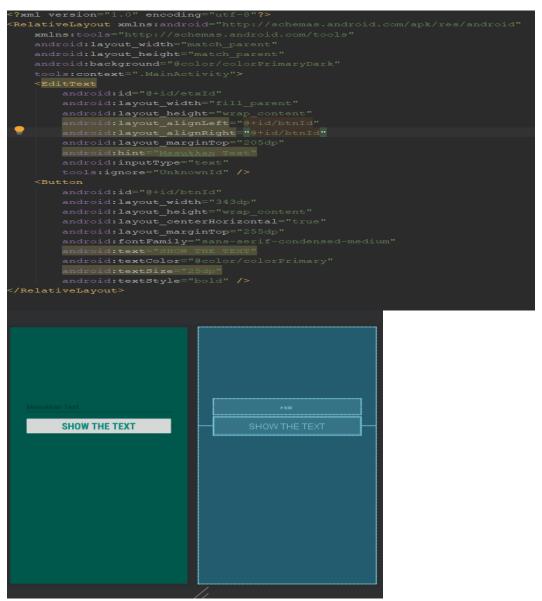
Buatlah sebuah layout baru dengan nama **control_textview** lalu isikan baris koding berikut:



Atur layout pada Class ActivityControls menjadi **control_textview** lalu jalankan program.

3. EditText

Buat layout baru dengan nama control_edittext lalu isikan baris program berikut

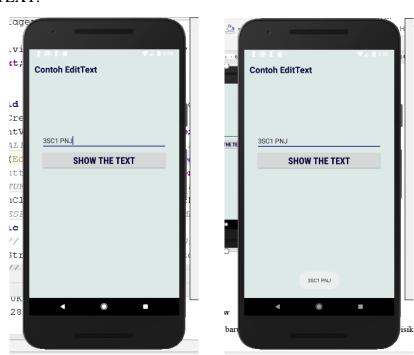


Buatlah Class Activity baru dengan nama ActivityEditText lalu isikan baris koding berikut.

*Jangan lupa untuk

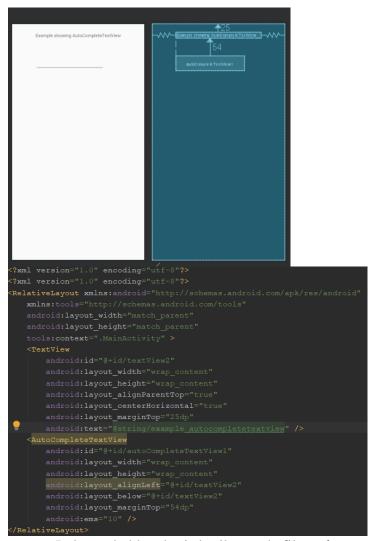
mendaftarkan Activity ke manifest.

Jalankan program kembali lalu coba masukkan sebuah text kemudian tekan tombol SHOW THE TEXT.



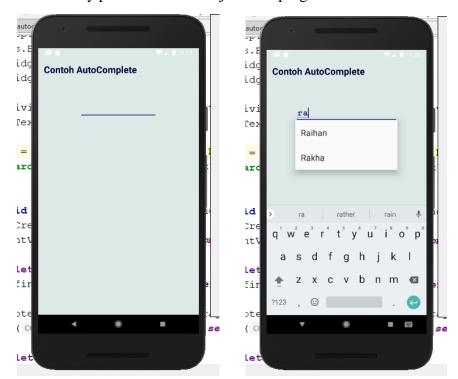
4. AutoCompleteTextView

Buatlah sebuah layout baru dengan nama **control_autocomplete** lalu isikan baris kodingan berikut:



Lalu tambahkan baris berikut pada file strings.xml

Selanjutnya buatlah sebuah Activity baru dengan nama ActivityAutoComplete dengan kodingan seperti berikut:



Daftarkan activity pada manifest lalu jalankan program.

