

MOBILE COMPUTING-PROGRESS FILE



Submitted to:

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LECTURE#1

❖ VCS (Version Control System):

A **version control system** is a kind of software that helps the developer team to efficiently communicate and manage track of all the changes that have been made to the source code along with the information like who made and what change has been made.

- Version control software keeps track of every modification to the code in a special kind of database.
- Using a VCS also generally means that if you screw things up or lose files, you can easily recover

Benefits:-

1. **Code Synchronizing:** Same code available to all members on different repositories connected to a central repository. All the changes in the files are tracked under the central repository. The central repository includes all the information of versioned files, and list of users that check out files from that central place using **VCS**.
2. **Code Testing :VCS** helps to test changes without losing the original version of the application.
3. **Revert: VCS** allows us to revert back to previous versions of the file because it separately maintains each version of file.

❖ Git :

Git is software for tracking changes in any set of files, usually used for coordinating work among programmers collaboratively developing source code during software development.

Step-0

1.1 GitHub Account:

Sign up to **github.com** and create a new account.

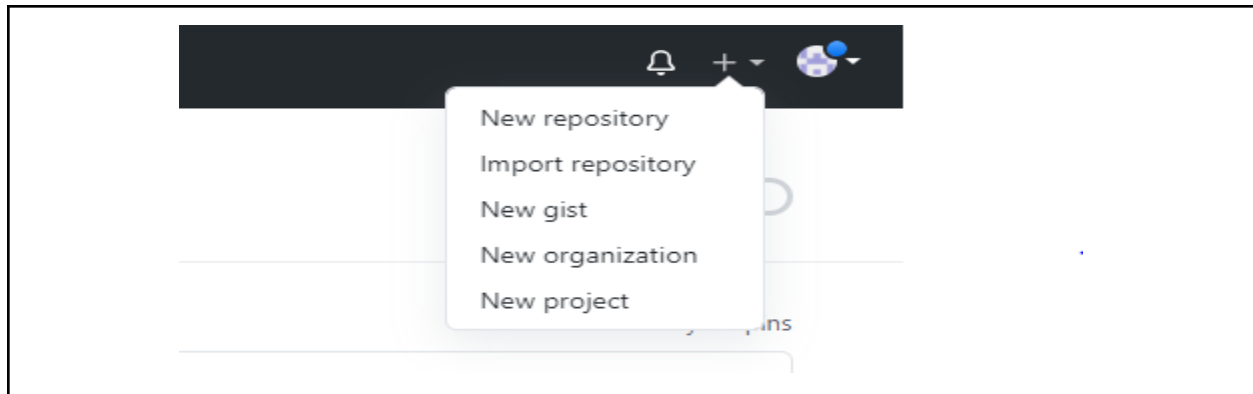
1.2 Git CMD:

Install git cmd and configure it on your PC.

Step-1

1.1 Create a new Repository:

1.1.1 Click on add new repository button on your GitHub account.



1.1.2 Then provide details of your repository => Name, Description, Type.

Public Repository: It is visible to every user on your GitHub.

Private Repository: It is only available to the repository owner.

1.1.3 Click on the create repository button.

A screenshot of the GitHub 'Create new repository' form. The form includes fields for 'Owner' (amber-shafique) and 'Repository name' (VCS). Below these is a suggestion for repository names: 'Great repository names are short and memorable. Need inspiration? How about didactic-octo-adventure?'. The 'Description (optional)' field contains 'Mobile Computing Lecture#1'. The 'Visibility' section has two options: 'Public' (selected) and 'Private'. The 'Initialize this repository with:' section has three checkboxes: 'Add a README file', 'Add .gitignore', and 'Choose a license'. At the bottom is a green 'Create repository' button.

Owner * Repository name *

amber-shafique / VCS

Great repository names are short and memorable. Need inspiration? How about [didactic-octo-adventure?](#)

Description (optional)

Mobile Computing Lecture#1

☒ Public
Anyone on the internet can see this repository. You choose who can commit.

☐ Private
You choose who can see and commit to this repository.

Initialize this repository with:
Skip this step if you're importing an existing repository.

