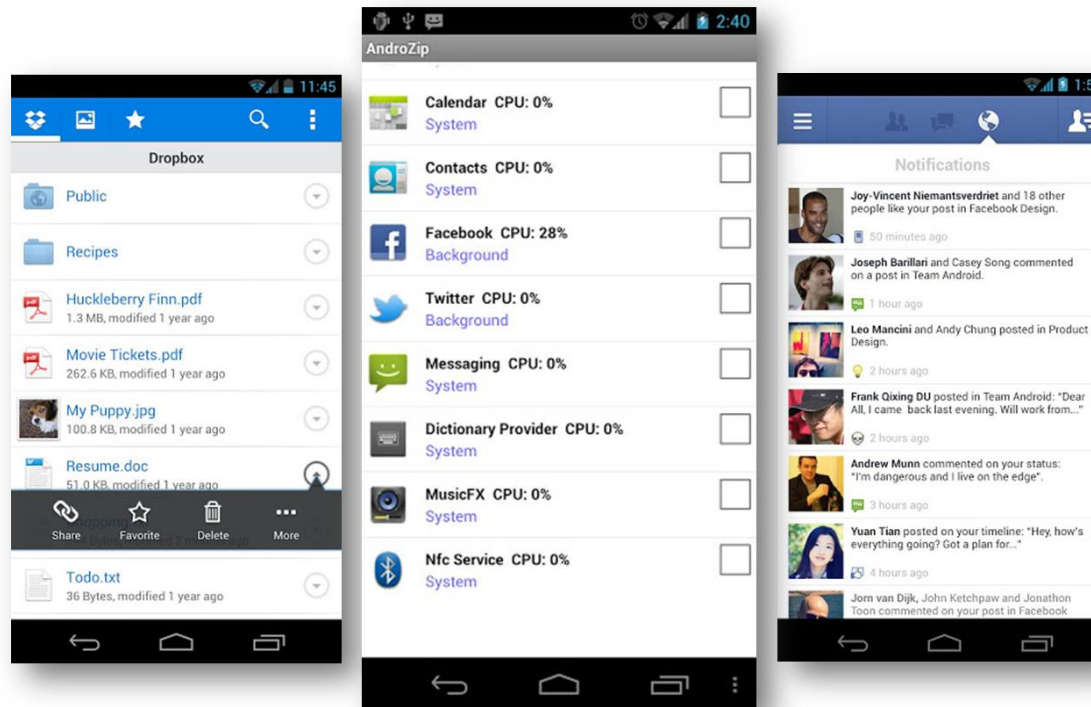


What are we going to learn?

- How to create you ListView in Android application
- How to create a custom ListView
- Fragment in Android Development
- Communication between different fragments
- Fragment transaction

ListView in Android

- ListView is a view group that displays a list of scrollable items
- Adapter: Pulls content from a source and converts each item result into a view



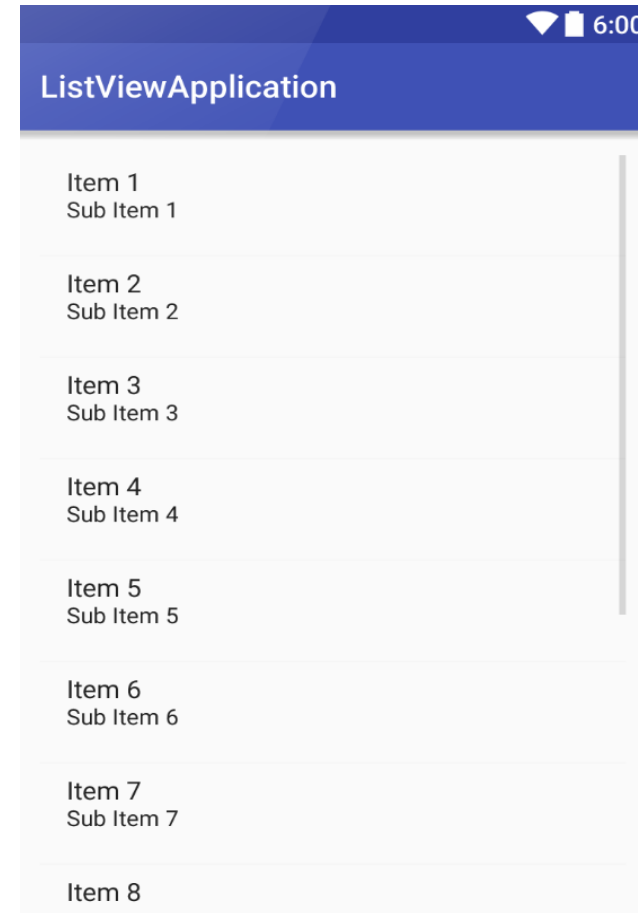
Step 1: Create a ListView XML Layout

```
<?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_height="match_parent"
    android:paddingBottom="16dp"
    android:paddingLeft="16dp"
    android:paddingRight="16dp"
    android:paddingTop="16dp"
    tools:context="com.example.xunhu.listviewapplication.MainActivity">

    <ListView
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:id="@+id/myListView"
    >

    </ListView>

</RelativeLayout>
```