5. ImageButton

Buatlah layout baru dengan nama **control_imagebutton** lalu isikan baris kodingan berikut:

```
K?xml version="1.0" encoding="utf-8"?>
KRelativeLayout

xmlns:android="http://schemas.android.com/apk/res/android"

xmlns:tools="http://schemas.android.com/tools" android:layout_width="match_parent"

android:layout_height="match_parent"

tools:context=".MainActivity">

<TextView android:text="Tutorials Point"

    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignParentTop="true"
    android:layout_alignParentTop="true"
    android:layout_alignEnd="@+id/imageButton" />

<ImageButton
    android:layout_width="wrap_content"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_centerVertical="true"
    android:layout_centerVertical="true"
    android:src="@drawable/ccit"/>

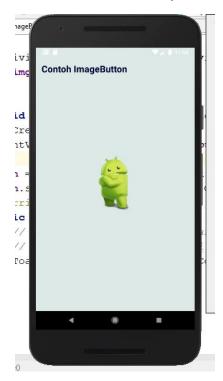
    $\text{RelativeLayout}$

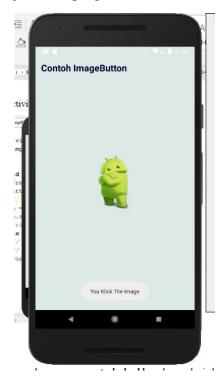
$\text{Re
```

Gambar 5.1 Path Image yang kita gunakan

Buat activity baru dengan nama ActivityImageButton dengan baris kodingan berikut:

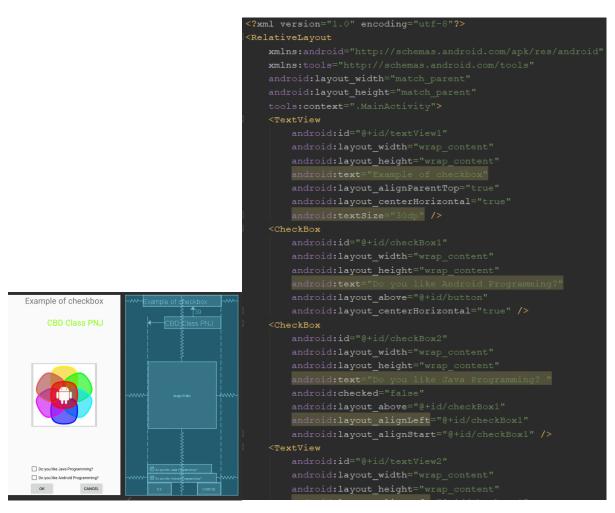
Setelah mendaftarkan activity ke manifest, jalankan program.





6. CheckBox

Buatlah sebuah layout baru dengan nama **control_checkbox** dengan baris kodingan berikut



Berikutnya buatlah sebuah activity baru dengan nama ActivityCheckBox lalu isikan baris program berikut:

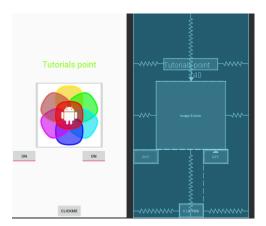
Jalankan program





7. ToogleButton

Buatlah sebuah layout baru dengan nama **control_toogle** lalu isikan baris koding berikut:



Buat kelas activity baru dengan nama ActivityToogle lalu isikan kodingan berikut:

```
package com.example.contohaja;
import android.app.Activity;
import android.view.View;
import android.view.View;
import android.widget.Button;
import android.widget.Toast;
import android.widget.Toast;
import android.widget.ToagleButton;

public class ActivityToogle extends Activity {
    ToggleButton tgl, tg2;
    Button bl;

protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);

    tg1=(ToggleButton) findViewById(R.id.toggleButton);
    tg2=(ToggleButton) findViewById(R.id.toggleButton2);

bl=(Button) findViewById(R.id.button2);

bl=(Button) findViewById(R.id.button2);

bl=(Button) findViewById(R.id.button2);

cl= public void onClick(View v) {
    StringBuffer result = new StringBuffer();
    result.append("You have clicked first ON Button -:) ").append(tg1.getText());
    result.append("You have clicked Second ON Button -:) ").append(tg2.getText());
    Toast.makeText( **CONTEXT** ActivityToogle.this, result.toString(), Toast.LENGTH_SHORT).show();
    }
}
}
```

Jalankan program





8. RadioButton

Buat sebuah layout baru dengan nama control_radiobutton dengan kodingan berikut:



Berikutnya buat activity baru dengan nama ActivityRadioButton lalu isikan baris kodingan berikut:

```
jackage com.example.contchaja;

import android.app.Activity;
import android.view.View;
import android.widget.Button;
import android.widget.RadioButton;
import android.widget.RadioButton;
import android.widget.RadioGroup;
import android.widget.RadioGroup;
import android.widget.Toast;

public class ActivityRadioButton extends Activity {
    RadioGroup rgl;
    RadioGroup rgl;
    RadioButton rbl;
    Button bl;

protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.control_radiobutton);
    addListenerRadioButton();
    }

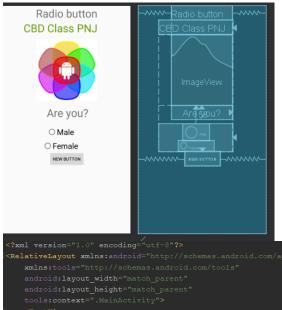
private void addListenerRadioButton() {
    rgl = (RadioGroup) findViewById(R.id.radioGroup);
    bl = (Button) findViewById(R.id.button2);
    bl.setOnClickListener(new View.OnClickListener() {
        @Override
        public void onClick(View v) {
            int selected=rgl.getCheckedRadioButtonId();
            rbl=(RadioGRoutCop) findViewById(selected);
            Toast.makeText( content ActivityRadioButton.this,rbl.getText(), Toast.LENGTH_LONG).show();
        }
    }
}
```

Jalankan program.



9. RadioGroup

Buat sebuah layout baru dengan nama **control_radiogroup** lalu isikan baris kodingan berikut:



```
<?xml version="1.0" encoding="utf-8"?>
i<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    tools:context=".MainActivity">

<TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignParentTop="true"
        android:layout_alignParentTop="true"
        android:layout_centexHorizontal="true"
        android:layout_width="wrap_content"
        android:layout_beight="wrap_content"
        android:layout_beight="wrap_content"
        android:layout_beight="%+id/textView"
        android:layout_beight="%+id/textView"
        android:layout_alignRight="%+id/textView"
        android:layout_alignRight="%+id/textView"
        android:layout_beight="%-id/textView"
        android:layout_beight="%-id/textView"
        android:layout_beight="%-id/textView"
        android:layout_beight="wrap_content"
        android:lay
```

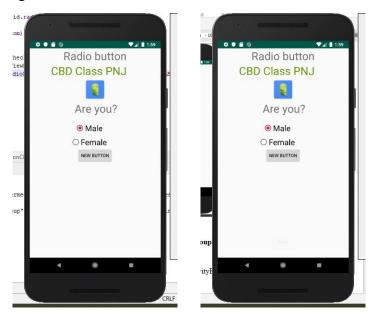
Tambahkan baris berikut pada file strings.xml

```
import android.app.Activity;
import android.app.Activity;
import android.view.yiiaw;
import android.widget.Button;
import android.widget.Button;
import android.widget.RadioGroup;
import android.widget.RadioGroup;
import android.widget.RadioGroup;
import android.widget.RadioGroup extends Activity (
    private RadioGroup radioSexGroup;
    private RadioGroup (RadioGroup);
    radioSexGroup=(RadioGroup) findViewById(R.id.radioGroup);
    radioSexGroup=(RadioGroup) findViewById(R.id.radioGroup);

    btnDisplay=(Rutton) findViewById(R.id.button);

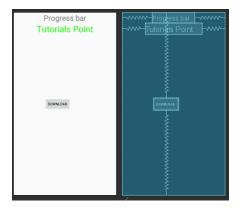
    btnDisplay=setOndlockListener(new View.OnClickListener() {
        @Override
        public void onClick(View v) {
            int selectedGradioGexGroup.getCheckedRadioButtonId();
            radioSexButtons (RadioRation) findViewById(selectedId);
            Toast.makeText( Contest ActivityRadioGroup.this,radioSexButton.getText(), Toast.LENGTH SHORT).show();
        }
        }
    }
}
```

Jalankan Program

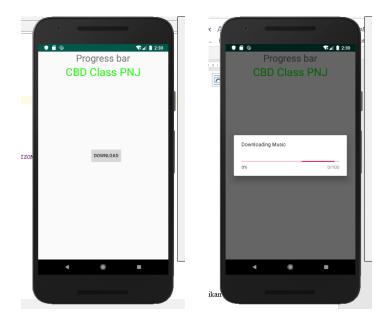


10. ProgressBar

Buat sebuah layout baru dengan nama **control_radiogroup** lalu isikan baris kodingan berikut:



