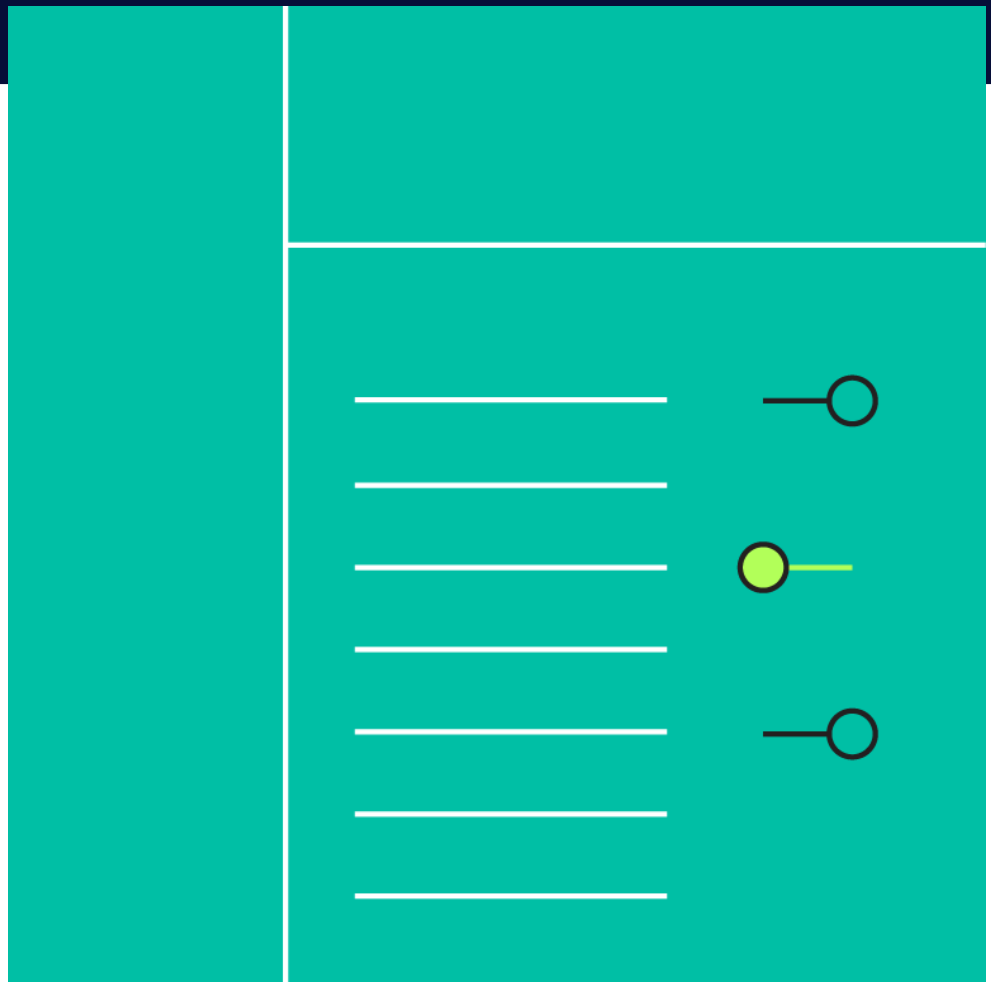
Syntax Institut

Modul 3 – Android App Entwicklung mit Kotlin

User Input

Gliederung

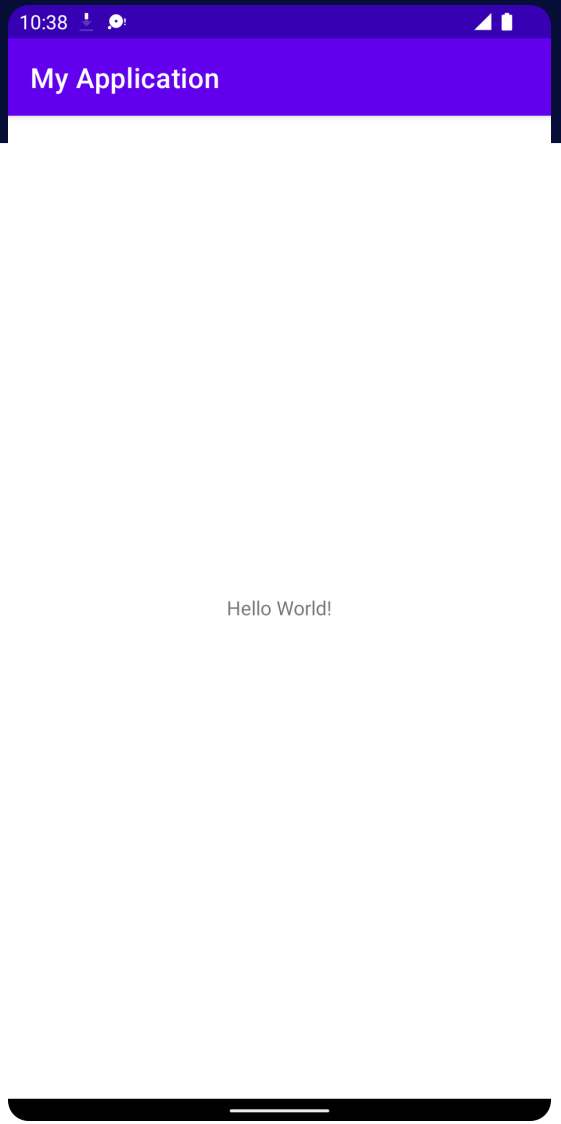
- Wiederholung
- Elemente für User Input
- String Resources