Step 2: ListView and Adapter in Java File

➤ Create a ListView and an adapter in Java File

```
public class MainActivity extends Activity {
    ListView listView;
    ArrayAdapter adapter;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        // an array of strings displayed in ListView
        final String[] gameNames = {"Dota2", "League of Legend", "CS:GO", "Starcraft", "Warcraft", "Overwatch", "Call of Duty"};
        // define a ListView
        listView = (ListView)findViewById(R.id.myListView);
        //define an adapter that takes all element data from the gameNames String array
        adapter = new ArrayAdapter(MainActivity.this, android.R.layout.simple_list_item_1, gameNames);
        //Set the data behind this ListView
        listView.setAdapter(adapter);

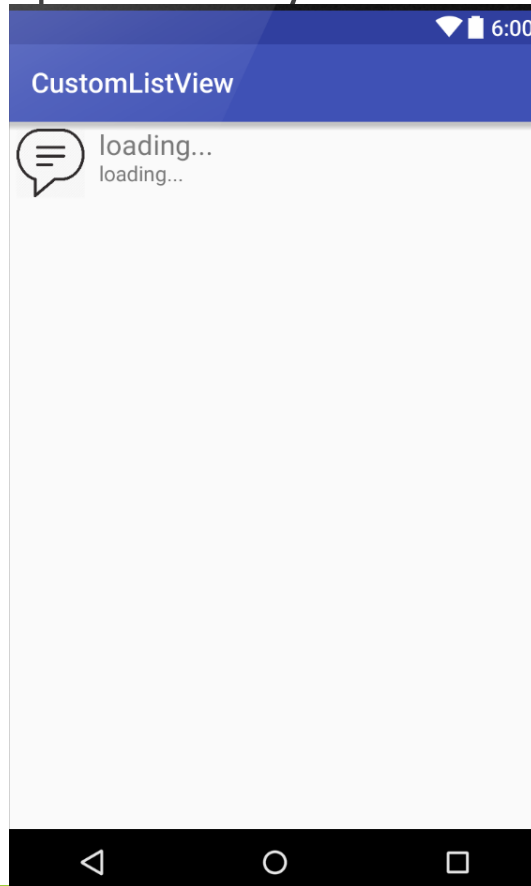
        listView.setOnItemClickListener(new AdapterView.OnItemClickListener() {
            @Override
            public void onItemClick(AdapterView<?> parent, View view, int position, long id) {
                //Create a toast text to display which item is clicked
                String clickItem = gameNames[position]+" is clicked";
                Toast.makeText(MainActivity.this, clickItem, Toast.LENGTH_LONG).show();
            }
        });
    }
}
```

How to create your custom ListView

- Create the custom ListView using ArrayAdapter
- Create your custom XML layout for each item of ListView
- Create a entity class such as User, Product, and Customer class
- Create a your own class to extend ArrayAdapter class
- Modify the content of getView() method in your adapter class
- Set the adapter for your ListView

