Android Student Club @ University of Bucharest

04.05.2015



Org.

- prezenţă
- temă proiect
- întrebări pe grup?!

hackathon: 16 mai, ora 9:00

Logs

Logcat (tab Android, Android Device Monitor)

- verbose, debug, error, warning, info

http://developer.android.com/reference/android/util/Log.html

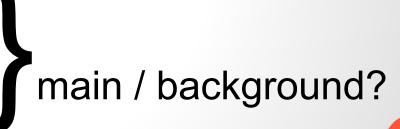
NetworkOnMainException

Threads - Main vs Background Main (UI Thread): user inputs & user outputs

sincronizarea thread-urilor: AsyncTask

AsyncTask: http://developer.android.com/reference/android/os/AsyncTask.html

- onPreExecute()
- doInBackground()
- onProgressUpdate()
- onPostExecute()



AsyncTask

- onPreExecute()
 - main, înainte de task- folosit pentru setup
- dolnBackground()
 - background, thread separat
- onProgressUpdate()
 - main, arată progresul unui task, poate fi folosit pentru un loading bar
- onPostExecute()
 - main, ce se execută după finalizarea taskului
- !!! se distruge odată cu activitatea de care este legat task-ul

Meniul

- Folder: res/menu
- Pentru fragmente: setHasOptionsMenu(true)
- Inflate: onCreateOptionsMenu
 - inflater.inflate(R.menu.forecastfragment, menu);

values/strings.xml

- aplicaţie tradusă
- string folosit în mai multe locuri un singur loc de modificat

Permissions

- se declară în .. 🦱
- Exemple?
 - ..
 - ..
 - .



The following JSON example defines an employees object, with an array of 3 employee records:

JSON Example

The following XML example also defines an employees object with 3 employee records:

XML Example

What is JSON?

- JSON stands for JavaScript Object Notation
- JSON is a lightweight data-interchange format
- JSON is language independent *
- . JSON is "self-describing" and easy to understand

JSON

<u>sursa</u>

- Activity unde trebuie declarate toate activităţile?
- Explicit Intents vs Implicit Intents
 - http://developer.android.
 com/reference/android/content/Intent.html
 - https://developer.android.
 com/guide/components/intents-common.html

Lecția următoare

- Activity lifecycle and background activity termination
- SQLite databases and JUnit tests
- Creating and using a Content Provider as an abstraction layer
- Using Loaders to asynchronously load data
- Creating Adapters to bind UI components to Content Providers

Până săptămâna viitoare:

- lecţia 3
- lecţia 4a
- mock-ups pentru aplicaţia voastră: xml sau desene
 - Lucid chart
 - FLUID UI

Linkuri utile

http://developer.android.
 com/guide/topics/providers/content-providers.html

http://www.vogella.com/tutorials/AndroidSQLite/article.
 html

 https://www.udacity.com/course/viewer#!/c-ud258/l-3372188753