

# Dati e View

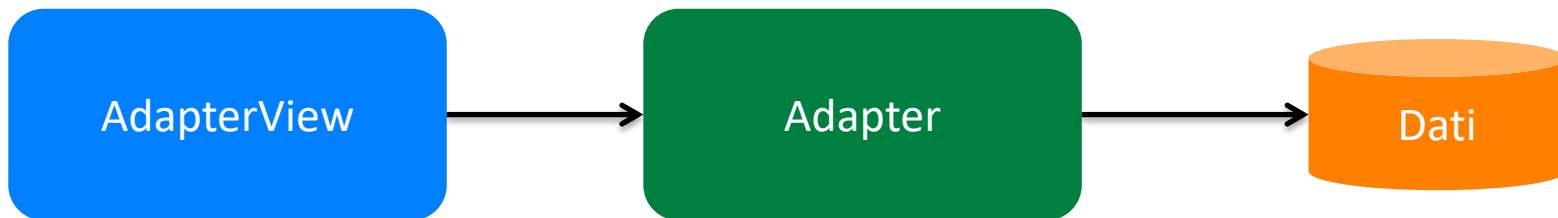
# Layout dinamici

## Problema

spesso i dati non disponibili se non in esecuzione e quindi devo gestire le view dinamicamente

## Pattern Proposto:

Il layout (**AdapterView**) affida ad un oggetto **Adapter** la creazione delle view per visualizzare i dati



# AdapterView

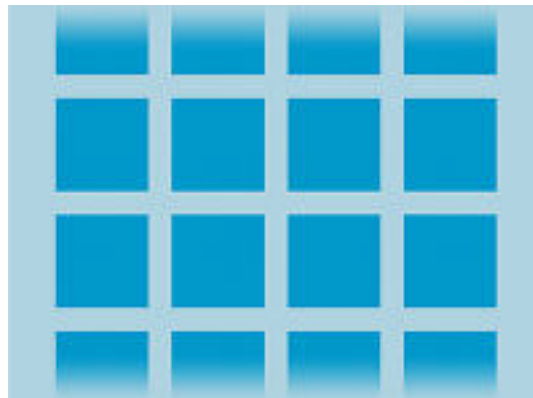
java.lang.Object

↳ android.view.View

↳ android.view.ViewGroup

↳ android.widget.AdapterView

- **ListView**, **GridView**, **RecyclerView**, etc.



# Adapter

- Adapter/ListAdapter
  - `ArrayAdapter<T>`, `CursorAdapter`, `SimpleAdapter`, `RecyclerView.Adapter`, etc.
- Adattano dinamicamente i dati alla "vista" corrente
  - gestisce i dati (organizzati come lista)
  - se cambia la visuale vanno cambiate le view
- Gestisce le view che mostrano il singolo dato
  - se cambiano il dato va aggiornata le view