How to create your custom ListView

Step 1: Create your custom XML layout for each list item.



```
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent" android:layout_height="match_parent">
    <ImageView
        android:layout_width="50dp"
        android:layout_height="50dp"
        android:src="@drawable/message_icon"
        android:layout_margin="5dp"
        android:id="@+id/ivMessage"
    />
    <LinearLayout
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_toRightOf="@+id/ivMessage"
        android:orientation="vertical"
        android:layout_margin="5dp"
    >
        <TextView
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:text="loading..."
            android:id="@+id/tvUsername"
            android:textSize="20dp"
        />
        <TextView
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:text="loading..."
            android:id="@+id/tvAddDate"
            android:textSize="15dp"
        />
    </LinearLayout>
</RelativeLayout>
```

How to create your custom ListView

Step 2: Create a entity class such as User, Product, and Customer class

In this case, we create an User class.

```
public class User {  
    String userName;  
    String addDate;  
  
    public User(String userName, String addDate) {  
        this.userName = userName;  
        this.addDate = addDate;  
    }  
  
    public String getAddDate() { return addDate; }  
  
    public String getUserName() { return userName; }  
  
    public void setAddDate(String addDate) { this.addDate = addDate; }  
  
    public void setUserName(String userName) { this.userName = userName; }  
}
```

How to create your custom ListView

Step 3: Create a your own adapter class to extend ArrayAdapter class

Step 4: Modify the content of getView() method in your adapter class

```
public class UserAdapter extends ArrayAdapter<User> {
    private int resourceId;
    ImageView imageView;
    TextView tvUsername;
    TextView tvAddDate;
    public UserAdapter(Context context, int resource, List<User> objects) {
        super(context, resource, objects);
        this.resourceId = resource;
    }

    // getView() get called to generate the view of each item
    public View getView(int position, View convertView, ViewGroup parent){
        // get one object content
        User user = getItem(position);
        // instantiate a layout XML file into View objects
        View view = LayoutInflater.from(getContext()).inflate(resourceId, null);

        imageView = (ImageView) view.findViewById(R.id.ivMessage);
        tvUsername = (TextView) view.findViewById(R.id.tvUsername);
        tvAddDate = (TextView) view.findViewById(R.id.tvAddDate);
        tvUsername.setText(user.getUserName());
        tvAddDate.setText(user.getAddDate());

        return view;
    }
}
```


How to create your custom ListView

Step 5: define your adapter and set this adapter for the ListView

```
public class MainActivity extends AppCompatActivity {
    ListView listView;
    UserAdapter adapter;
    List<User> users = new ArrayList<>();
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        //Create 5 User objects
        User user1 = new User("Ronaldo", "2/8/2016");
        User user2 = new User("Messi", "2/8/2016");
        User user3 = new User("Rivaldo", "2/8/2015");
        User user4 = new User("Neymar", "2/8/2016");
        User user5 = new User("Ji-sung Park", "2/8/2016");
        // add this User objects to your users ArrayList
        users.add(user1);
        users.add(user2);
        users.add(user3);
        users.add(user4);
        users.add(user5);
        listView = (ListView)findViewById(R.id.userList);
        // define your new UserAdapter
        // the first argument is the context. in this case, it is your MainActivity class
        // the second argument is the resourceId of your XML layout
        // the third one is the arraylist of users
        adapter = new UserAdapter(MainActivity.this, R.layout.singe_user_item_layout, users);
        //set the adapter for your ListView
        listView.setAdapter(adapter);
    }
}
```

How to update your ListView

- Invoke notifyDataSetChanged() when the data has been changed

```
listView.setOnItemClickListener((parent, view, position, id) → {  
    // remove the clicked item from arraylist  
    users.remove(users.get(position));  
    //notifies that the data has been changed and any View reflecting the data set  
    // should refresh itself  
    adapter.notifyDataSetChanged();  
});
```