☐ Add a README file
This is where you can write a long description for your project. [Learn more.](#)

☐ Add .gitignore
Choose which files not to track from a list of templates. [Learn more.](#)

☐ Choose a license
A license tells others what they can and can't do with your code. [Learn more.](#)

Create repository

1.2 Repository URL : On creating a new repository GitHub will provide its url that is used to uniquely identify our repository on GitHub.

Quick setup — if you've done this kind of thing before



Set up in Desktop

or

HTTPS

SSH

<https://github.com/amber-shafique/VCS.git>

Get started by [creating a new file](#) or [uploading an existing file](#). We recommend every repository include a

LECTURE#2

❖ Git Clone:

- It is primarily used to point to an existing repository and make a clone or copy of that repository in a new directory, at another location.
- Makes connection between **local repository**(on PC) and **central repository** (on GitHub).

Step-1

Open **git CMD** and go to that folder path (using **cd**) where you want to clone the repository.

Step-2

Run the following command and give the **git url** of the repository you want to clone locally.

`git clone URL`

```
Git CMD
C:\Users\HP\Desktop>cd Git
C:\Users\HP\Desktop\Git>git clone https://github.com/amber-shafique/VCS.git
Cloning into 'VCS'...
warning: You appear to have cloned an empty repository.
C:\Users\HP\Desktop\Git>
```

Repository cloned Locally (see using **dir**)

```
Git CMD
C:\Users\HP\Desktop\Git>dir
Volume in drive C has no label.
Volume Serial Number is F8F2-04AE

Directory of C:\Users\HP\Desktop\Git

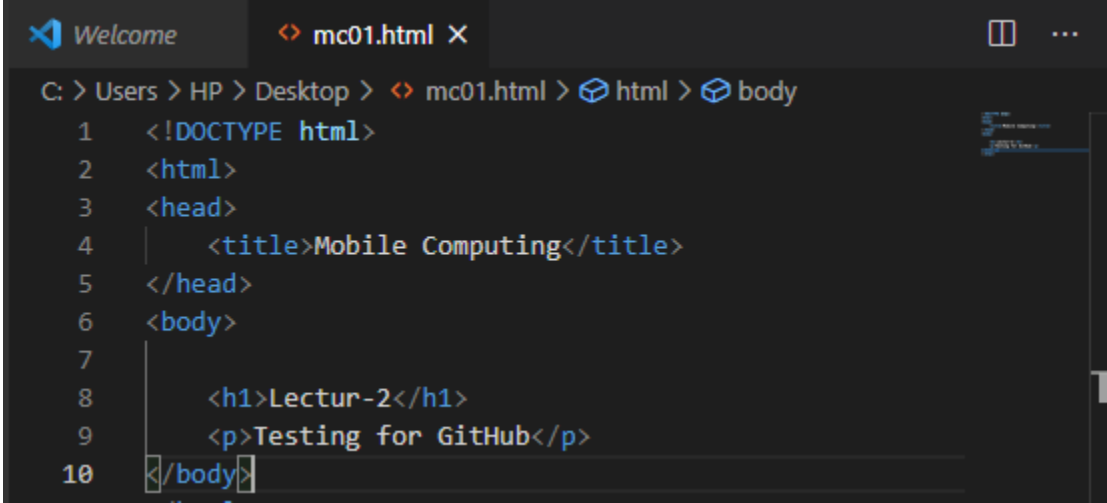
04/14/2021  12:25 AM    <DIR>          .
04/14/2021  12:25 AM    <DIR>          ..
04/14/2021  12:21 AM    <DIR>          VCS
               0 File(s)                0 bytes
               3 Dir(s)  40,968,900,608 bytes free
```

❖ Add File:

Add locally created file to the central(online) repository.

Step-1

Creating file in local repository.



