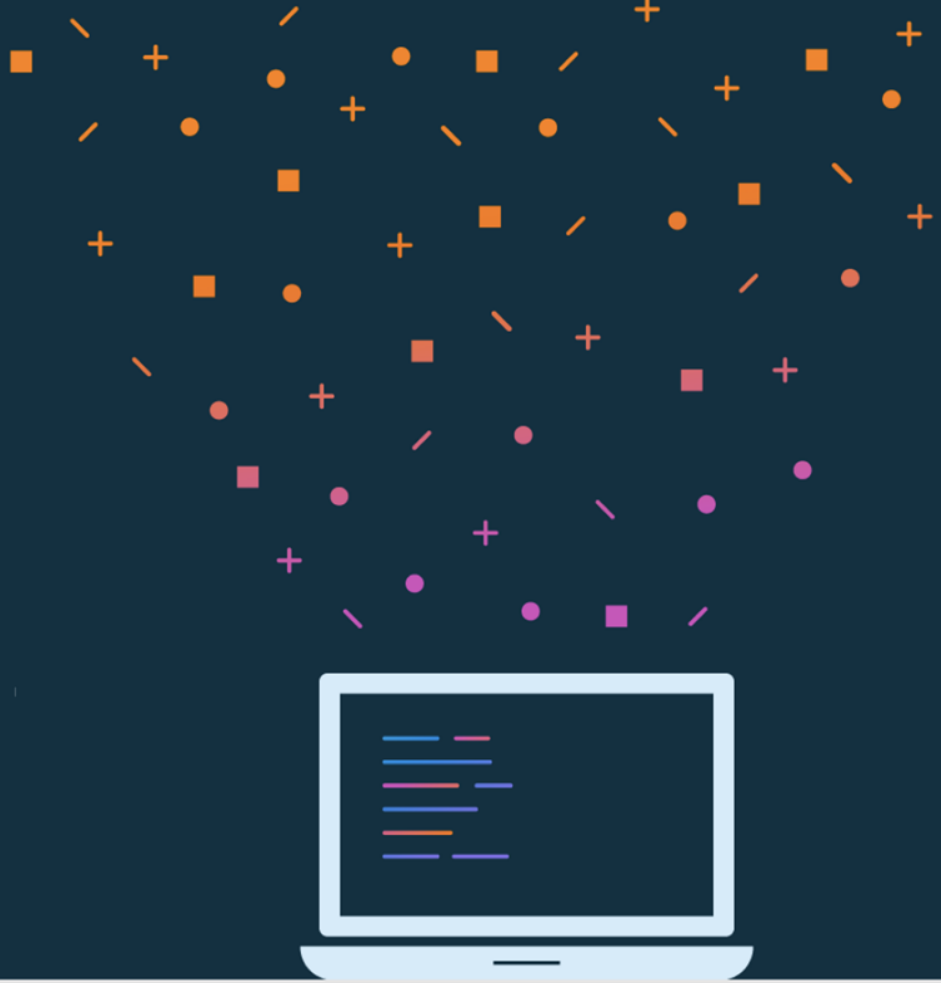
Lesson 4: Build your first Android app



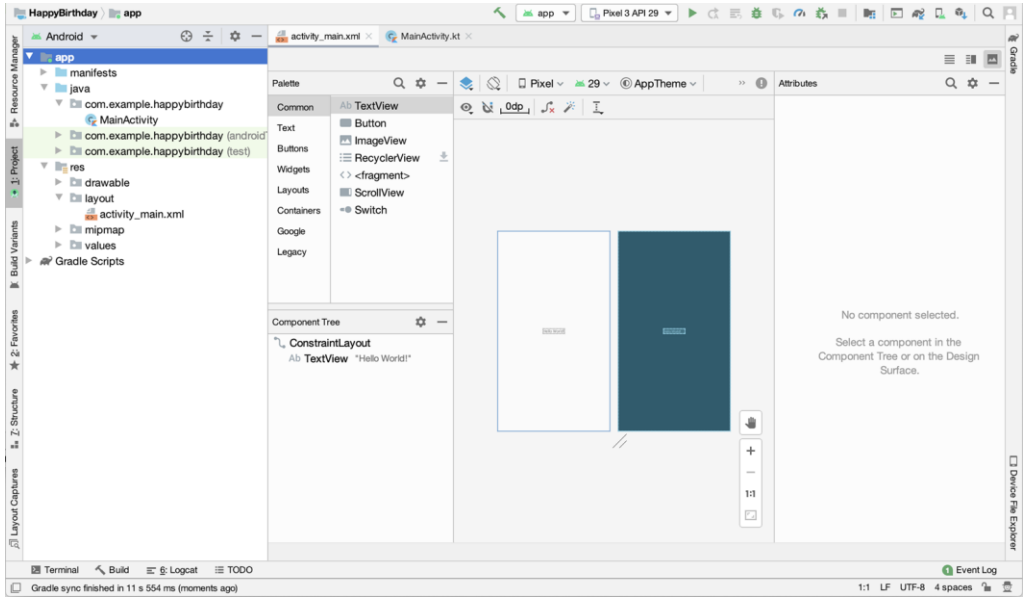
About this lesson

Lesson 4: Build your first Android app

- Your first app
- Anatomy of an Android app
- Layouts and resources in Android
- Activities
- Make an app interactive
- Gradle: Building an Android app
- Accessibility
- Summary