How to optimize your ListView

➤ Increase the efficiency of ListView by ViewHolder

```
public View getView(int position, View convertView, ViewGroup parent){
    // get one object content
    User user = getItem(position);
    System.out.println("@ " + user.getUserName());
    ViewHolder viewHolder;
    View view;
    if (convertView == null){
        // create a new ViewHolder
        viewHolder = new ViewHolder();
        view = LayoutInflater.from(getContext()).inflate(resourceId, null);
        // store instance components into the viewHolder
        viewHolder.imageView = (ImageView) view.findViewById(R.id.imageView);
        viewHolder.tvUsername = (TextView) view.findViewById(R.id.tvUsername);
        viewHolder.tvAddDate = (TextView) view.findViewById(R.id.tvAddDate);
        // store the viewHolder into the view
        view.setTag(viewHolder);
    } else {
        view = convertView;
        // recover the viewHolder that store the previous instance components again
        viewHolder = (ViewHolder) view.getTag();
    }
    viewHolder.tvUsername.setText(user.getUserName());
    viewHolder.tvAddDate.setText(user.getAddDate());
    return view;
}

// Define a ViewHolder class
class ViewHolder{
    ImageView imageView;
    TextView tvUsername;
    TextView tvAddDate;
}
```

Fragment

- Fragment represents a portion of user interface in an Activity
- You can use multiple fragments in one activity or reuse a fragment in multiple activities
- A fragment must always be embedded in an activity
- A fragment also has a lifecycle directly affected by the host activity's lifecycle
- FragmentManager provides a function `findFragmentById()`
- FragmentManager manages fragment transactions such as adding a fragment, replacing a fragment with another fragment, or removing a fragment

How to create a simple fragment

➤ Step 1: Create a layout for your fragment

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent" android:layout_height="match_parent">
    <EditText
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:textSize="40dp"
        android:hint="Fragment A"
        android:id="@+id/etOne"
    />
    <Button
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:text="FragmentA Button"
        android:textSize="20dp"
        android:id="@+id/btnButtonA"
        android:layout_below="@+id/etOne"
    />
</RelativeLayout>
```



How to create a simple fragment

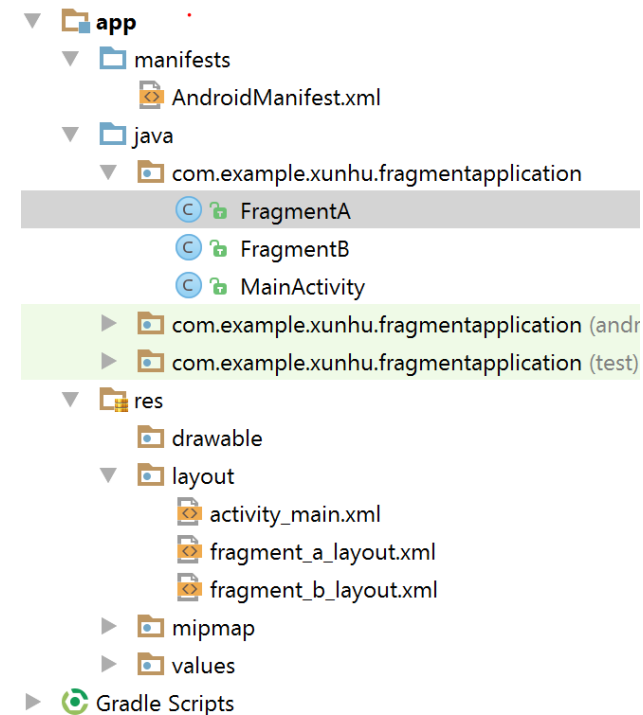
Step 2: Create a Fragment Java class and rewrite onCreateView() method to load the layout of your fragment