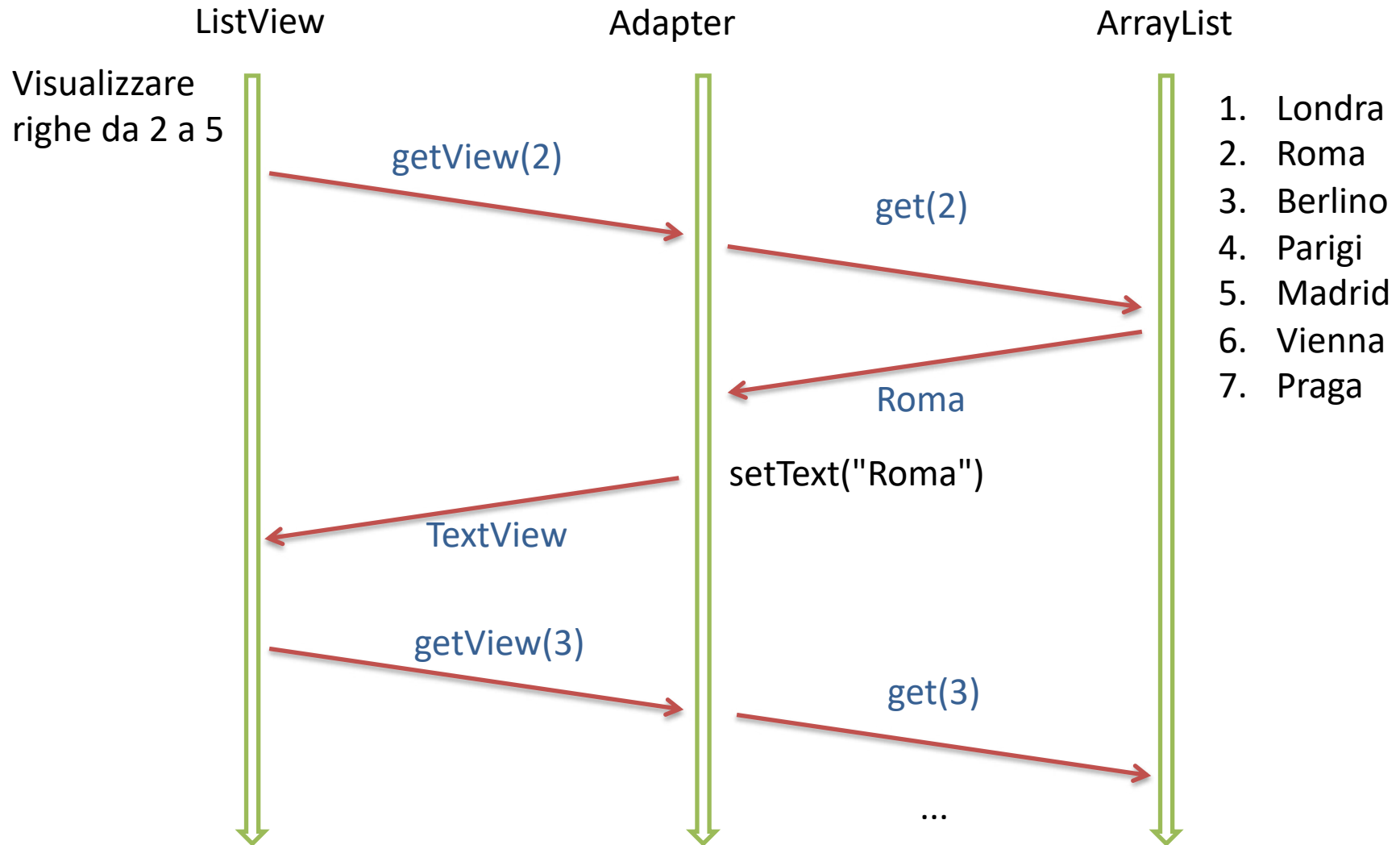
# Interfaccia Adapter

Chiedo all'adapter una view

**View getView (int position, View convertView, ViewGroup parent)**

- Gestione dei dati
  - Object **getItem** (int position)
  - long **getItemId** (int position)
  - int **getCount** ()
  - boolean **isEmpty** ()
- Cambio dei dati
  - void **registerDataSetObserver** (DataSetObserver observer)
  - void **unregisterDataSetObserver** (DataSetObserver observer)
- Base Adapter
  - **notifyDataSetChanged()**;