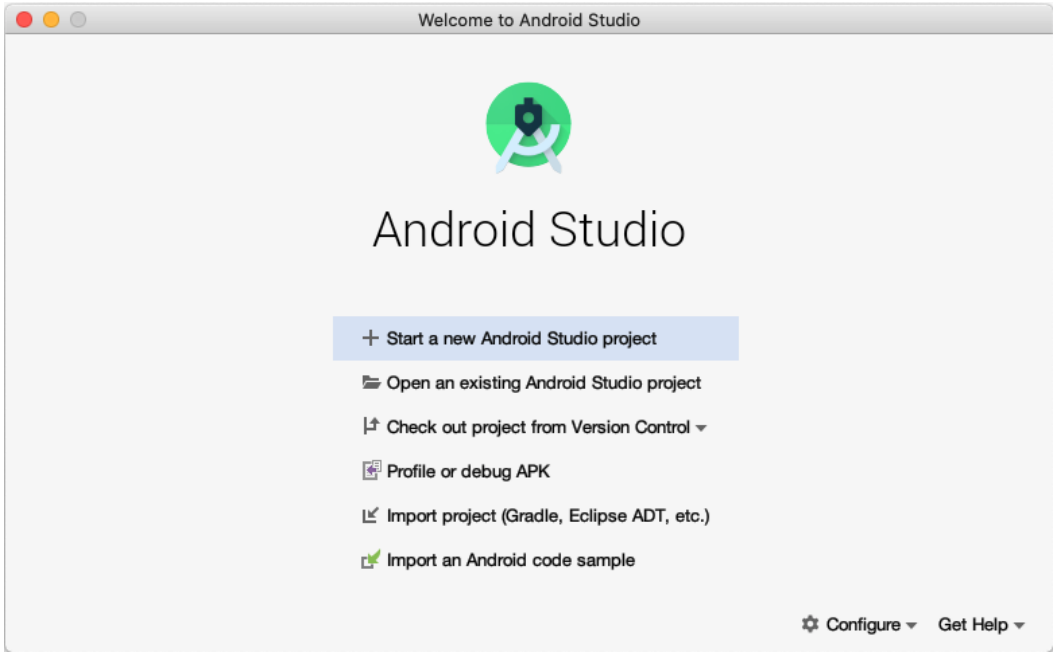
Android Studio

Official IDE for building Android apps

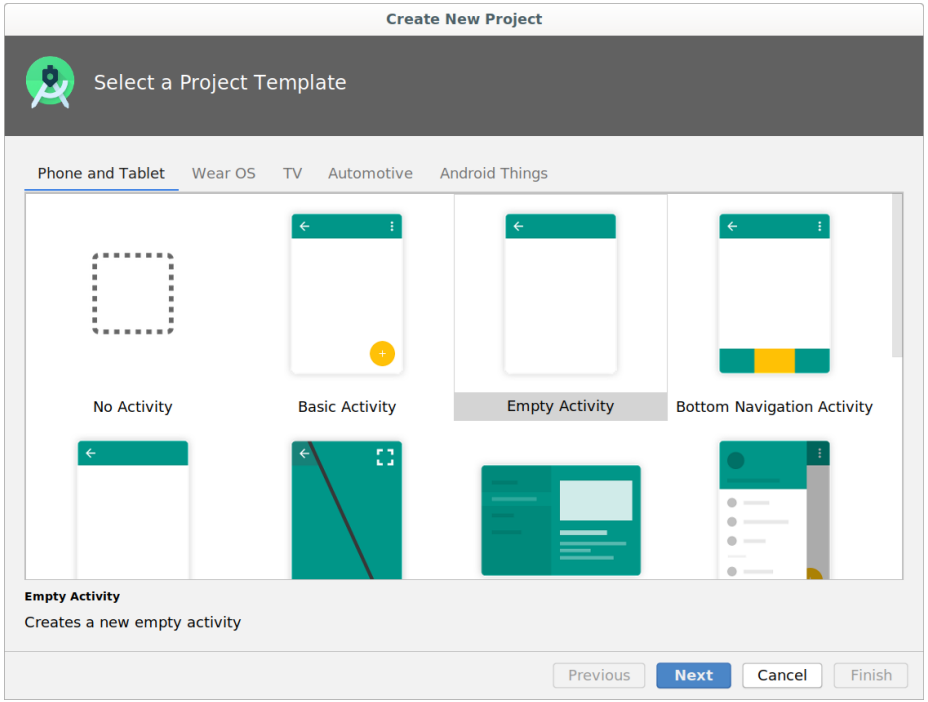


Your first app

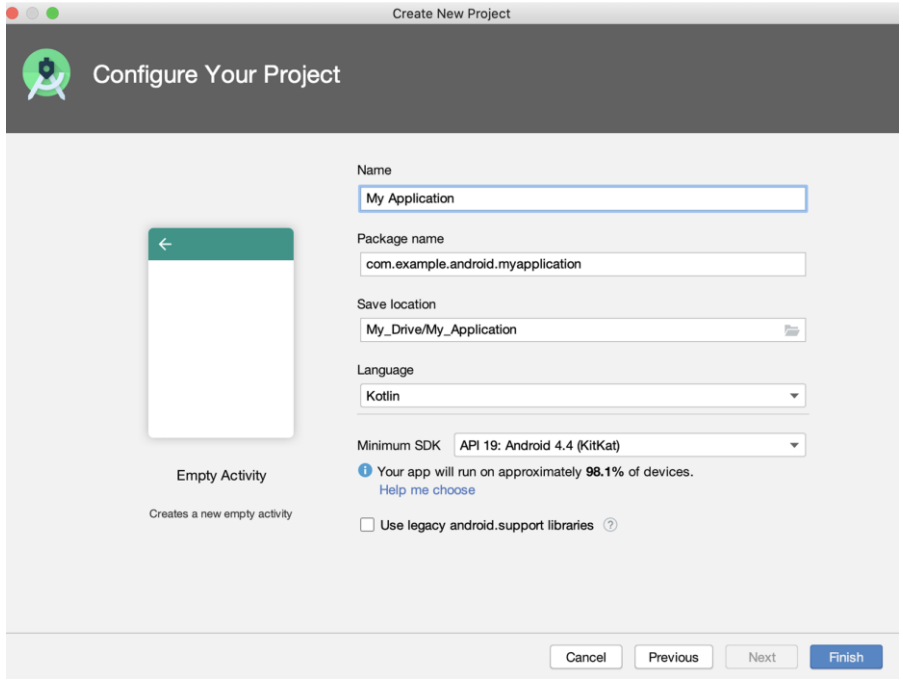
Open Android Studio



Create new project



Enter your project details



Android releases and API levels

Platform Version	API Level	VERSION_CODE
Android 10.0	29	Q
Android 9	28	P
Android 8.1	27	O_MR1
Android 8.0	26	O
Android 7.1.1 Android 7.1	25	N_MR1
Android 7.0	24	N
Android 6.0	23	M
Android 5.1	22	LOLLIPOP_MR1
Android 5.0	21	LOLLIPOP

