

FIT2081 Mobile Application Development

WEEK 3

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Semester 1, 2023 Monash University Malaysia



Announcement for Week 3

Please complete your pre-reading quiz and submit by Monday 4pm.
 You can find the pre-reading quiz link at moodle "assessment" section.

• You will have to complete and submit the workshop quiz which will make available after the forum by Wednesday 11.55pm.

• Please complete your lab tasks before joining your lab session. Your lab solution must be submitted to moodle by Friday 11.55pm.

Learning Outcomes for Week 3

- Life Cycles, Persistence & Activities
- Examine and understand the structure of the Android Life cycle
- Look at varying degrees of data persistence
- Work with Intents & multiple activities

Activities and Checklist for week 3

Activity	Notes	Checked?
Study the slide "FIT2081_Week3_Malaysia" & Week 3 Slide set	Useful to complete your lab tasks.	
Complete the pre-reading quiz	Access it from the "assessment section" in moodle. Submit by Monday 4pm.	
Attend Forum	Online, for topics wrap-up.	
Complete Workshop quiz	Workshop quiz questions will be uploaded after the Forum on Monday. Submit by Wednesday 11.55pm.	
Complete lab task	Please refer to the complete section in week 3 moodle	
Attend tutorial	OPTIONAL – if you have issue regarding the lab tasks	
Attend Lab	COMPULSORY – You have to complete the lab tasks before coming to the lab. Submit your lab tasks (including the extra task) on Friday 11.55pm	

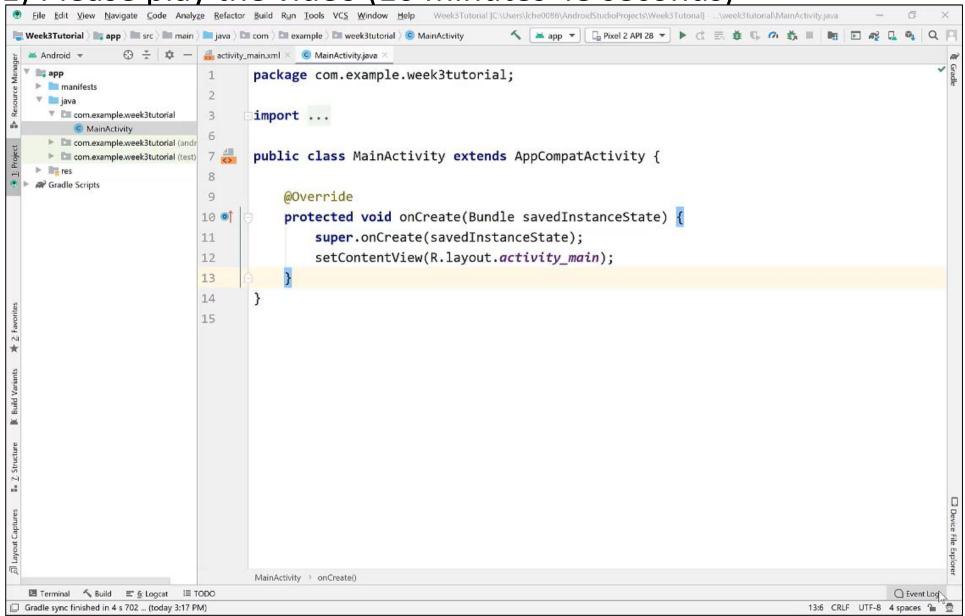
Tutorial time!



Gif retrieved from https://gifer.com/en/74Zm

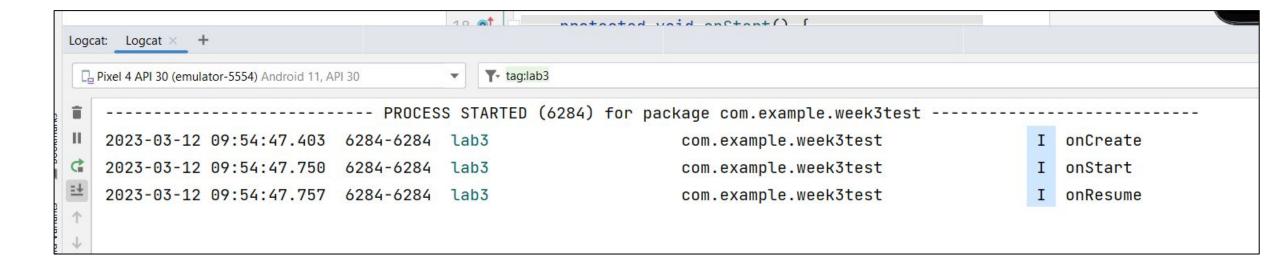
Video 1: Logcat Lifecycles and save instance view data