The screenshot shows a code editor with a dark theme. The top bar has a 'Welcome' tab and a file tab 'mc01.html'. The editor displays the following HTML code:

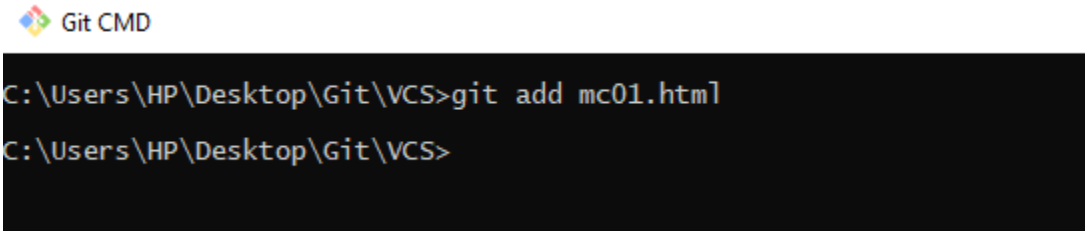
```
C: > Users > HP > Desktop > </> mc01.html > html > body
1  <!DOCTYPE html>
2  <html>
3  <head>
4    <title>Mobile Computing</title>
5  </head>
6  <body>
7
8    <h1>Lectur-2</h1>
9    <p>Testing for GitHub</p>
10 </body>
```

Step-2

Run the following command and give the **File Name** you want to add on git repository.

```
git add FileName
```

No error, so file has been added successfully.



The screenshot shows a terminal window titled 'Git CMD'. The command prompt shows the following commands and output:

```
C:\Users\HP\Desktop\Git\VCS>git add mc01.html
C:\Users\HP\Desktop\Git\VCS>
```

❖ Add all files :

- `git add --all`
- `git add .`

❖ Add multiple files at same time:

```
git add FileName FileName FileName ...
```

❖ Git Commit

The "commit" command is used to save your changes and track messages.

Step-3

Run the following command and give the **Message** you want to get displayed with added file.

```
git commit -m "message"
```

Message=> to inform the users about the change.



```
Git CMD
C:\Users\HP\Desktop\Git\VCS>git add mc01.html
C:\Users\HP\Desktop\Git\VCS>git commit -m "First commit done successfully"
[master (root-commit) 6f5a409] First commit done successfully
1 file changed, 11 insertions(+)
create mode 100644 mc01.html
```

❖ Add and commit simultaneously

```
git commit -am "message"
```

❖ Git Push:

To push the changes made in file locally to server (online repository).

Step-4

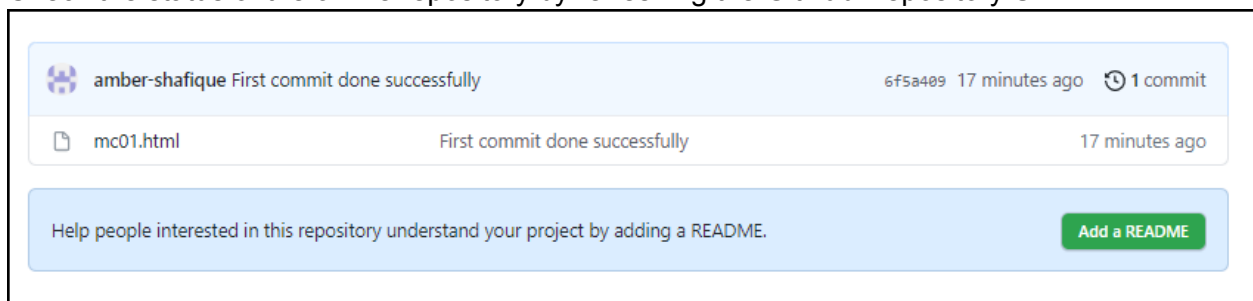
Run the following command to complete the synchronization.

```
git push
```

Now we are synchronized with data available on local disk and online repository.

```
Git CMD
C:\Users\HP\Desktop\Git\VCS>git push
info: please complete authentication in your browser...
Enumerating objects: 3, done.
Counting objects: 100% (3/3), done.
Delta compression using up to 8 threads
Compressing objects: 100% (2/2), done.
Writing objects: 100% (3/3), 345 bytes | 69.00 KiB/s, done.
Total 3 (delta 0), reused 0 (delta 0), pack-reused 0
To https://github.com/amber-shafique/VCS.git
 * [new branch]      master -> master
```

Check the status of the online repository by refreshing the GitHub Repository URL.