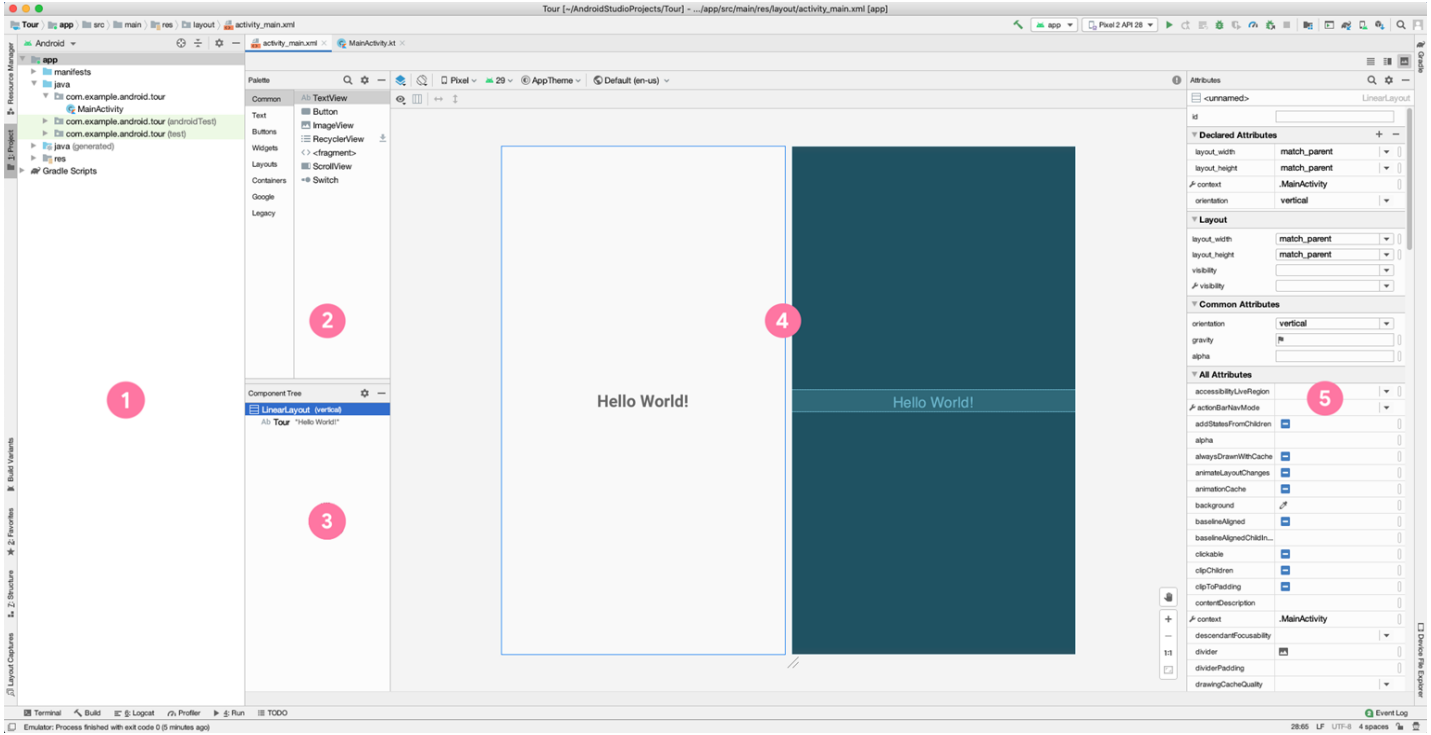
Choose API levels for your app

- Minimum SDK: Device needs at least this API level to install
- Target SDK: API version and highest Android version tested
- Compile SDK: Android OS library version compiled with

```
minSdkVersion <= targetSdkVersion <= compileSdkVersion
```

The API level identifies the framework API version of the Android SDK.