```
public class FragmentA extends Fragment {  
    TextView textView;  
    Button button;  
    @Nullable  
    @Override  
    // onCreateView method is invoked when a fragment is created  
    public View onCreateView(LayoutInflater inflater, @Nullable ViewGroup container, @Nullable Bundle savedInstanceState) {  
        // load the layout of your created fragment into a view  
        View view = inflater.inflate(R.layout.fragment_a_layout, container, false);  
        // define your UI components in your layout  
        textView = (TextView) view.findViewById(R.id.tvOne);  
        button = (Button) view.findViewById(R.id.btnButtonA);  
        return view;  
    }  
}
```

How to create a simple fragment

Step 3: Create a fragment tag in your activity layout file, and then name that fragment tag as the path of your fragment java class

```
<?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_height="match_parent"
    android:paddingBottom="16dp"
    android:paddingLeft="16dp"
    android:paddingRight="16dp"
    android:paddingTop="16dp"
    tools:context="com.example.xunhu.fragmentapplication.MainActivity">
    <fragment
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:id="@+id/fragmentA"
        android:name="com.example.xunhu.fragmentapplication.FragmentA"
        android:layout_alignParentTop="true"
        >
    </fragment>
</RelativeLayout>
```



How to create a simple fragment

Step 4: Load your activity xml layout into the activity class


```
public class MainActivity extends AppCompatActivity {  
    // invoke getSupportFragmentManager() to get the FragmentManager  
    FragmentManager fm = getSupportFragmentManager();  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.activity_main);  
        //finds a fragment that was identified by given id when inflated from XML  
        FragmentA fa = (FragmentA) fm.findFragmentById(R.id.fragmentA);  
    }  
}
```


Communication Between Fragments

- Different fragments communicate with each other via activity
- Define an interface in the Fragment class and implement the interface within the activity
- The fragment captures the interface implementation during its `onAttach()` callback method and then call the interface methods in order to communicate with the Activity

Communication Between Fragments

Step 1: Create an interface within fragment class and declare the interace

```
public class FragmentA extends Fragment {  
    EditText editText;  
    Button button;  
     //declare the Communicator interface  
    Communicator communicator;  
    //Create an interface in FragmentA class  
    public interface Communicator{  
        public void respond(String data);  
    }  
}
```

Communication between Fragments

Step 2: captures the interface implementation within onAttach() method in Fragment class

```
@Override
public void onAttach(Activity activity) {
    super.onAttach(activity);
    // This makes sure that the container activity has implemented
    // the callback interface. If not, it throws an exception
    try {
        communicator = (Communicator) activity;
    } catch (ClassCastException e) {
        throw new ClassCastException(activity.toString()+" must implement communicator interface");
    }
}
```


Communication between Fragments

Step 3: call the interface method to communicate with the container activity

```
public View onCreateView(LayoutInflater inflater, @Nullable ViewGroup container, @Nullable Bundle savedInstanceState) {  
    // load the layout of your created fragment into a view  
    View view = inflater.inflate(R.layout.fragment_a_layout, container, false);  
    // define your UI components in your layout  
    editText = (EditText) view.findViewById(R.id.etOne);  
    button = (Button) view.findViewById(R.id.btnButtonA);  
    button.setOnClickListener(new View.OnClickListener() {  
        @Override  
        public void onClick(View v) {  
            communicator.respond(editText.getText().toString());  
        }  
    });  
    return view;  
}
```

Communication between Fragments

Step 4: implement interface in Activity class

```
public class MainActivity extends AppCompatActivity implements FragmentA.Communicator {  
    // invoke getSupportFragmentManager() to get the FragmentManager  
    FragmentManager fm = getSupportFragmentManager();  
    FragmentA fa;  
    FragmentB fb;  
    @Override  
     protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.activity_main);  
        //finds a fragment that was identified by given id when inflated from XML  
        fa = (FragmentA) fm.findFragmentById(R.id.fragmentA);  
        fb = (FragmentB) fm.findFragmentById(R.id.fragmentB);  
    }  
  
