Android Notes 01/31/2019

Fragments:

* A fragment is an independent module with its own user interface
* You can create a fragment without a UI to handle background tasks and retain values across config changes (but we don’t usually do with this)
* Fragments exist ONLY when embedded within an activity
* Can be a static part of an activity – meaning that the fragment remains on the screen during the entire activity life cycle
* Fragments can also be added or removed dynamically
* There is far less overhead in switching between fragments than in switching between activities – for simple things that we want to display, it is far better to just use a fragment than try to do the same with an activity
* As with other tools, the fragment must be included inside the XML of the activity in which you want to use it
* Don’t forget to give it an ID and constrain it and such
* There are some methods that you need to code yourself in the java for the activity that the fragment is in (we’ll hopefully go over that later today or next class, also the book(s) should explain this stuff)

Model-View-Controller Paradigm:

* Used for many controls, but we’ll usually need it for lists
* Model: the actual data
* View: how the data are displayed
* Controller: the device getting the input (the guy in between the model and the view)
* When you tell the controller you want to see the data a certain way, it goes to the model, gets the data, and displays it in the desired view