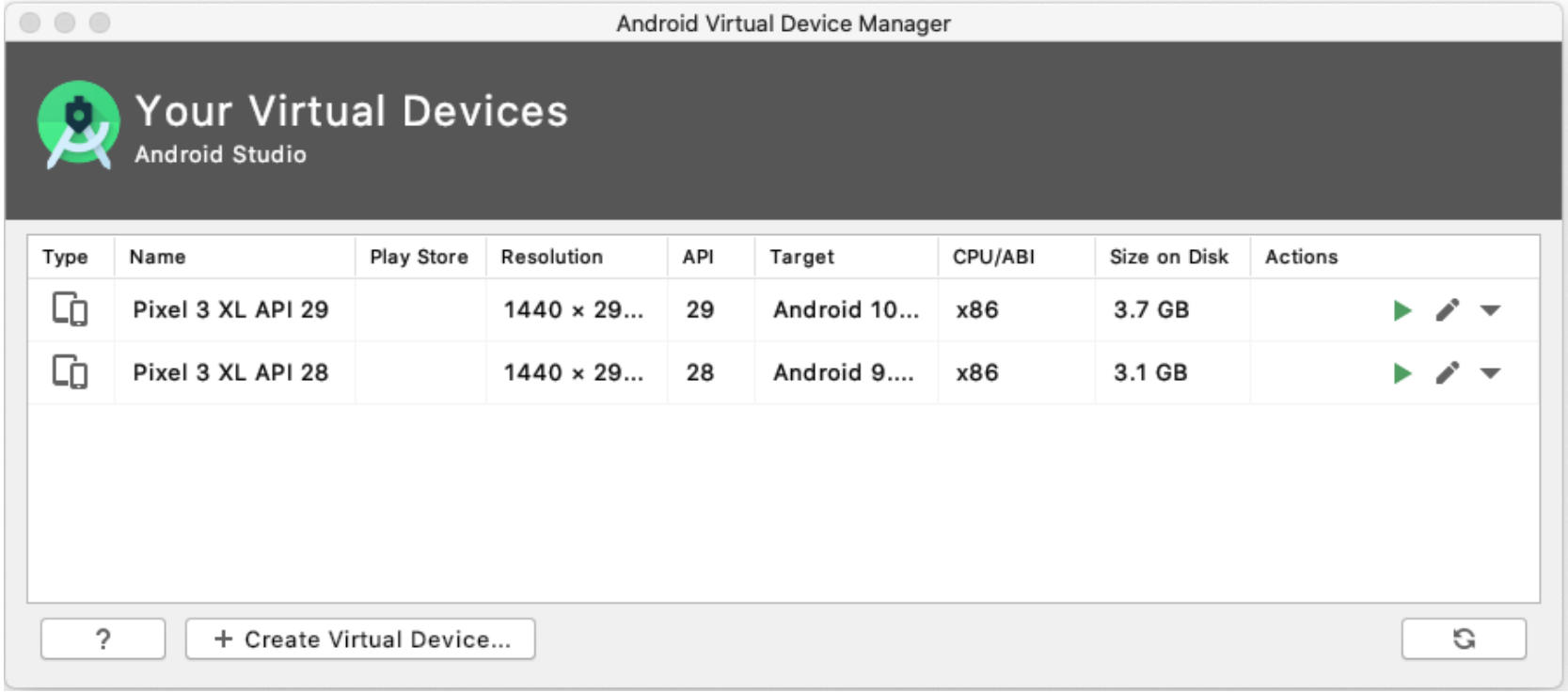
Tour of Android Studio



Run your app

- Android device (phone, tablet)
- Emulator on your computer

Android Virtual Device (AVD) Manager

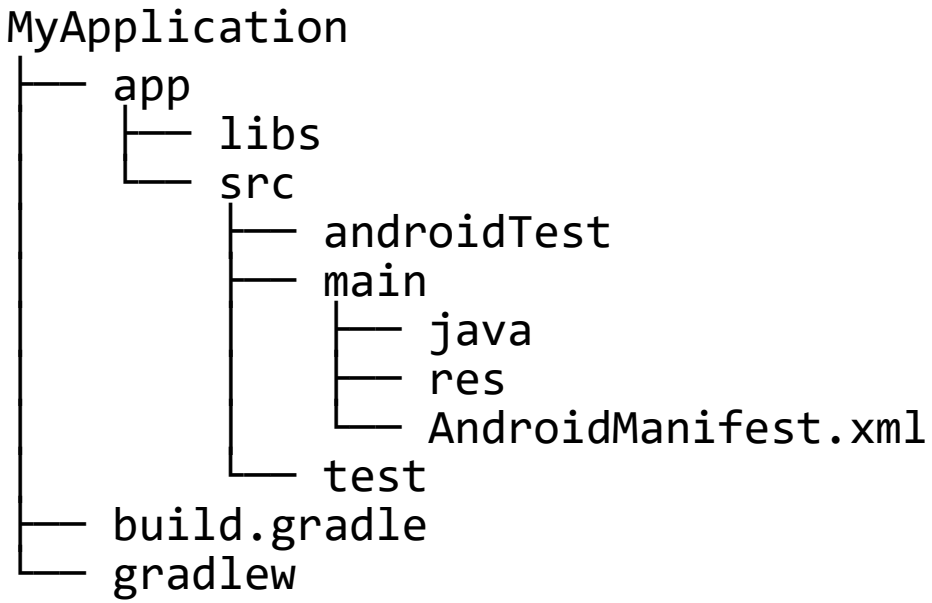


Anatomy of an Android App project

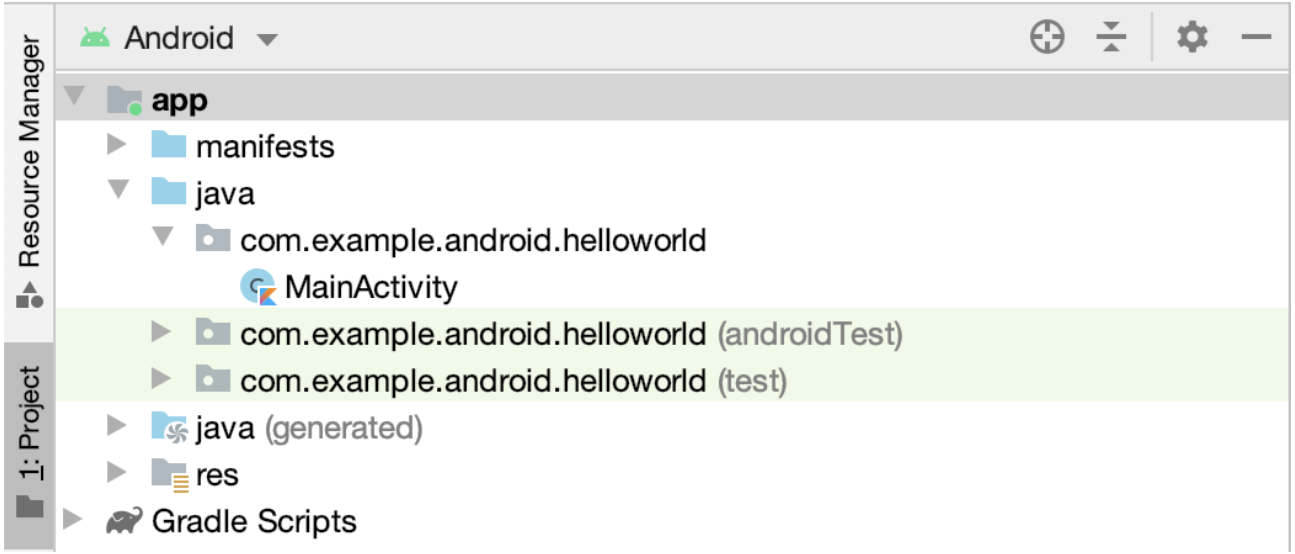
Anatomy of a basic app project

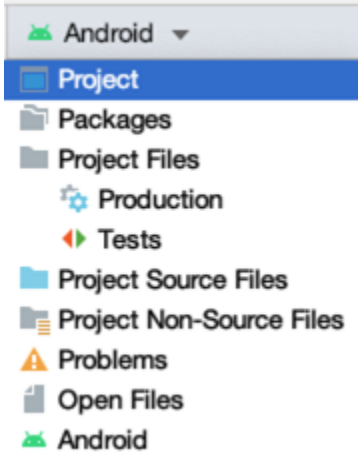
- Activity
- Resources (layout files, images, audio files, themes, and colors)
- Gradle files

Android app project structure



Browse files in Android Studio



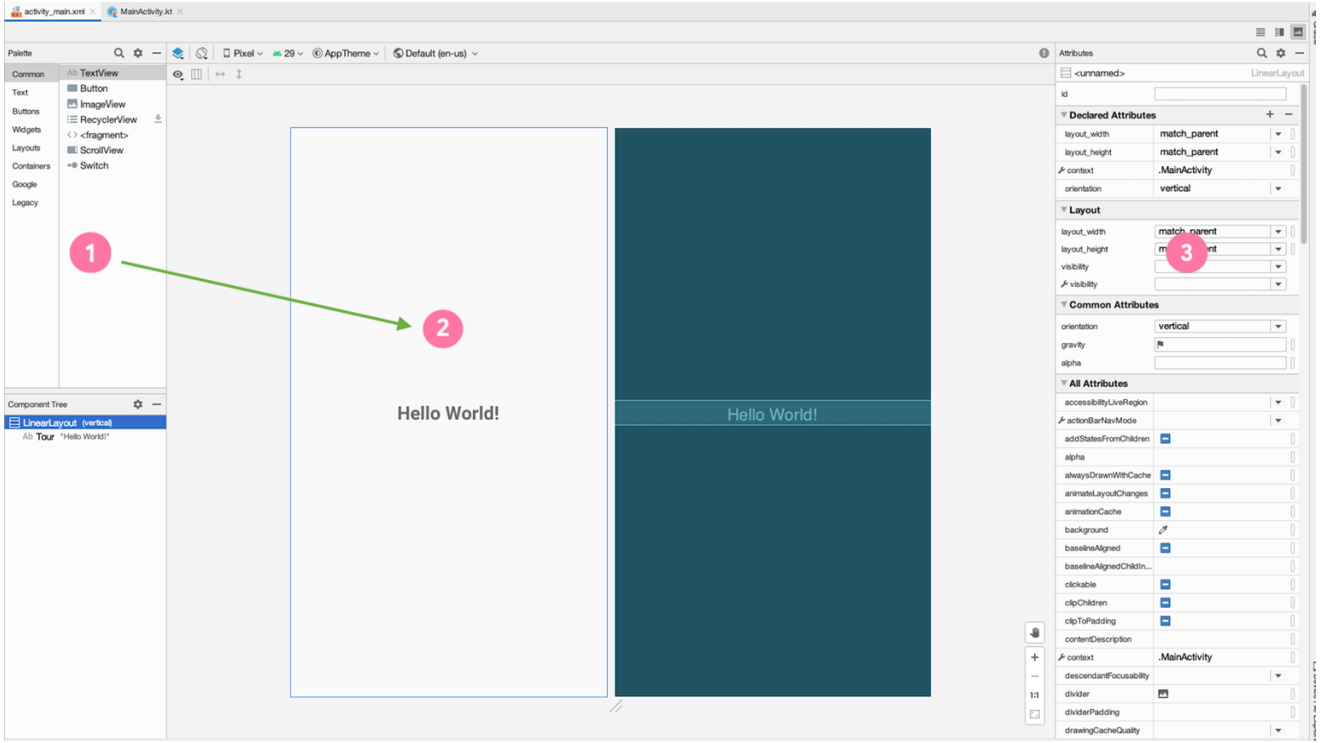


Layouts and resources in Android

Views

- Views are the user interface building blocks in Android
  - Bounded by a rectangular area on the screen
  - Responsible for drawing and event handling
  - Examples: TextView, ImageView, Button
- Can be grouped to form more complex user interfaces

Layout Editor



XML Layouts

You can also edit your layout in XML.

