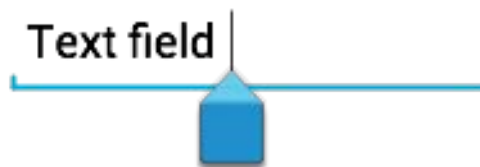
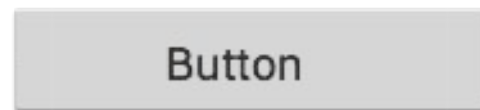


# Kontrolki

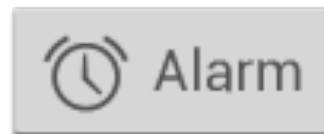
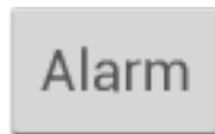
Input Controls

# Główne typy kontrolek:

- Button
- Text field
- Checkbox
- Radio button
- Toggle button
- Spinner
- Pickers



# Button



- trzy typy ze względu na zawartość (tekst, ikona, tekst + ikona)
- onClick (public, void, parametr View)
- setOnClickListener (View.OnClickListener)

# Tekst

<Button

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:text="@string/button\_text"

... />

# Ikona

<ImageButton

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:src="@drawable/button\_icon"

... />

# Tekst + ikona

<Button

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:text="@string/button\_text"

android:drawableLeft="@drawable/button\_icon"

... />

/\*\* Called when the user touches the  
button \*/

```
public void sendMessage(View view)
```

```
{
```

```
    // Do something in response to  
    button click
```

```
}
```

```
Button button = (Button) findViewById(R.id.button_send);  
button.setOnClickListener(new View.OnClickListener() {  
    public void onClick(View v) {  
        // Do something in response to button click  
    }  
});
```

# Text field

- EditText
- 
- Text field z podpowiedziami  
(AutoCompleteTextView)

# Przykład EditText

```
<EditText
```

```
    android:id="@+id/plain_text_input"
```

```
    android:layout_height="wrap_content"
```

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

```
    android:inputType="text"/>
```



# CheckBox

- wartości true/false
- metoda onClick
- przykład

```
<CheckBox android:id="@+id/checkbox_meat"  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:text="@string/meat"  
    android:onClick="onCheckboxClicked"/>
```

# Radio button

ATTENDING?



Yes



Maybe



No

- wybór spośród kilku opcji
- tylko jedna opcja zaznaczona jednocześnie
- metoda onClick
- RadioButton dla każdej z opcji, zgrupowane w RadioGroup

# Przykład

```
<RadioGroup
```

```
    android:layout_width="fill_parent"
```

```
    android:layout_height="wrap_content"
```

```
    <RadioButton android:id="@+id/radio_pirates"
```

```
    ...
```

```
    <RadioButton android:id="@+id/radio_ninjas"
```

```
    ...
```

```
</RadioGroup>
```

# Spinner (dropdown menu)

- przekazanie możliwych opcji za pomocą SpinnerAdaptera (ArrayAdapter lub CursorAdapter)
- onItemSelectedListener

# Definicja tablicy

```
<resources>
```

```
<string-array name="planets_array">
```

```
<item>Mercury</item>
```

```
<item>Venus</item>
```

```
<item>Neptune</item>
```

```
</string-array>
```

```
</resources>
```

# Przypisanie adaptera

```
Spinner spinner = (Spinner) findViewById(R.id.spinner);
```

```
ArrayAdapter<CharSequence> adapter =
```

```
ArrayAdapter.createFromResource(this,
```

```
    R.array.planets_array,
```

```
    android.R.layout.simple_spinner_item);
```

```
adapter.setDropDownViewResource(android.R.layout.simple_spinner_dropdown_item);
```

```
spinner.setAdapter(adapter);
```

# Toggle Button

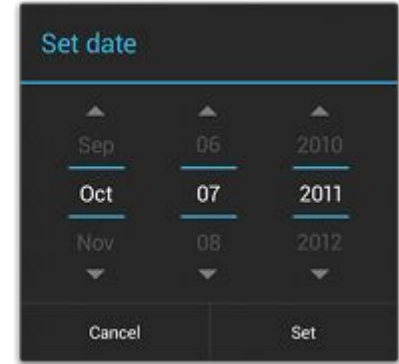
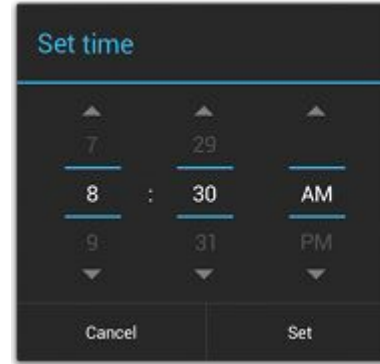
OFF

ON

- dziedziczące po CompoundButton (Switch, ToggleButton)
- podobny do checkBox'a
- toggle()
- setOnCheckedChangeListener

# Picker

- DatePicker, TimePicker
- rozszerzanie klasy DialogFragment (onCreateDialog)
- implementacja  
DatePickerDialog/TimePickerDialog
- wywołanie metody show()





# Przykład

```
public static class TimePickerFragment extends DialogFragment implements TimePickerDialog.OnTimeSetListener {  
  
    @Override  
  
    public Dialog onCreateDialog(Bundle savedInstanceState) {  
  
        final Calendar c = Calendar.getInstance();  
  
        int hour = c.get(Calendar.HOUR_OF_DAY);  
  
        int minute = c.get(Calendar.MINUTE);  
  
        return new TimePickerDialog(getActivity(), this, hour, minute, DateFormat.is24HourFormat(getActivity()));  
    }  
  
    public void onTimeSet(TimePicker view, int hourOfDay, int minute) {  
  
    }  
  
}
```

# Pozostałe kontrolki

Pozostałe kontrolki można znaleźć przeglądając pakiet `android.widget`.

Jeżeli żadna z dostępnych kontrolek nie spełnia naszych wymagań możemy stworzyć własny Custom Component.

# Toolbar

# Toolbar

1. What is a Toolbar ?



Hello from Toolbar

2. Toolbar in Android.

3. Toolbar vs. ActionBar

# Możliwości Toolbara

1. Navigation
2. Logo
3. Title and subtitle
4. Custom views
5. Action(s) menu

# Toolbar from scratch - step 1

```
dependencies {  
    ...  
    compile 'com.android.support:appcompat-v7:25.2.0'  
    ...  
}
```

# Toolbar from scratch - step 2

```
public class MyActivity extends AppCompatActivity  
{  
    // ...  
}
```

# Toolbar from scratch - step 3

```
<application
```

```
...
```

```
    android:theme="@style/Theme.AppCompat.Light.NoActionBar"
```

```
...
```

```
/>
```



# Toolbar from scratch - step 4

```
<android.support.v7.widget.Toolbar  
    android:id="@+id/my_toolbar"  
    ...  
>
```

# Toolbar from scratch - step 5

@Override

```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
    setContentView(R.layout.activity_my);  
    Toolbar toolbar = (Toolbar)findViewById(R.id.my_toolbar);  
    setSupportActionBar(toolbar);  
}
```

# Coding Time