

## UI Element – WebView

1. Create a new Android Application Project with the following attributes:
  - a. Application Name: UIWebView
  - b. Uncheck Create Activity option
  - c. Icon: any image found in your computer
2. Create main.xml. Go to res/layout folder, create a new Android XML file with the filename: main and WebView as the Root Element. Check out the code for this file:

```
<WebView xmlns:android="http://schemas.android.com/apk/res/android"
    android:id="@+id/webview"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
/>
```

3. Create a java class file by right-clicking src folder and name it: WebViewActivity. If there are no packages present, create a com.example.uiwebview package by right-clicking src folder then New>Package. Drag WebViewActivity inside the package. Write the following java source code inside the onCreate() method of the WebViewActivity class:

```
public class WebViewActivity extends Activity {

    WebView mWebView;

    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);

        mWebView = (WebView) findViewById(R.id.webview);

        mWebView.setWebViewClient(new HelloWebViewClient());

        mWebView.getSettings().setJavaScriptEnabled(true);
        mWebView.loadUrl("http://www.google.com");
    }
}
```

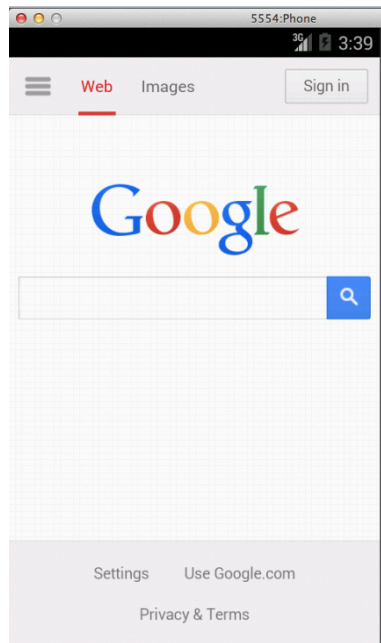
4. Outside the onCreate() method, a user-defined method: onKeyDown() is created to handle back button of the emulator. Check out the code below:

```
@Override
public boolean onKeyDown(int keyCode, KeyEvent event) {
    if ((keyCode == KeyEvent.KEYCODE_BACK) && mWebView.canGoBack()) {
        mWebView.goBack();
        return true;
    }
    return super.onKeyDown(keyCode, event);
}
```

5. An inner class is created to handle loading of a web page on the screen. The code follows for HelloWebViewClient inner class:

```
private class HelloWebViewClient extends WebViewClient {
    @Override
    public boolean shouldOverrideUrlLoading(WebView view, String url) {
        view.loadUrl(url);
        return true;
    }
}
```

6. Save and run the program.



7. Try changing the URL to any other domain and run the program.