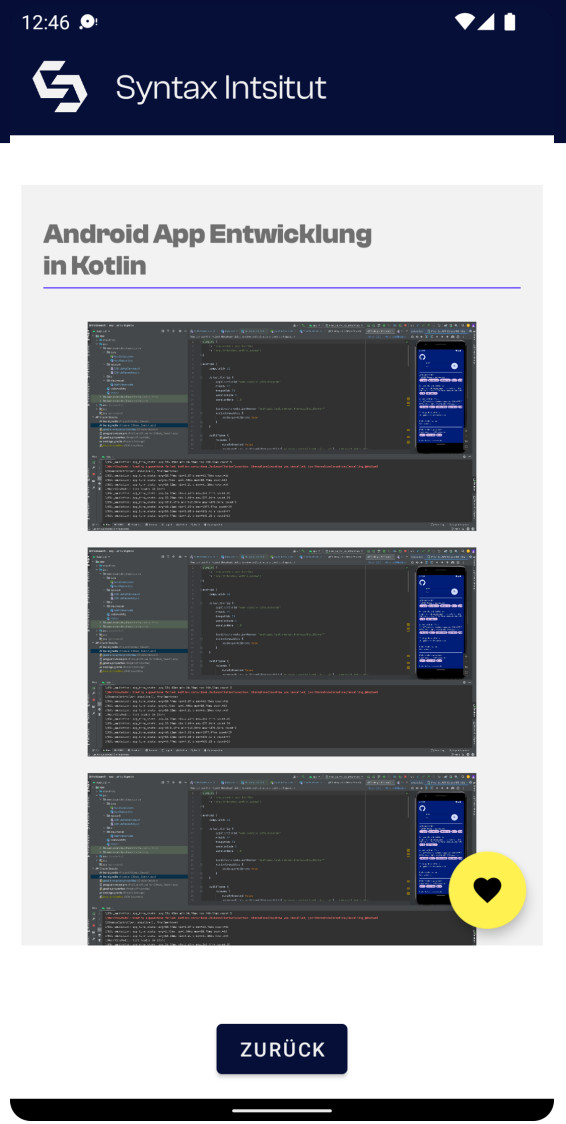


Quelle: https://material.io/components/switches#usage

Wiederholung

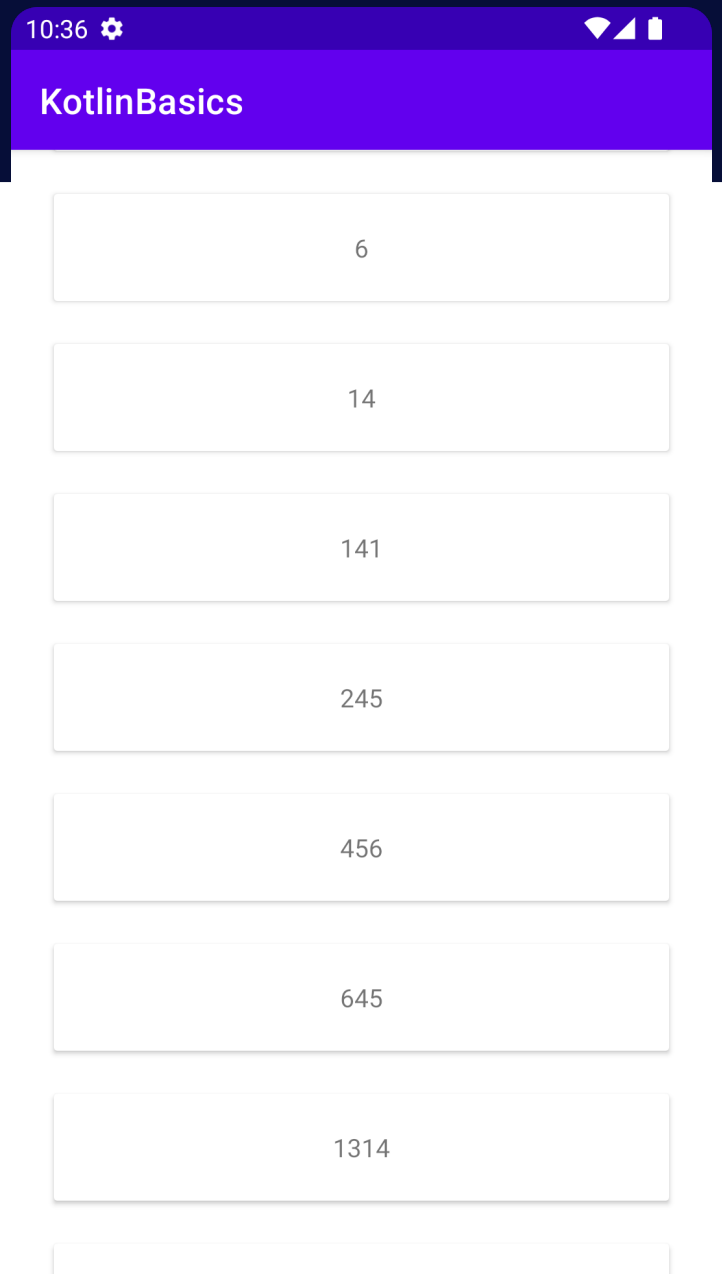
- Android Studio
- Erstes Projekt
- Layouts