1) Please play the video (10 minutes 48 seconds)



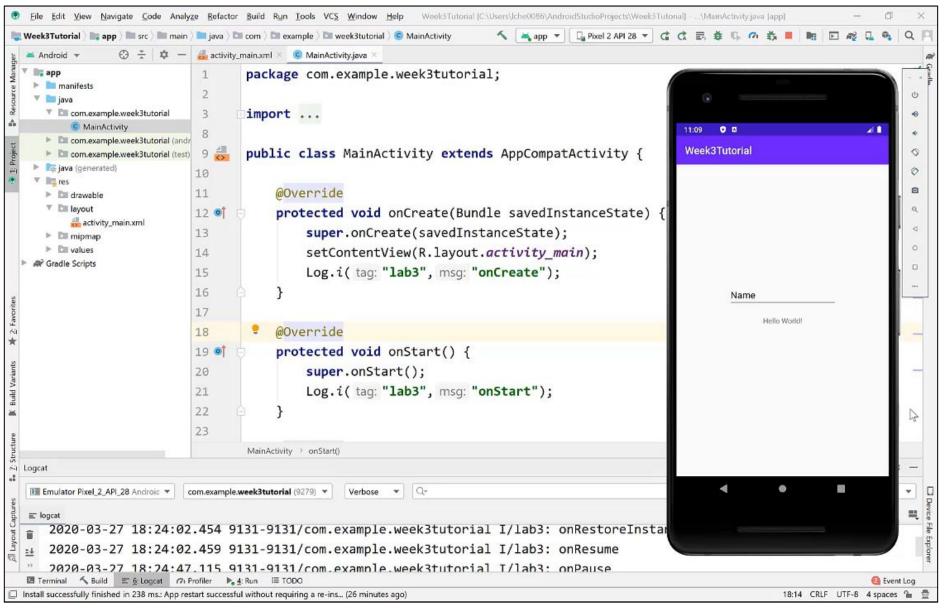
Video 1: Logcat Lifecycles and save instance view data

In newer android studio version, you may filter the log info using "tag:lab3"



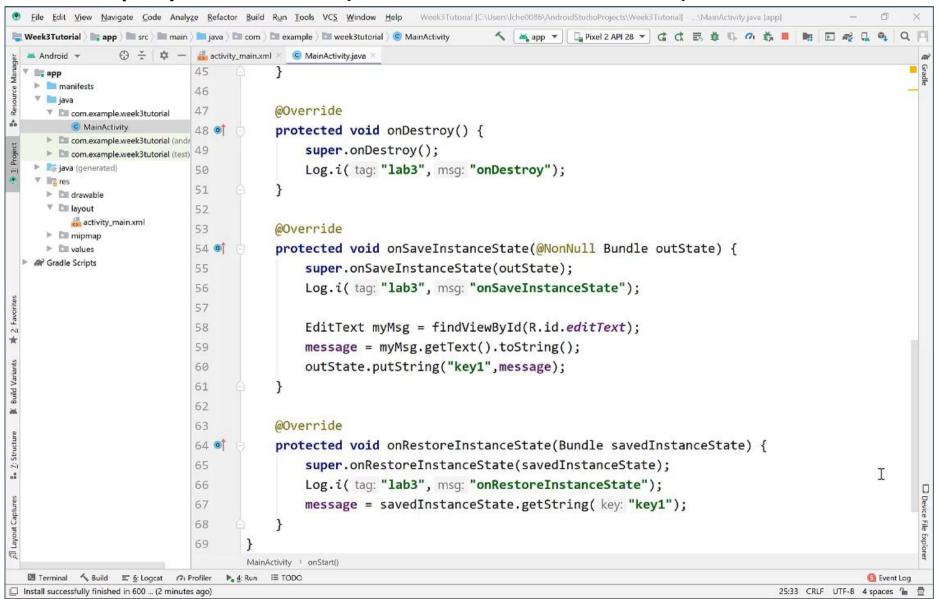
Video 2: Save instance non-view data

1) Please play the video (8 minutes 12 Seconds)