Jalankan program

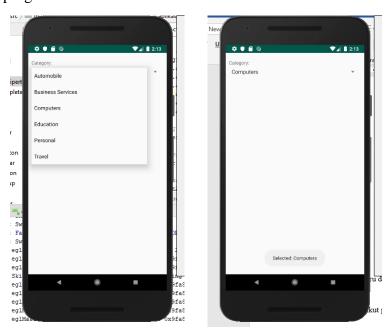


11. Spinner

Buat sebuah layout baru dengan nama **control_radiogroup** lalu isikan baris kodingan berikut:

Tambahkan baris berikut pada file strings.xml

Jalankan program



12. TimePicker

Buat sebuah layout baru dengan nama **control_radiogroup** lalu isikan baris kodingan berikut:

```
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
   android:layout width="match parent"
   android:layout_height="match_parent"
   <TextView
       android:layout width="wrap content"
       android:layout_height="wrap_content"
       android:layout_alignParentTop="true"
       android:layout centerHorizontal="true"
       android:textAppearance="?android:attr/textAppearanceMedium" />
   <Button
       android:layout_width="wrap_content"
       android:layout height="wrap content"
       android:layout alignParentBottom="true"
       android:layout_centerHorizontal="true"
       android:layout marginBottom="180dp"
   <TimePicker
       android:layout width="wrap content"
       android:layout_height="wrap_content"
       android:layout above="@+id/set button"
       android:layout centerHorizontal="true"
       android:layout marginBottom="24dp" />
   <TextView
       android:layout_height="wrap_content"
```

Tambahkan baris berikut pada file strings.xml

```
package com.example.contohaja;

import android.app.Activity;
import android.view.View;
import android.widget.TextView;
import android.widget.TextView;
import android.widget.TimePicker;

import java.util.Calendar;

public class ActivityTimePicker extends Activity {
    private TimePicker timePicker1;
    private Calendar calendar;
    private String format = "";

    @Override

protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.timepicker);

        timePicker1 = (TimePicker) findViewById(R.id.timePicker1);
        time = (TextView) findViewById(R.id.textView1);
        calendar = Calendar.getInstance();

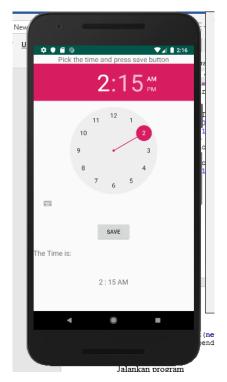
        int hour = calendar.get(Calendar.HOUR_OF_DAY);
        int min = calendar.get(Calendar.MINUTE);
        showTime(hour, min);

}

public void setTime(View view) {
    int hour = timePicker1.getCurrentHour();
        int min = timePicker1.getCurrentMinute();
        showTime(hour, min);
}

public void showTime(int hour, int min) {
```

Jalankan program





13. DatePicker

Buat sebuah layout baru dengan nama **control_radiogroup** lalu isikan baris kodingan berikut:



Tambahkan baris berikut pada file strings.xml

```
<string name="hello_world">Hello world!</string>
  <string name="date_label_set">Press the button to set the date</string>
  <string name="date_button_set">Set Date</string>
  <string name="date_view_set">The Date is: </string>
  <string name="date_selected"></string>
  </string>
```

```
package com.example.contohaja;

import android.app.Activity;
import android.app.DatePickerDialog;
import android.os.Bundle;
import android.view.View;
import android.widget.DatePicker;
import android.widget.TextView;
import android.widget.Toast;

limport java.util.Calendar;

public class ActivityDatePicker extends Activity {
    private DatePicker datePicker;
    private Calendar calendar;
    private TextView dateView;
    private int year, month, day;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.datepicker);

        dateView = (TextView) findViewById(R.id.textView3);
        calendar = Calendar.getInstance();
        year = calendar.get(Calendar.YEAR);

        month = calendar.get(Calendar.MONTH);
        day = calendar.get(Calendar.DAY_OF_MONTH);
        showDate(year, month: month+1, day);

}

@SuppressWarnings("deprecation")
public void setDate(View view) {
        showDialog(id:999);
        Toast.makeText(getApplicationContext(), lext: "ca",
```

Jalankan program