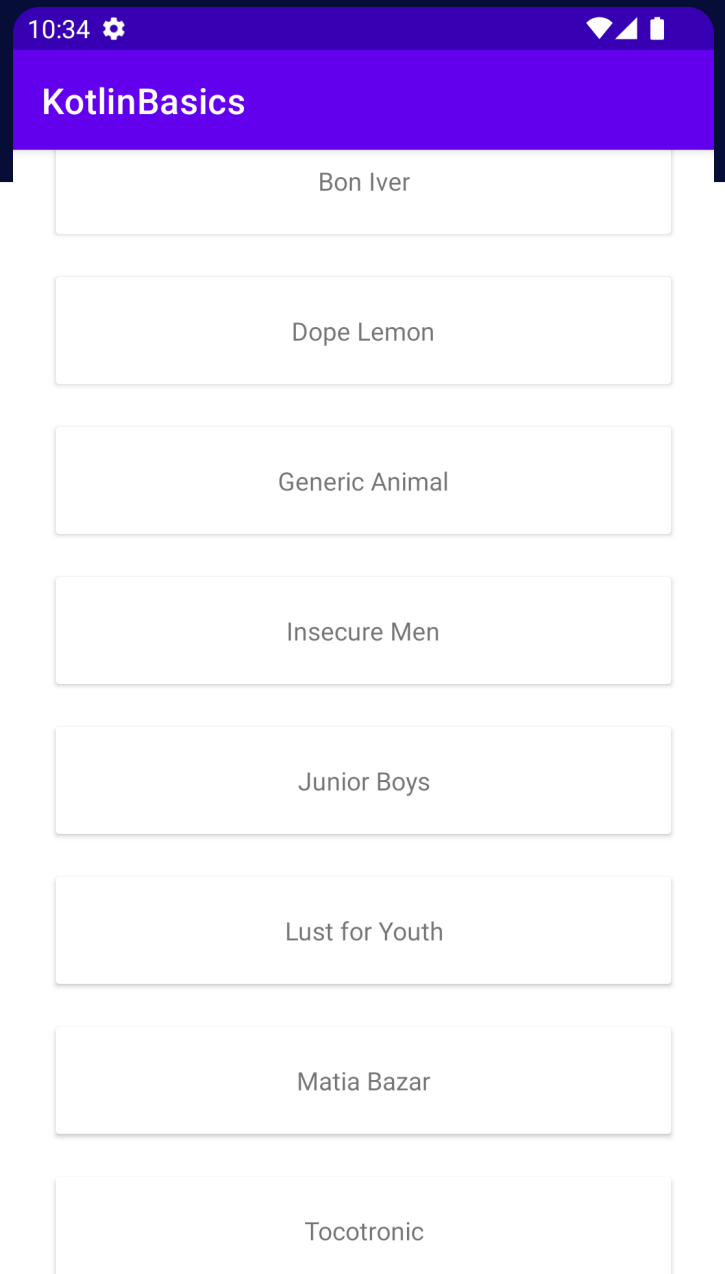




Wiederholung

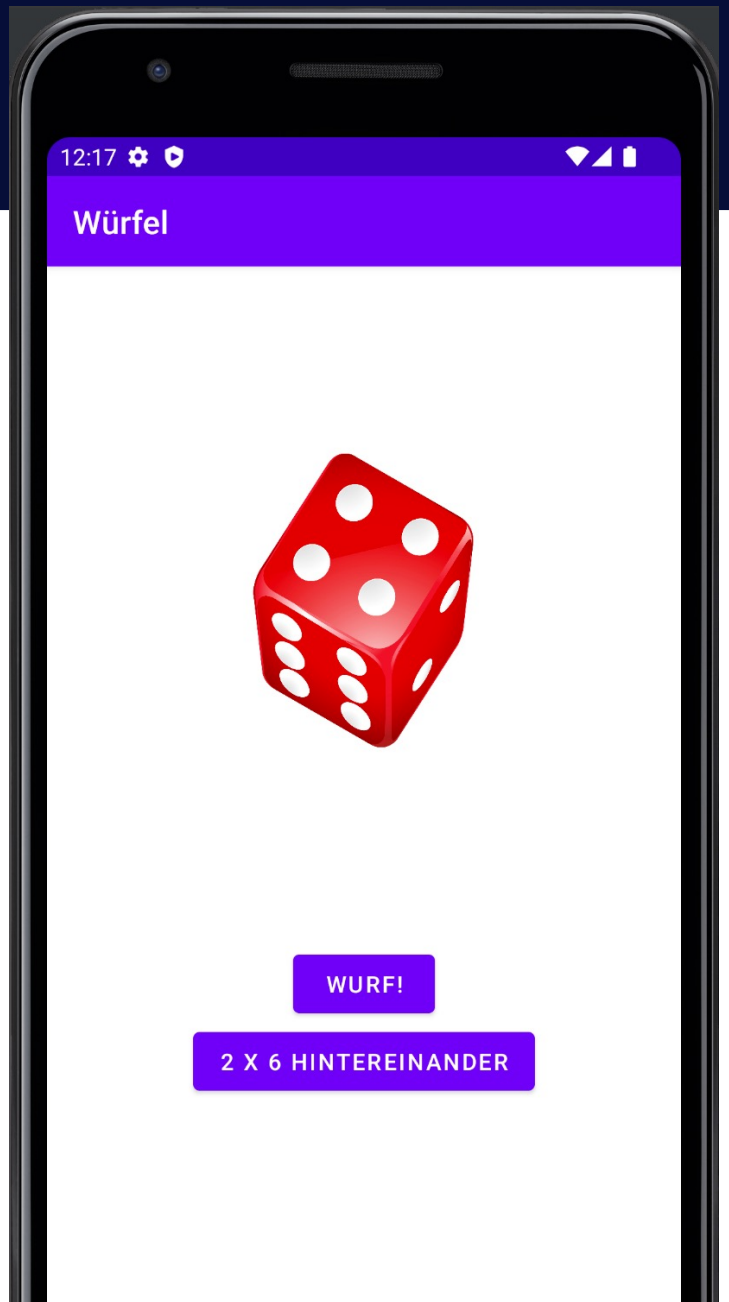
- Daten Typen
- Boolean, Integer, Double, String
- Listen





