

자바응용SW(앱)개발자양성

RecyclerView

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- 1. RecyclerView 소개
- RecyclerView는 API Level 21(Android 5.0)이 나오면서 support:recyclerView-v7 라이브러리로 제공된 클래스

implementation 'com.android.support:recyclerview-v7:26.0.1'

• RecyclerView는 API Level 21(Android 5.0)이 나오면서 support:recyclerView-v7 라이브러리로 제공된 클래스





- Adapter: RecyclerView 항목 구성
- ViewHolder: 각 항목 구성 뷰의 재활용을 목적으로 View Holder 역할
- LayoutManager: 항목의 배치
- ItemDecoration: 항목 꾸미기
- ItemAnimation: 아이템이 추가, 제거, 정렬될 때의 애니메이션 처리
- 2. Adapter, ViewHolder
- RecyclerView를 하나 준비

```
<android.support.v7.widget.RecyclerView
    xmlns:android="http://schemas.android.com/apk/res/android"
    android:id="@+id/lab3_recycler"
    android:layout_width="match_parent"
    android:layout_height="match_parent"/>
```

ViewHolder 클래스

```
private class MyViewHolder extends RecyclerView.ViewHolder {
   public TextView title;
   public MyViewHolder(View itemView) {
        super(itemView);
        title = (TextView) itemView.findViewById(android.R.id.text1);
   }
}
```

Adapter

```
private class MyAdapter extends RecyclerView.Adapter<MyViewHolder> {
layout inflate
                public MyViewHolder onCreateViewHolder(ViewGroup viewGroup, int i) {
                   View view = LayoutInflater.from(viewGroup.getContext())
                      .inflate(android.R.layout.simple_list_item_1, viewGroup, false);
ViewHolder 리턴 4
                   return new MyViewHolder(view);
                @Override
              public void onBindViewHolder(MyViewHolder viewHolder, int position) {
                   String text = list.get(position);
                    wiewHolder.title.setText(text);
                    전달된 ViewHolder 이용
                                               ② Layout 초기화후 ViewHolder 생성
            private class MyViewHolder extends RecyclerView.ViewHolder {
                public TextView title;
                public MyViewHolder(View itemView) {
                   super(itemView);
                   title = (TextView itemView.findViewById(android.R.id.text1)
                                                      필요 View findViewById
```



• Adapter를 RecyclerView에 적용

recyclerView.setLayoutManager(new LinearLayoutManager(this)); recyclerView.setAdapter(new MyAdapter(list));



3. LayoutManager

- 항목을 어떻게 배치
- LinearLayoutManager: 수평, 수직으로 배치
- GridLayoutManager: 그리드 화면으로 배치
- StaggeredGridLayoutManager: 높이가 불규칙한 그리드 화면으로 배치
- LinearLayoutManager

LinearLayoutManager linearManager = **new** LinearLayoutManager(**this**); linearManager.setOrientation(LinearLayoutManager.HORIZONTAL); recyclerView.setLayoutManager(linearManager);



GridLayoutManager

GridLayoutManager gridManager=new GridLayoutManager(this, 2) ttem=8 ttem=9 recyclerView.setLayoutManager(gridManager);

• 방향 지정

GridLayoutManager gridManager=new GridLayoutManager(this, 2, GridLayoutManager.HORIZONTAL, false);

Part6-17

• 아래부터 나열

GridLayoutManager gridManager=new GridLayoutManager(this, 2, GridLayoutManager.VERTICAL, true);



StaggeredGridLayoutManager

StaggeredGridLayoutManager sgManager=new StaggeredGridLayoutManager(2, StaggeredGridLayoutManager.VERTICAL);



4. ItemDecoration

각 항목을 다양하 게 꾸미기

- onDraw: 항목을 배치하기 전에 호출
- onDrawOver: 모든 항목이 배치된 후에 호출
- getItemOffsets: 각 항목을 배치할 때 호출

```
class MyItemDecoration extends RecyclerView.ItemDecoration {
  @Override
  public void getItemOffsets(Rect outRect, View view, RecyclerView parent,
                  RecyclerView.State state) {
    super.getItemOffsets(outRect, view, parent, state);
    //항목의 index 값 획득
    int index=parent.getChildAdapterPosition(view)+1;
    if(index % 3 == 0)
      //left, top, right, bottom
      outRect.set(20, 20, 20, 60);
    else
      outRect.set(20, 20, 20, 20);
    view.setBackgroundColor(0xFFECE9E9);
    ViewCompat.setElevation(view, 20.0f);
```

RecyclerView

• ItemDecoration을 RecyclerView에 적용

recyclerView.addItemDecoration(new MyItemDecoration());



• onDraw() 함수

```
public void onDraw(Canvas c, RecyclerView parent, RecyclerView.State state) {
  super.onDraw(c, parent, state);
  //RecyclerView의 사이즈 계산
  int width=parent.getWidth();
  int height=parent.getHeight();
  Paint paint=new Paint();
  paint.setColor(Color.RED);
  c.drawRect(0, 0, width/3, height, paint);
  paint.setColor(Color.BLUE);
  c.drawRect(width/3, 0, width/3*2, height, paint);
  paint.setColor(Color.GREEN);
  c.drawRect(width/3*2, 0, width, height, paint);
```

```
onDrawOver()
public void onDrawOver(Canvas c, RecyclerView parent, RecyclerView.State state) {
  super.onDrawOver(c, parent, state);
  //RecyclerView의 사이즈 계산
  int width=parent.getWidth();
  int height=parent.getHeight();
  //이미지 사이즈 계산
  Drawable dr= ResourcesCompat.getDrawable(getResources(), R.drawable.android, null);
  int drWidth=dr.getIntrinsicWidth();
  int drHeight=dr.getIntrinsicHeight();
  int left=width/2 - drWidth/2;
  int top=height/2 - drHeight/2;
  c.drawBitmap(BitmapFactory.decodeResource(getResources(), R.drawable.android), left,top,null);
```



RecyclerView 테스트