# Interazioni



# ListView

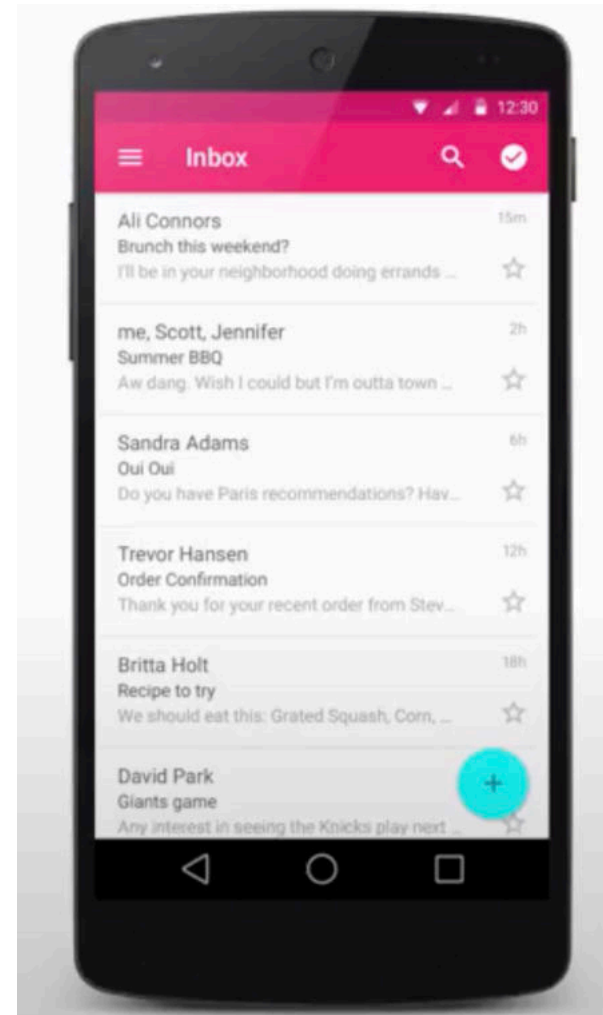
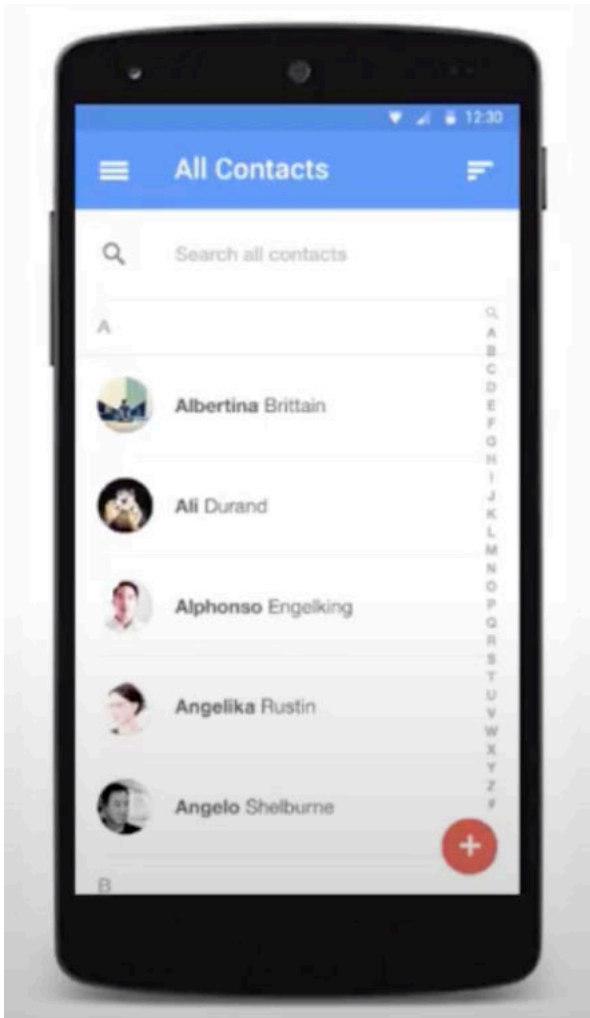
- uso di un ArrayAdapter con una ListView
  - progetto ArrayAdapterTest

```
ListView listView = (ListView) findViewById(R.id.arrayList);  
String[] arrayData = getResources().getStringArray(R.array.array_data);  
ArrayAdapter<String> arrayAdapter =  
    new ArrayAdapter<String>  
    (this,R.layout.row,R.id.rowText,arrayData);  
listView.setAdapter(arrayAdapter);
```