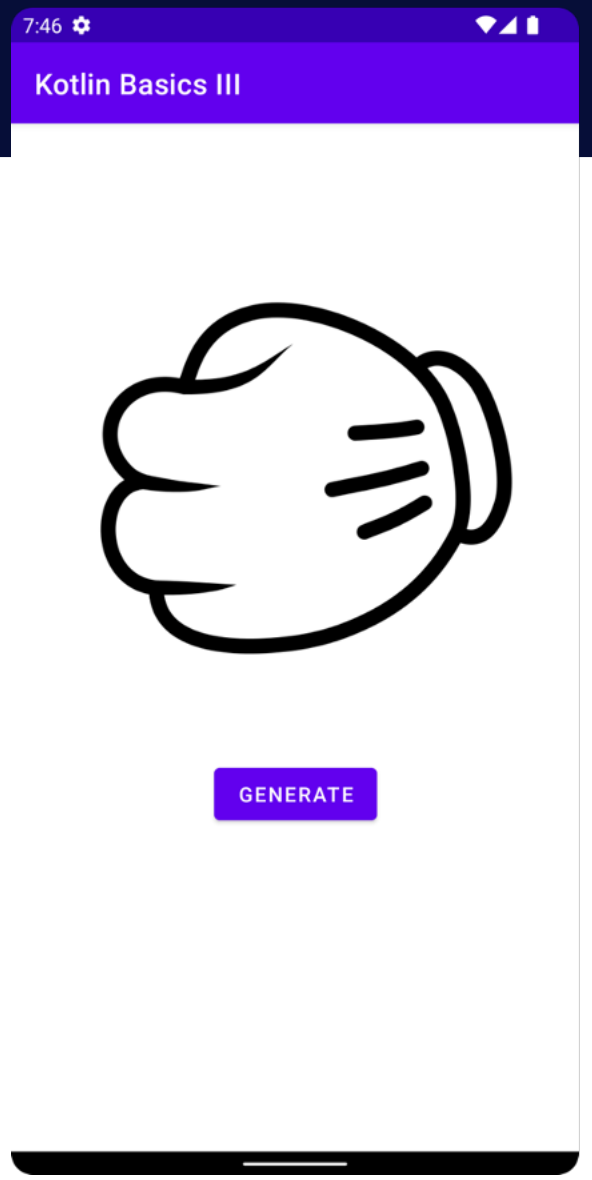
Wiederholung

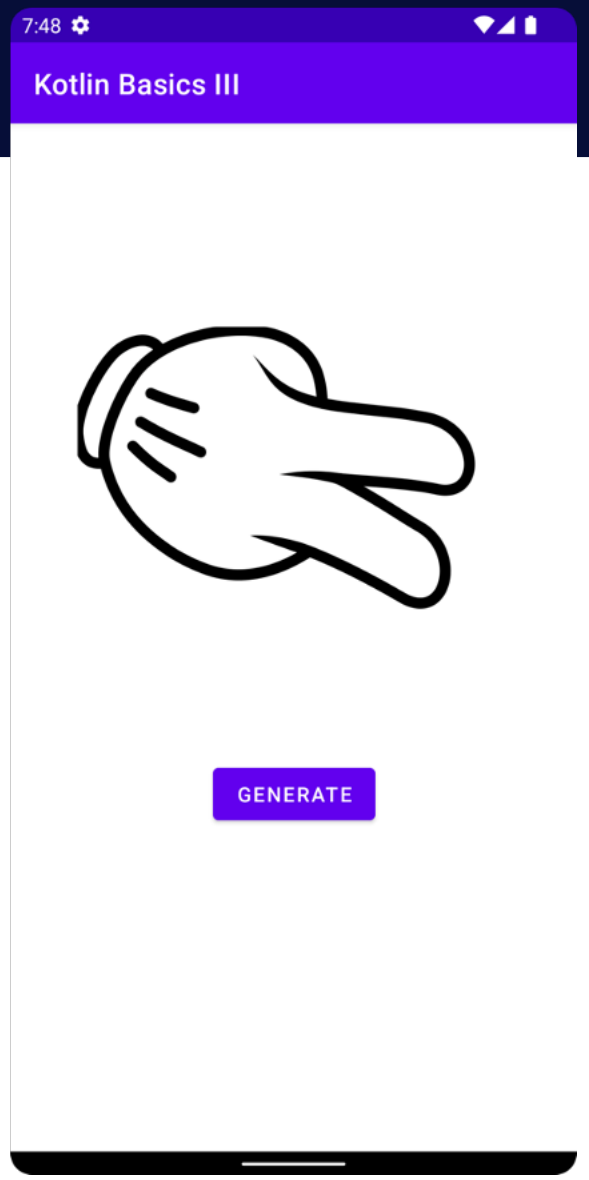
- Bedingungen
- Schleifen
- Funktionen



Wiederholung

- Klassen
- Vererbung



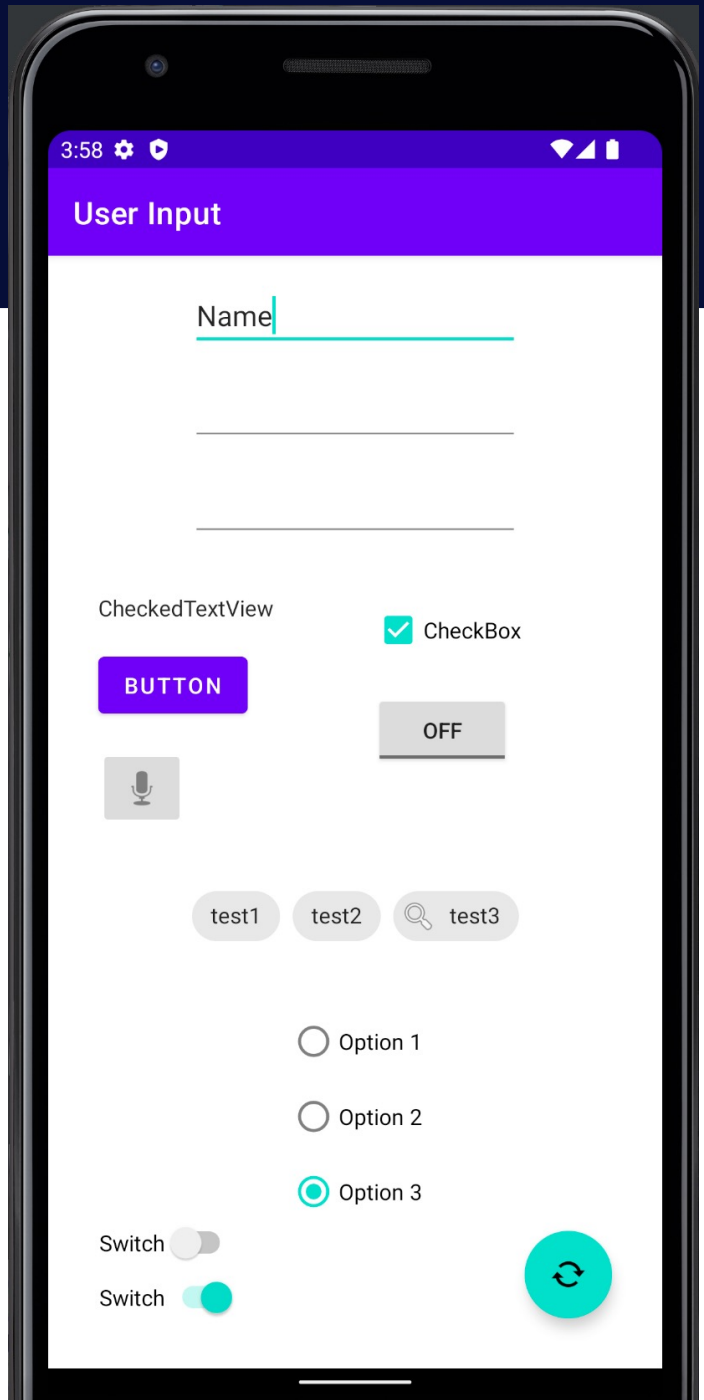


Wiederholung

Quelle: https://www.looper.com/316262/why-the-biggest-mistake-hermes-made-on-futurama-was-so-important/

Elemente für User Input

- Text Input
- CheckBox
- diverse Buttons
- Chips
- Radio Buttons
- Schalter („switches“)
- Floating Action Button (FAB)



Text Input

```
val nameField = findViewById<EditText>(R.id.vorname_input)

val name = nameField.text

println("Hallo $name!")
```