- Android uses XML to specify the layout of user interfaces (including View attributes)

- Each View in XML corresponds to a class in Kotlin that controls how that View functions

XML for a TextView

```
<TextView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Hello World!"/>
```

Size of a View

- wrap_content

```
android:layout_width="wrap_content"
```

- match_parent

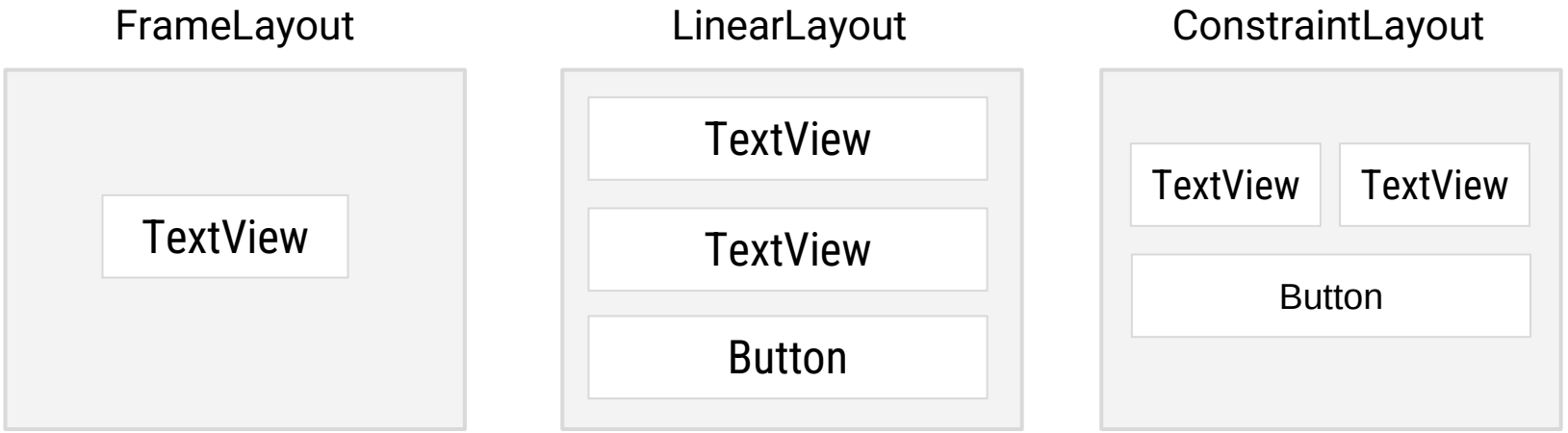
```
android:layout_width="match_parent"
```

- Fixed value (use dp units)

```
android:layout_width="48dp"
```

ViewGroups

A `ViewGroup` is a container that determines how views are displayed.



The ViewGroup is the parent and the views inside it are its children.

FrameLayout example

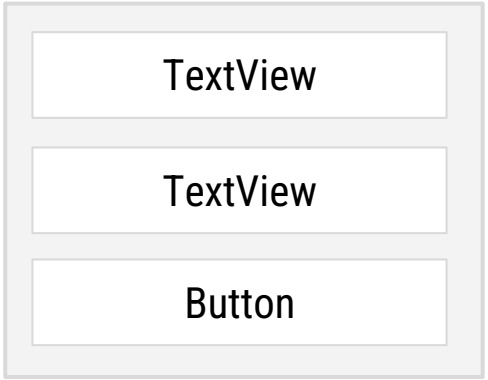
A `FrameLayout` generally holds a single child `View`.

```
<FrameLayout
    android:layout_width="match_parent"
    android:layout_height="match_parent">
    <TextView
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:text="Hello World!"/>
</FrameLayout>
```

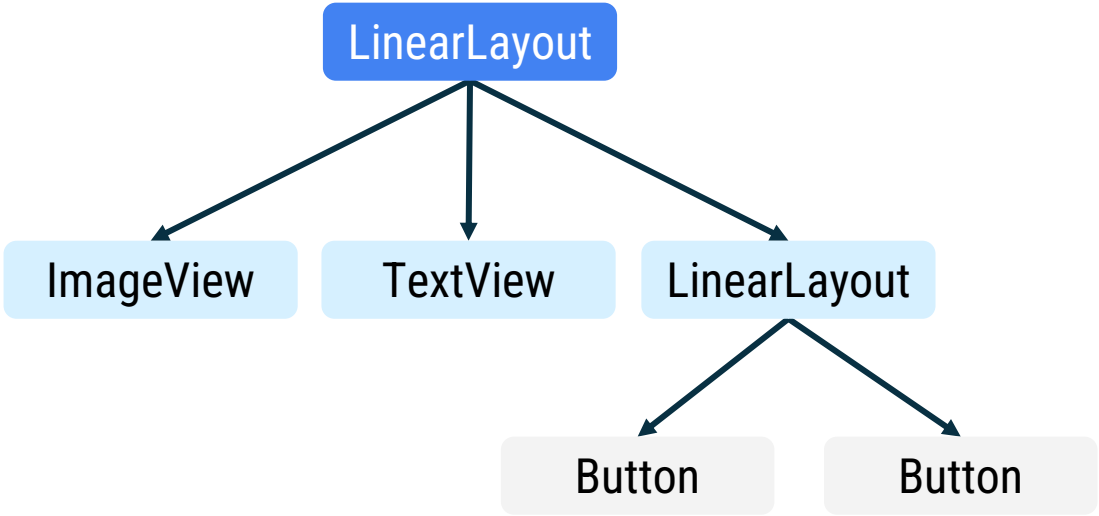
LinearLayout example

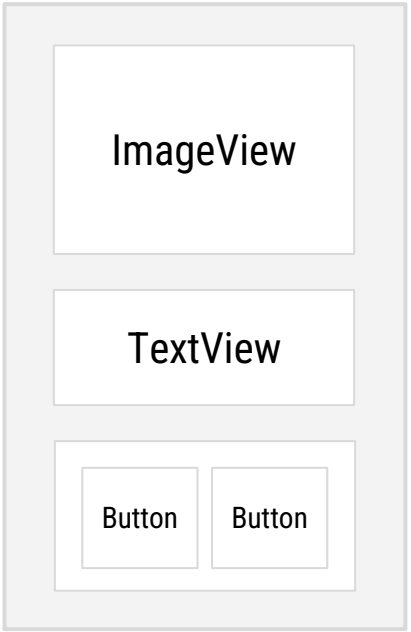
- Aligns child views in a row or column
- Set `android:orientation` to `horizontal` or `vertical`

```
<LinearLayout
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical">
    <TextView ... />
    <TextView ... />
    <Button ... />
</LinearLayout>
```



View hierarchy





App resources

Static content or additional files that your code uses

- Layout files
- Images
- Audio files
- User interface strings
- App icon

Common resource directories

Add resources to your app by including them in the appropriate resource directory under the parent `res` folder.

```
main
├── java
└── res
    ├── drawable
    ├── layout
    ├── mipmap
    └── values
```

Resource IDs

- Each resource has a resource ID to access it.
- When naming resources, the convention is to use all lowercase with underscores (for example, `activity_main.xml`).
- Android autogenerates a class file named `R.java` with references to all resources in the app.
- Individual items are referenced with:
  `R.<resource_type>.<resource_name>`

Examples:
```
R.drawable.ic_launcher (res/drawable/ic_launcher.xml)
R.layout.activity_main (res/layout/activity_main.xml)
```

Resource IDs for views

Individual views can also have resource IDs.