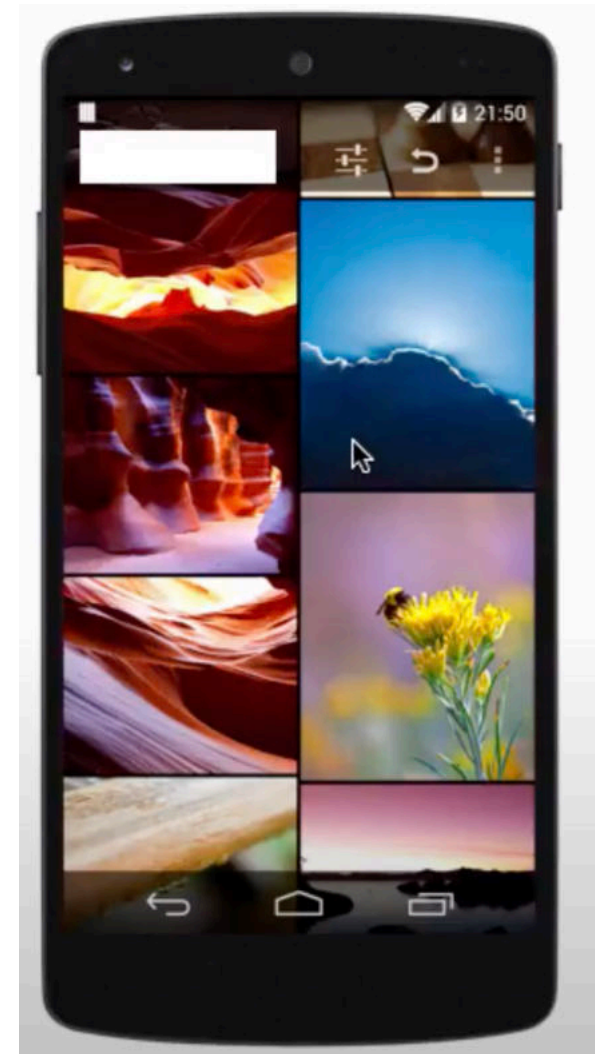
# RECYCLERVIEW E CARD VIEW



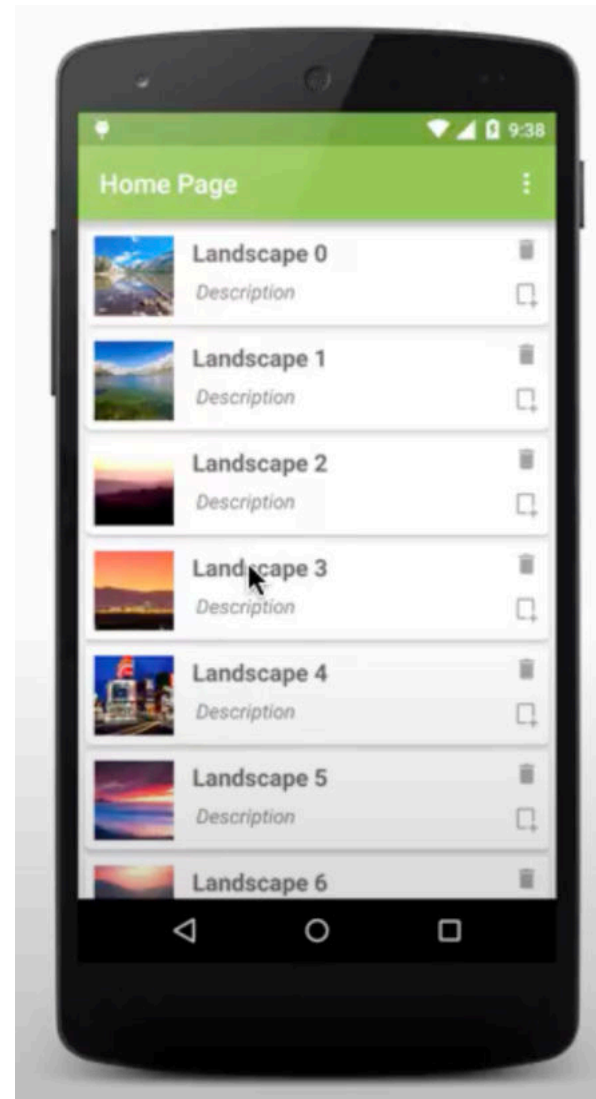
# RecyclerView



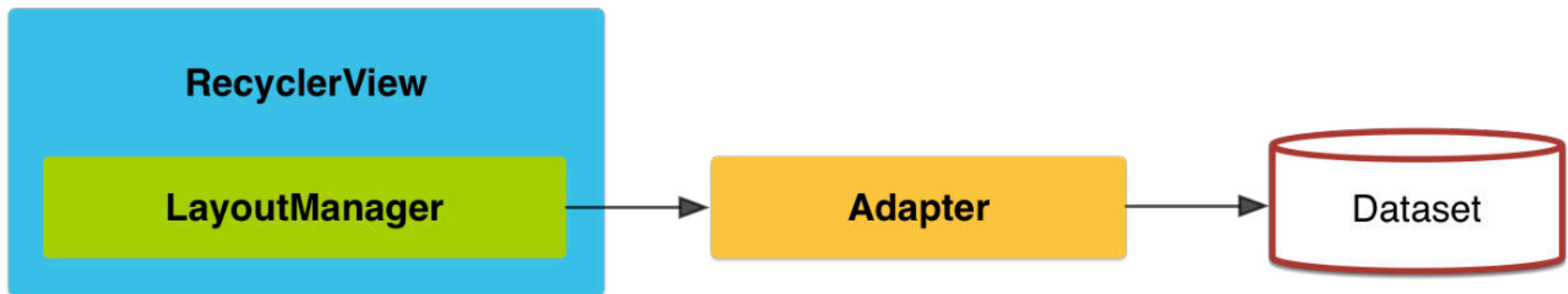
# RecyclerView



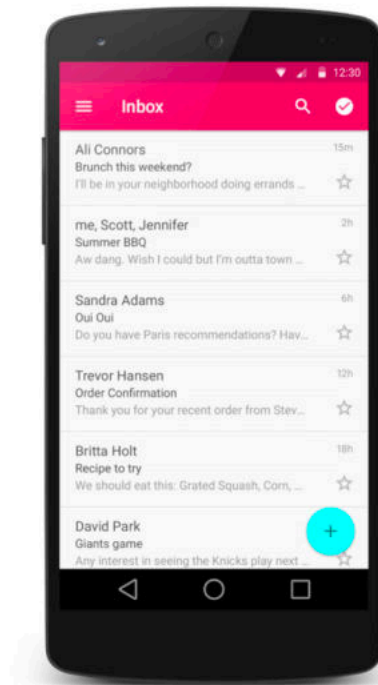
# CardView



- RecyclerView
- LayoutManager
  - LinearLayoutManager
  - GridLayoutManager
  - StaggeredGridLayoutManager



# RecyclerView

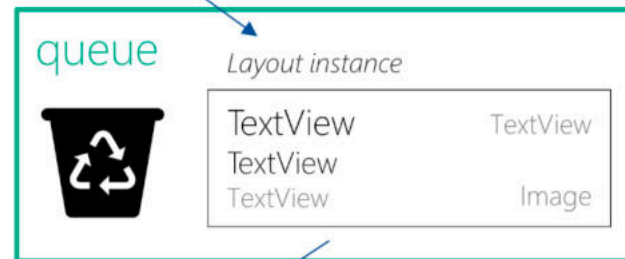


1. Layout instance scrolls out of view

*Layout instance*



2. Placed in queue



*Layout instance*



3. Filled with new content & scrolls in again

# Adapter