Radio Group und Buttons

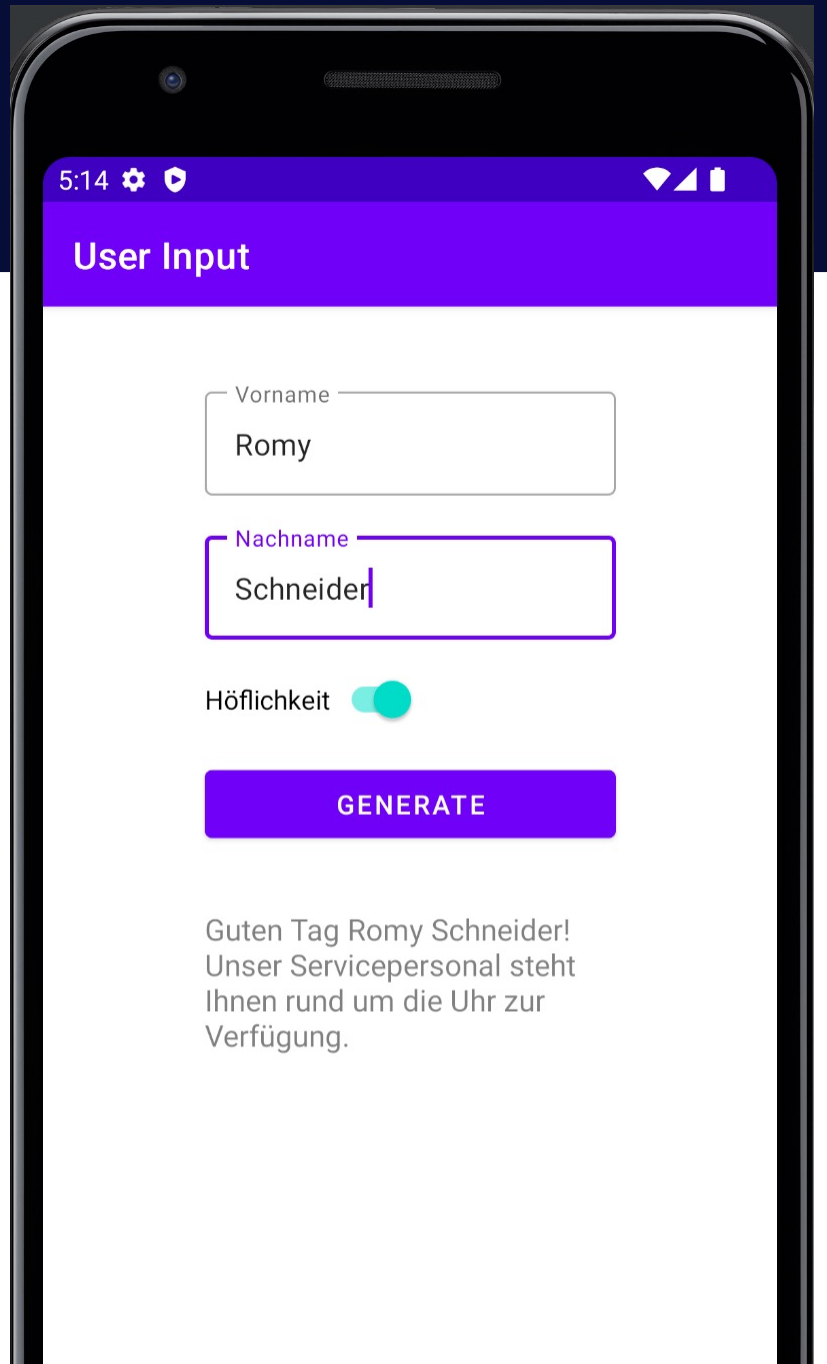
```
val optionsGroup = findViewById<RadioGroup>(R.id.options_radio_group)

val checkedOption = optionsGroup.checkedRadioButtonId

when (checkedOption) {
    R.id.option_one_radio -> println("Option 1, gute Wahl!")
    R.id.option_two_radio -> println("Option 2 wäre auch meine Wahl.")
    else -> println("Naja, für manche passt eben nur diese Option..")
}
```

```
<RadioGroup
    android:id="@+id/options_radio_group"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginTop="32dp"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/greeting_textView">

    <RadioButton
        android:id="@+id/option_one_radio"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:checked="true"
        android:text="Option 1" />

    <RadioButton
        android:id="@+id/option_two_radio"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:text="Option 2" />

    <RadioButton
        android:id="@+id/option_three_radio"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:text="Option 3" />

</RadioGroup>
```

Beispiel: Greeting Generator

- Text Input für Vorname
- Text Input für Nachname
- Schalter für Höflichkeit
- Button um Generator zu starten

- Funktion um Text zu generieren



String Resources

```
if (polite) {
    greetingText.text = "Guten Tag $name $surname! \nUnser Servicepersonal steht Ihnen rur
} else {
    greetingText.text = "Hallo $name $surname! \nGib bescheid wenn du was brauchst ;)"
}
```

Do not concatenate text displayed with setText. Use resource string with placeholders.

String literal in setText can not be translated. Use Android resources instead.