Add the `android:id` attribute to the View in XML. Use `@+id/name` syntax.

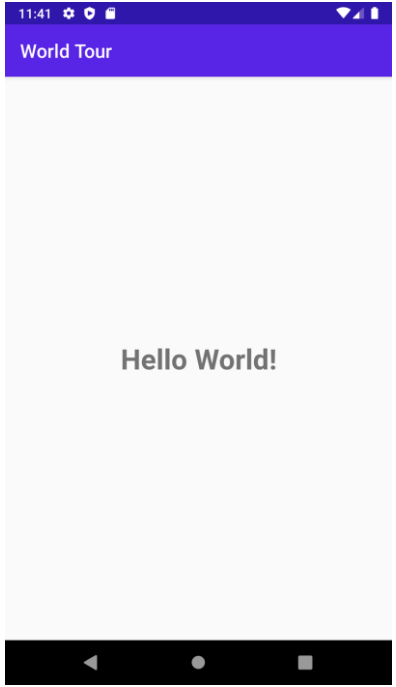
```
<TextView
    android:id="@+id/helloTextView"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Hello World!"/>
```

Within your app, you can now refer to this specific TextView using:

`R.id.helloTextView`

Activities

What's an Activity?



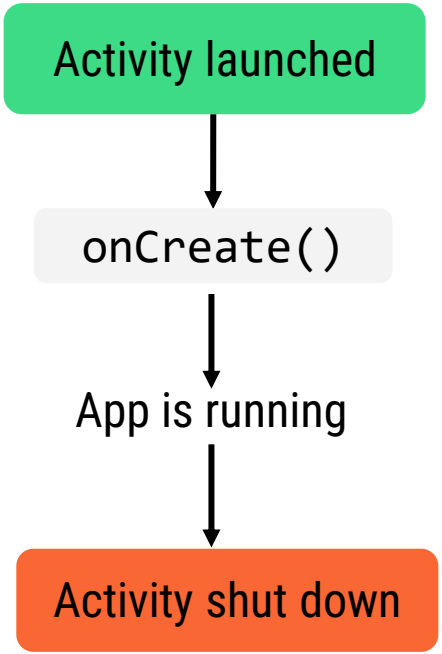
- An Activity is a means for the user to accomplish one main goal.
- An Android app is composed of one or more activities.

MainActivity.kt

```
class MainActivity : AppCompatActivity() {

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)
    }
}
```

How an Activity runs

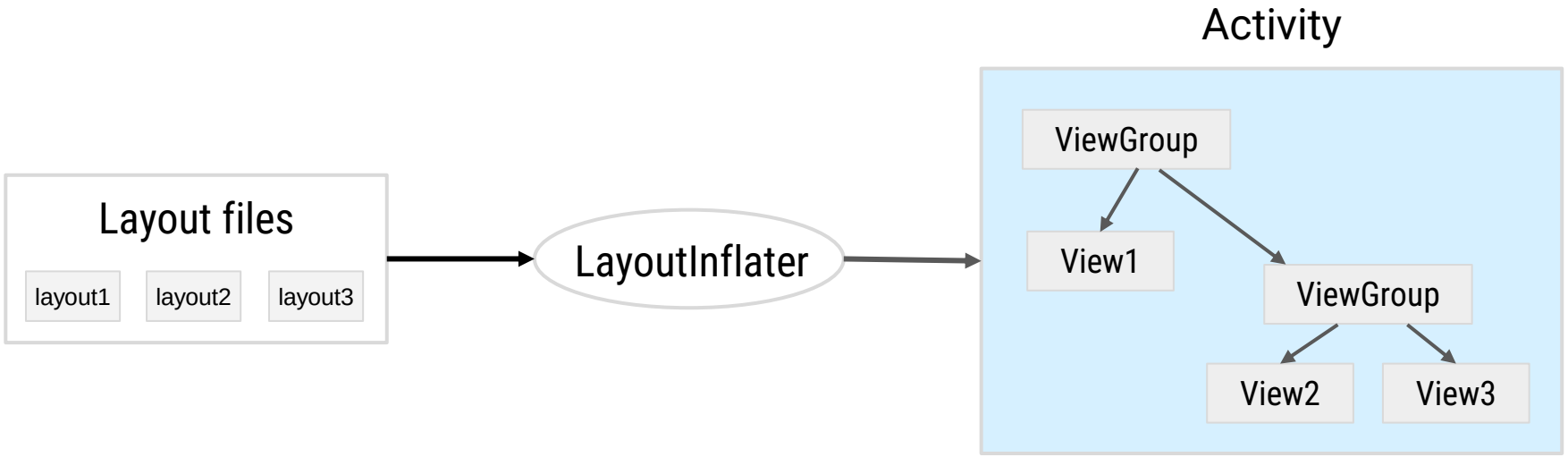


Implement the onCreate() callback

Called when the system creates your Activity

```
override fun onCreate(savedInstanceState: Bundle?) {
    super.onCreate(savedInstanceState)
    setContentView(R.layout.activity_main)
}
```

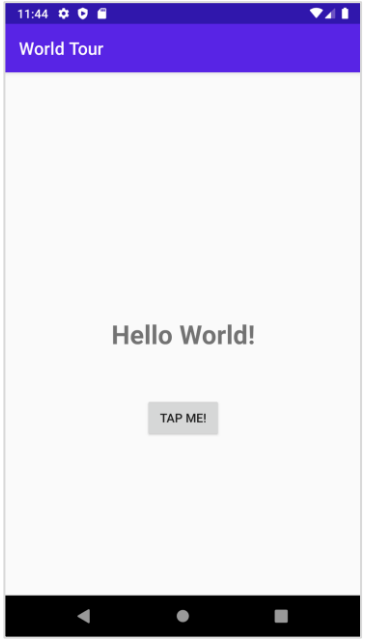
Layout inflation



Make an app interactive

Define app behavior in Activity

Modify the Activity so the app responds to user input, such as a button tap.



Modify a View dynamically

Within `MainActivity.kt`:

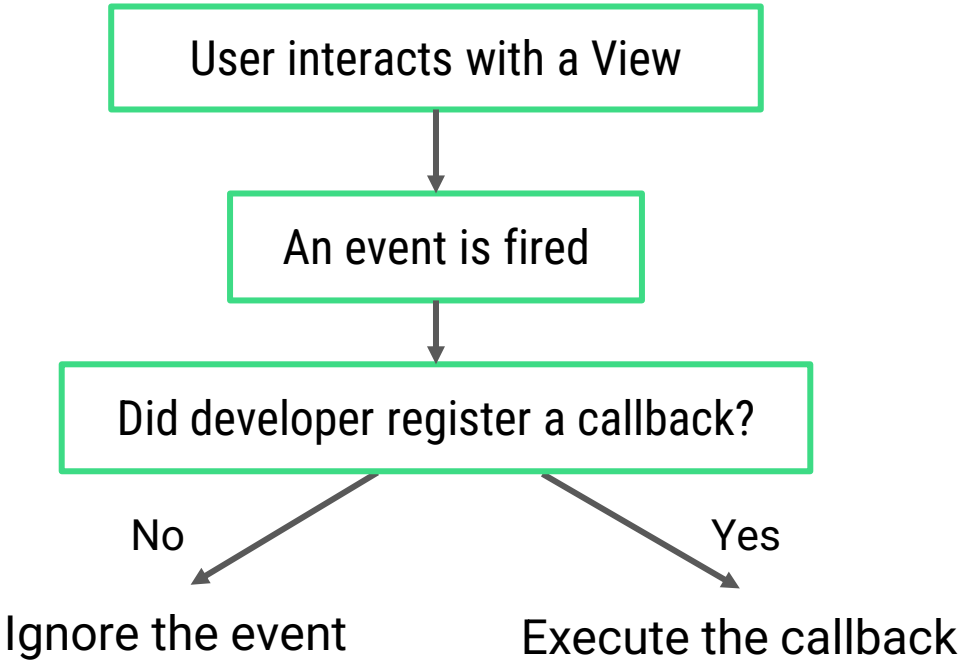
Get a reference to the View in the view hierarchy:

```
val resultTextView: TextView = findViewById(R.id.textView)
```

Change properties or call methods on the View instance:

```
resultTextView.text = "Goodbye!"
```

Set up listeners for specific events



View.OnClickListener

```
class MainActivity : AppCompatActivity(), View.OnClickListener {

    override fun onCreate(savedInstanceState: Bundle?) {
        ...
        val button: Button = findViewById(R.id.button)
        button.setOnClickListener(this)
    }

    override fun onClick(v: View?) {
        TODO("not implemented")
    }
}
```

SAM (single abstract method)

Converts a function into an implementation of an interface

Format: `InterfaceName { lambda body }`

```
val runnable = Runnable { println("Hi there") }
```

is equivalent to

```
val runnable = (object: Runnable {
    override fun run() {
        println("Hi there")
    }
})
```

View.OnClickListener as a SAM

A more concise way to declare a click listener

```
class MainActivity : AppCompatActivity() {

    override fun onCreate(savedInstanceState: Bundle?) {
        ...

        val button: Button = findViewById(R.id.button)
        button.setOnClickListener({ view -> /* do something*/ })
    }
}
```

Late initialization

```
class Student(val id: String) {

    lateinit var records: HashSet<Any>

    init {
        // retrieve records given an id
    }
}
```

Lateinit example in Activity

```
class MainActivity : AppCompatActivity() {

    lateinit var result: TextView

    override fun onCreate(savedInstanceState: Bundle?) {
        ...
        result = findViewById(R.id.result_text_view)
    }
}
```

Gradle: Building an Android app

What is Gradle?

- Builds automation system
- Manages the build cycle via a series of tasks (for example, compiles Kotlin sources, runs tests, installs app to device)
- Determines the proper order of tasks to run
- Manages dependencies between projects and third-party libraries

Gradle build file

- Declare plugins
- Define Android properties
- Handle dependencies
- Connect to repositories

Plugins

Provide libraries and infrastructure needed by your app

```
apply plugin: 'com.android.application'

apply plugin: 'kotlin-android'

apply plugin: 'kotlin-android-extensions'
```

Android configuration

```
android {
    compileSdkVersion 30
    buildToolsVersion "30.0.2"

    defaultConfig {
        applicationId "com.example.sample"
        minSdkVersion 19
        targetSdkVersion 30
    }
}
```

Dependencies

```
dependencies {
    implementation "org.jetbrains.kotlin:kotlin-stdlib-
jdk7:$kotlin_version"
    implementation 'androidx.core:core-ktx:1.3.2'
    implementation 'androidx.appcompat:appcompat:1.2.0'
    implementation 'com.google.android.material:material:1.2.1'
    ...
}
```

Repositories

```
repositories {
    google()
    mavenCentral()
}
```

Common Gradle tasks

- Clean
- Tasks
- InstallDebug

Accessibility

Accessibility

- Refers to improving the design and functionality of your app to make it easier for more people, including those with disabilities, to use
- Making your app more accessible leads to an overall better user experience and benefits all your users

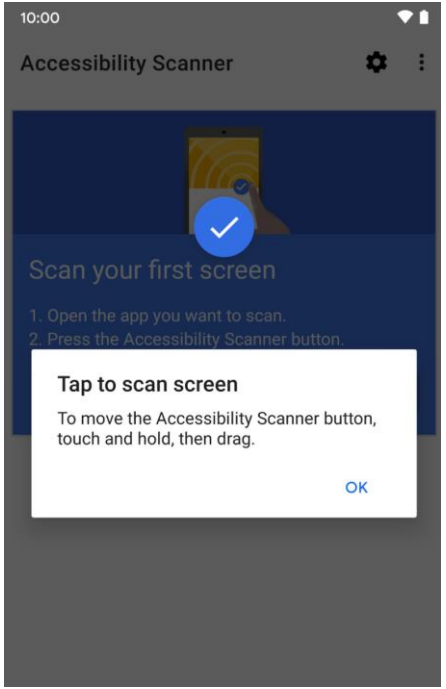
Make apps more accessible

- Increase text visibility with foreground and background color contrast ratio:
  - At least 4.5:1 for small text against the background
  - At least 3.0:1 for large text against the background
- Use large, simple controls
  - Touch target size should be at least 48dp x 48dp
- Describe each UI element
  - Set content description on images and controls

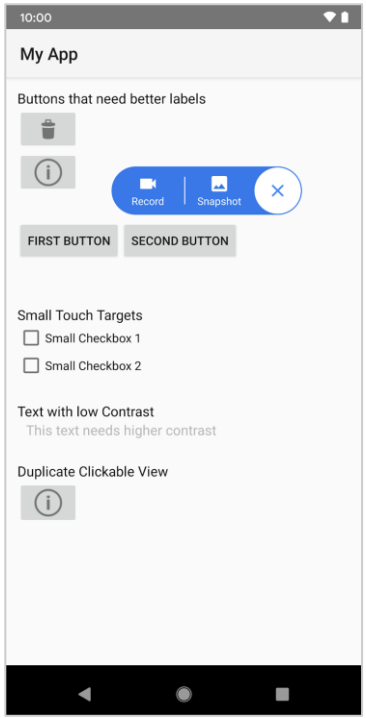
Accessibility Scanner

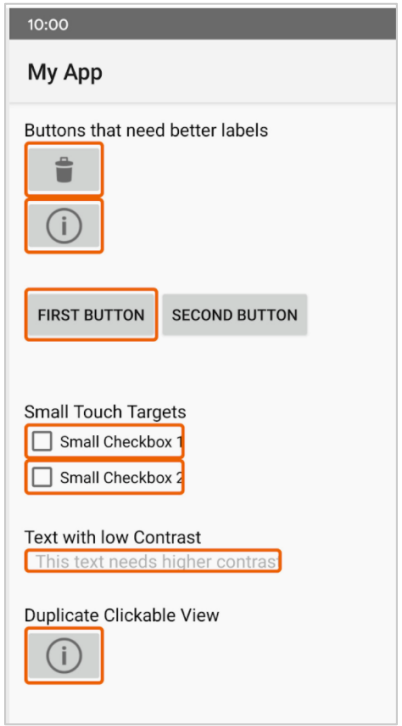
Tool that scans your screen and suggests improvements to make your app more accessible, based on:

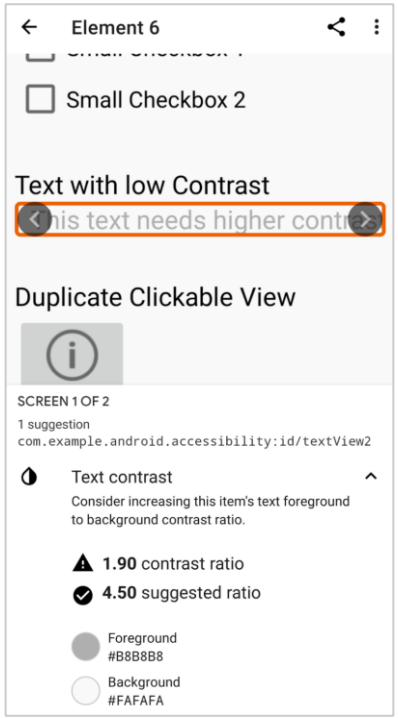
- Content labels
- Touch target sizes
- Clickable views
- Text and image contrast



Accessibility Scanner example







Add content labels

- Set `contentDescription` attribute → read aloud by screen reader

```
<ImageView
    ...
    android:contentDescription="@string/stop_sign" />
```

- Text in TextView already provided to accessibility services, no additional label needed

No content label needed

- For graphical elements that are purely for decorative purposes, you can set

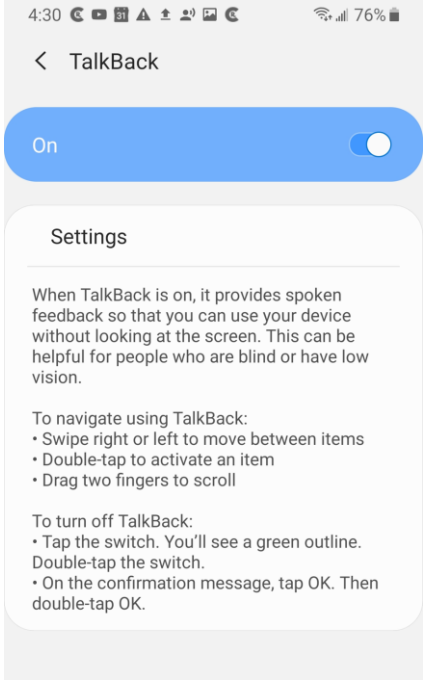
```
android:importantForAccessibility="no"
```

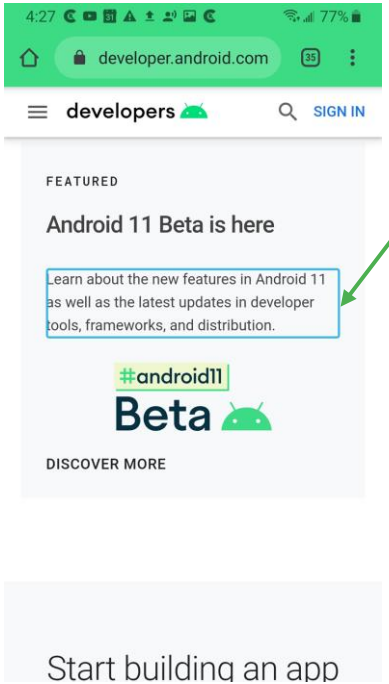
- Removing unnecessary announcements is better for the user

TalkBack

- Google screen reader included on Android devices
- Provides spoken feedback so you don't have to look at the screen to use your device
- Lets you navigate the device using gestures
- Includes braille keyboard for Unified English Braille

TalkBack example

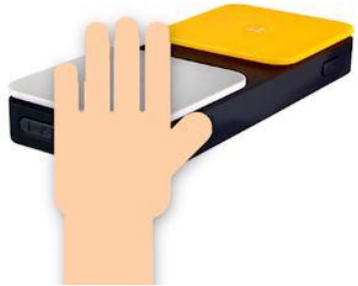




Reads text aloud as user navigates the screen

Switch access

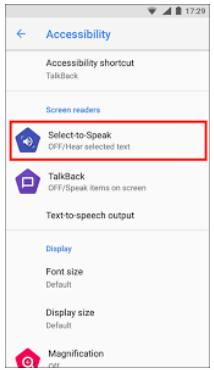
- Allows for controlling the device using one or more switches instead of the touchscreen
- Switch Access will let users move through menus, home screen icons, or other items and select the appropriate action
- Scans your app UI and highlights each item until you make a selection
- Use with external switch, external keyboard, or buttons on the Android device (e.g., volume buttons)

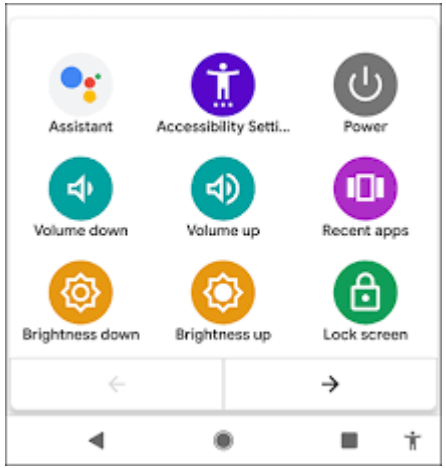


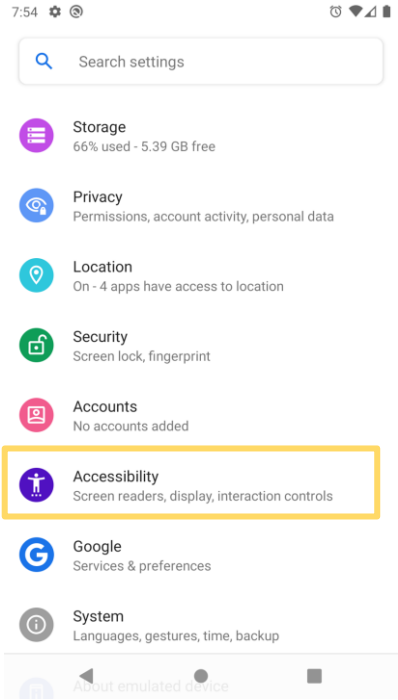
Android Accessibility Suite

Collection of accessibility apps that help you use your Android device eyes-free, or with a switch device. It includes:

- Talkback screen reader
- Switch Access
- Accessibility Menu
- Select to Speak







Accessibility Resources

- Build more accessible apps
- Principles for improving app accessibility
- Basic Android Accessibility codelab
- Material Design best practices on accessibility

Summary

Summary

In Lesson 4, you learned how to:

- Use Views and `ViewGroups` to build the user interface of your app
- Access resources in your app from `R.<resource_type>.<resource_name>`
- Define app behavior in the Activity (for example, register `OnClickListener`)
- Use Gradle as the build system to build your app
- Follow best practices to make your apps more accessible

Learn more

- Layouts
- LinearLayout
- Input events overview
- View
- ViewGroup