Video 3: Save persistence data

1) Please play the video (9 minutes 23 seconds)



Extra info 1: how disable the back button

- 1) There are times where you want to prevent the user from pressing the back button. E.g online banking App.
- 2) You may override the onBackPressed() callback by removing the super.onBackPressed().

```
iava com com example week3tutorial com MainActivity

    MainActivity.java

      Log.i( tag: "lab3", msg: "onSaveInstanceState");
                                                                       3:19 🌣 🖸
      EditText myMsg = findViewById(R.id.editText);
                                                                       Week3Tutorial
      message = myMsg.getText().toString();
      outState.putString("key1",message);
  @Override
  protected void onRestoreInstanceState(Bundle savedInstanceState)
      super.onRestoreInstanceState(savedInstanceState);
      Log.i( tag: "lab3", msg: "onRestoreInstanceState");
                                                                             hahahahaha
      message = savedInstanceState.getString( key: "key1");
                                                                                  Hello World
@Override
  public void onBackPressed() {
      //super.onBackPressed();
      Toast myToast = Toast.makeText( context: this,
               text: "Back press is prohibited",
                                                                               Back press is prohibited
              Toast.LENGTH_SHORT);
      myToast.show();
```

Extra info 2: how to pass data to another activity (1)

1) Similar concept with using bundle, you may pass the data to another activity (refer to tutorial 2 on how to navigate to another activity) by using **dictionary concept** (provide key and data).

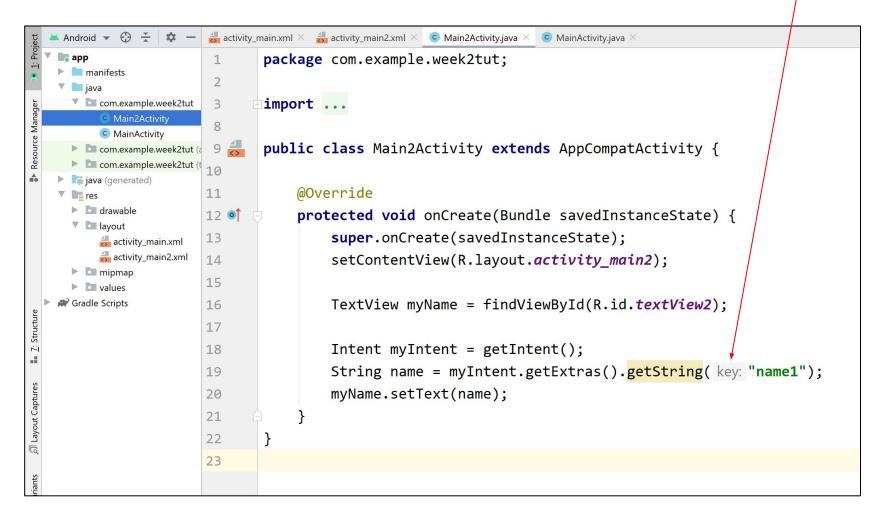
```
▲ Android ▼ 🕀 🚡 🔯 —
                    activity_main.xml × activity_main2.xml × © Main2Activity.java × © MainActivity.java
                            Import android.widget.roast,
app
                    10
manifests
                    11 🚚
                            public class MainActivity extends AppCompatActivity {
  com.example.week2tut
                    12
      Main2Activity
      MainActivity
                                @Override
                    13
 com.example.week2tut
                                protected void onCreate(Bundle savedInstanceState) {
                    14 0
  com.example.week2tut
                                     super.onCreate(savedInstanceState);/
iava (generated)
res
                                     setContentView(R.layout.activity main);
                    16
  drawable
                    17
  layout
      activity_main.xml
      activity_main2.xml
                                 public void goToNext(View v)
                    19
  mipmap
  values
                    20
Gradle Scripts
                                     EditText myName = findViewById(R.id.editText);
                    21
                                     String name = myName.getText().toString();
                    22
                    23
                                     Intent myIntent = new Intent( packageContext: this, Main2Activity.class);
                    24
                                     myIntent.putExtra( name: "name1", name);
                    25
                                     startActivity(myIntent);
                    26
                    27
```