Suppress: Add @SuppressLint("SetTextI18n") annotation ⌥⇧↩ More actions... ⌥↩

String Resources

App Lokalisierung

Sprache wird automatisch dem Betriebssystem angepasst

res/values/strings.xml - **default**

Res/values-en/strings.xml - **Englisch**

Res/values-it/strings.xml - **Italienisch**

Res/values-es-rAR/strings.xml - **Argentinisch**

Quelle: https://acutrans.com/top-10-most-commonly-spoken-languages-in-the-world/

String Resources

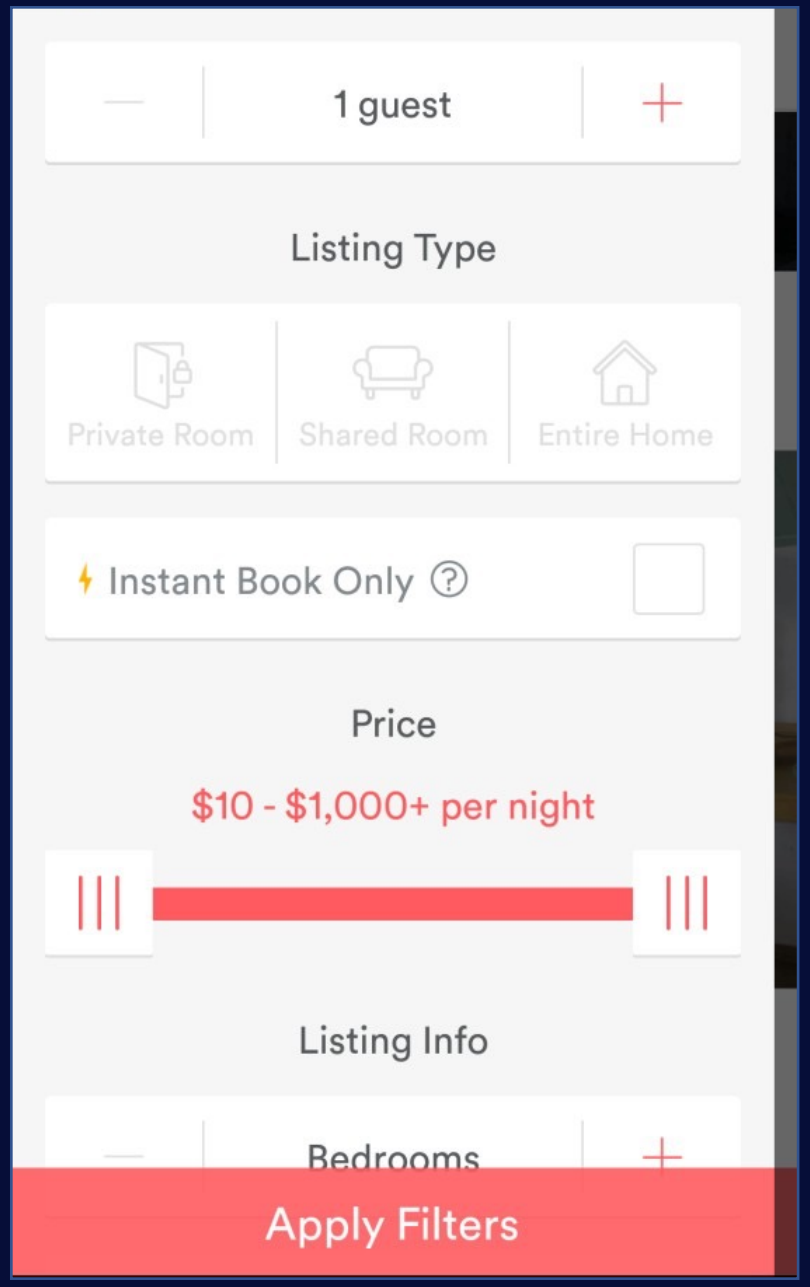
```
<string name="greeting_polite">Guten Tag %1$s %2$s! \nUnser Servicepersonal steht Ihnen rund

<string name="greeting">Hallo %1$s! \nGib bescheid wenn du was brauchst ;)</string>
```

```
if (polite) {
    greetingText.text = getString(R.string.greeting_polite, name, surname)
} else {
    greetingText.text = getString(R.string.greeting, name)
}
```

User Input

Wiederholung - Was haben wir heute gelernt?

1	Wiederholung
2	User Input
3	String Resources



Quelle:https://mobile.softpedia.com/screenshots/Airbnb-Android_5.jpg

Viel Spaß!