    @Override  
    public void respond(String data) {  
        fb.changeData(data);  
    }  
}
```

Fragment Transactions

- `add()`: add a fragment
- `replace()`: replace a fragment with another fragment in the activity
- `remove()`: remove a fragment from the activity

Add fragment to a layout

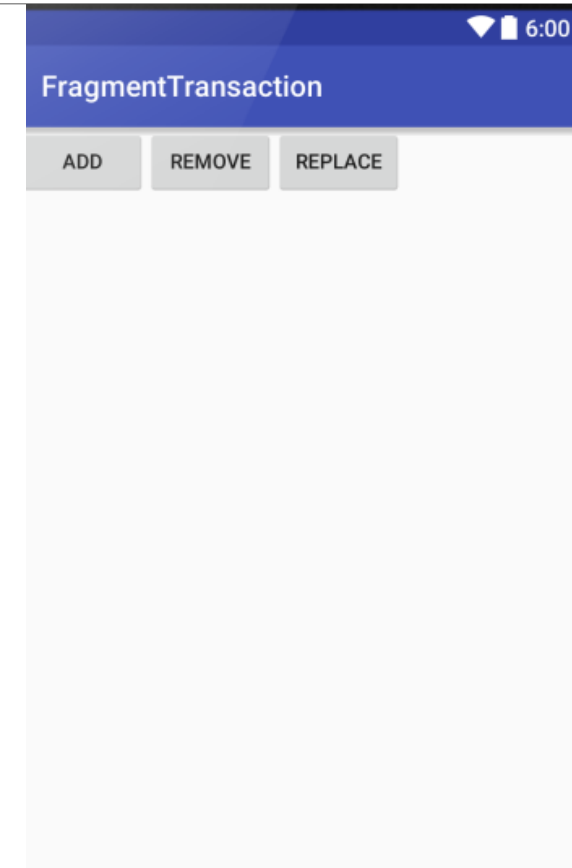
```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android" xmlns:tools="http://schemas.android.com/tools" android:layout_wid

    <LinearLayout

        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_alignParentTop="true"
        android:id="@+id/toplayout"
        android:orientation="horizontal"
    >

    <Button android:layout_width="wrap_content" android:layout_height="wrap_content" android:text="Add" android:id="@+id/add" />
    <Button android:layout_width="wrap_content" android:layout_height="wrap_content" android:text="remove" android:id="@+id/remove" />
    <Button android:layout_width="wrap_content" android:layout_height="wrap_content" android:text="replace" android:id="@+id/replace" />

</LinearLayout>
<RelativeLayout
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:id="@+id/fragmentPanel"
    android:layout_below="@+id/toplayout"
    >
</RelativeLayout>
</RelativeLayout>
```



Add a fragment

```
FragmentManager manager = getSupportFragmentManager();
```

```
btnAdd.setOnClickListener((v) → {  
    // Define your fragment  
    FragmentA fa = new FragmentA();  
    // begin a transaction  
    FragmentTransaction transaction = manager.beginTransaction();  
    // call add() function to add this fragment into the view container  
    transaction.add(R.id. fragmentPanel, fa, "fragmentA");  
    // add the transaction to the stack  
    transaction.addToBackStack(null);  
    // each transaction should call commit() function to confirm transaction  
    transaction.commit();  
});
```


Replace a transaction

```
btnReplace.setOnClickListener(new View.OnClickListener() {  
    @Override  
    public void onClick(View v) {  
        FragmentB fb = new FragmentB();  
        FragmentTransaction transaction = manager.beginTransaction();  
        // replace the current fragment with a FragmentB object  
        transaction.replace(R.id.fragmentPanel, fb, "fragmentB");  
        transaction.addToBackStack(null);  
        transaction.commit();  
    }  
});
```

Remove a transaction

```
btnRemove.setOnClickListener(new View.OnClickListener() {  
    @Override  
    public void onClick(View v) {  
        // define the transaction that you want to remove via its tag  
        FragmentA fa = (FragmentA) manager.findFragmentByTag("fragmentA");  
        FragmentTransaction transaction = manager.beginTransaction();  
        // if this transaction exists, it will be removed  
        if (fa!=null) {  
            transaction.addToBackStack(null);  
            transaction.remove(fa);  
            transaction.commit();  
        }  
    }  
}):
```

Slide Pages

➤ ViewPager

➤ FragmentStatePagerAdapter