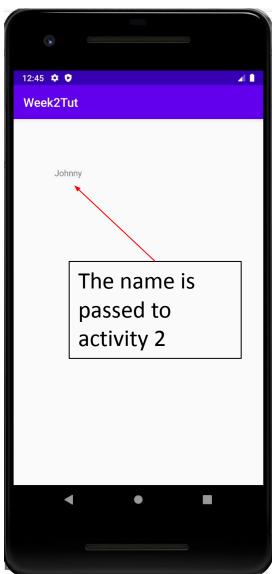


Objective: to pass the name to activity 2

Extra info 2: how to pass data to another activity (2)

2) In another activity, you may retrieve that data by just **providing the key**.





Extra info 3: how to make a scrollable layout

1) To make your constraint layout scrollable, all you need is to wrap it by a ScrollView as shown below

```
<?xml version="1.0" encoding="utf-8"?>
<ScrollView xmlns:android="http://schemas.android.com/apk/res/android"</p>
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android: layout width="match parent"
    android:fillViewport="true"
    android:layout height="match parent">
                                                                                        Wrap the layout
                                                                                        with a ScrollView
<androidx.constraintlayout.widget.ConstraintLayout</pre>
    android: layout width="match parent"
    android: layout height="match parent"
    tools:context=".MainActivity">
    <EditText
        android:id="@+id/editText2"
        android: layout width="wrap content"
        android: layout height="wrap content"
        android:ems="10"
        android:gravity="start|top"
        android:inputType="textMultiLine"
        app:layout constraintBottom toBottomOf="parent"
        app:layout constraintEnd toEndOf="parent"
        app:layout constraintStart toStartOf="parent"
        app:layout constraintTop toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>
</ScrollView
```

Lab time!



Gif retrieved from https://giphy.com/

Lab 3 – Instructions

Please follow the instructions posted on the moodle.

Week 3 - Lab Tasks

Lab Specifications

Add the following features to the application you developed the previous week:

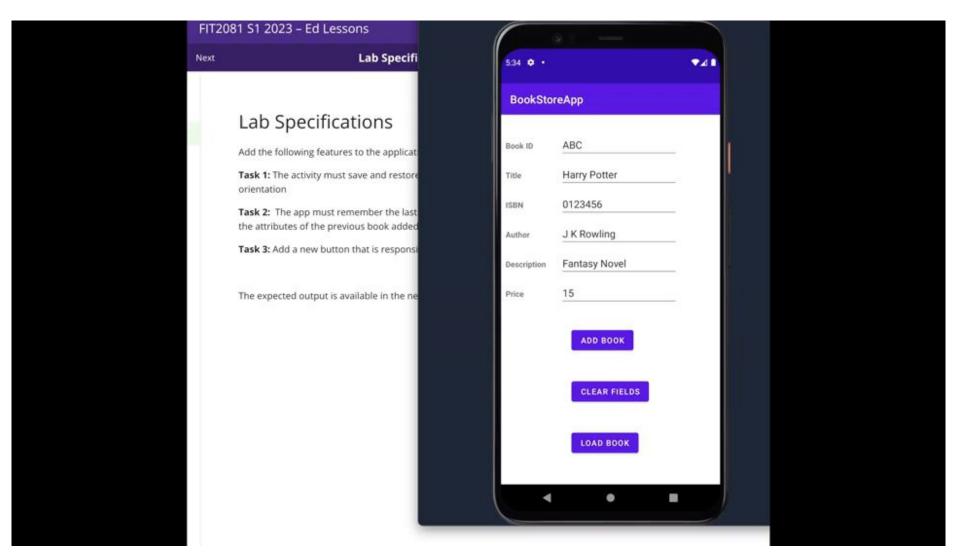
Task 1: The activity must save and restore the view data of the book title and ISBN when you change its orientation.

Task 2: The app must remember the last book added to the system. In other words, opening the app should load the attributes of the previous book added.

Task 3: Add a new button that is responsible for reloading the save attributes.

Lab 3 – Instructions

Expected outcome:



***Please join your tutorial class if you have any queries regarding the lab tasks.

Thank you!