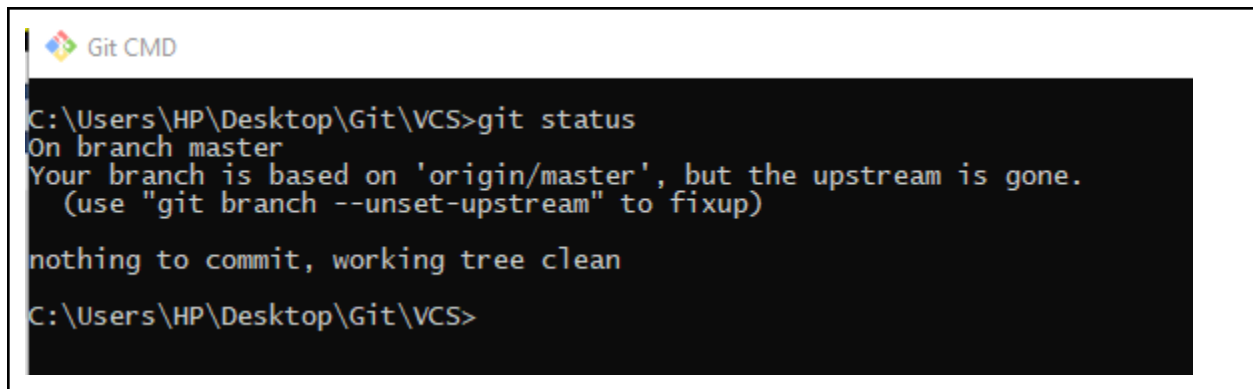
Content in online and local repository is synchronized.

```
11 lines (10 sloc) | 146 Bytes
1  <!DOCTYPE html>
2  <html>
3  <head>
4      <title>Mobile Computing</title>
5  </head>
6  <body>
7
8      <h1>Lectur-2</h1>
9      <p>Testing for GitHub</p>
10 </body>
11 </html>
```

❖ Git Status:

Gives the status of repository.

`git status`

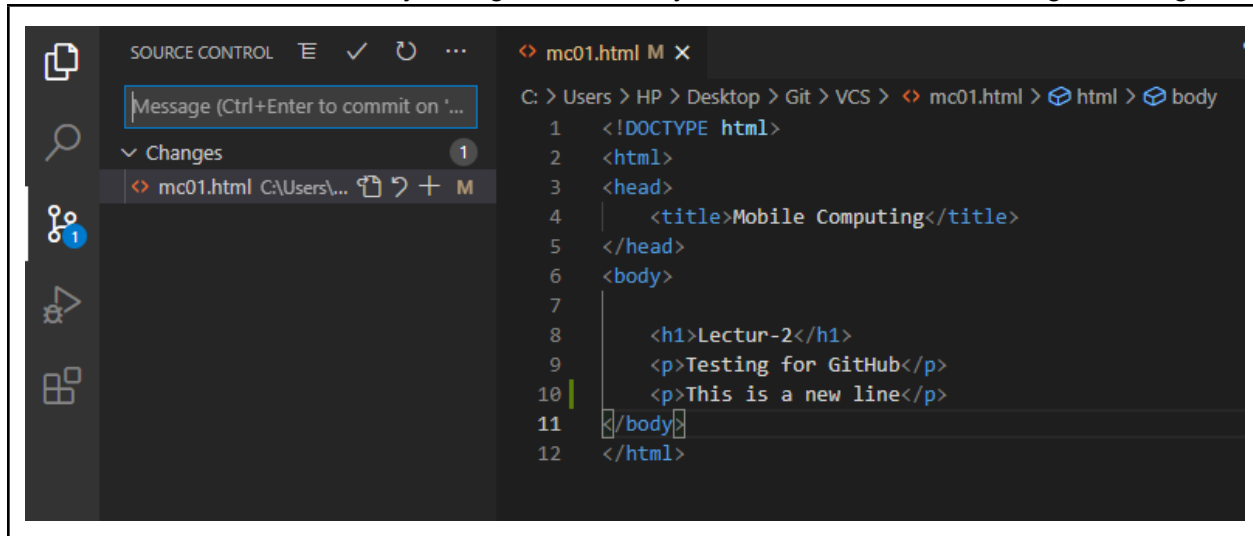


```
Git CMD
C:\Users\HP\Desktop\Git\VCS>git status
On branch master
Your branch is based on 'origin/master', but the upstream is gone.
(use "git branch --unset-upstream" to fixup)

nothing to commit, working tree clean
C:\Users\HP\Desktop\Git\VCS>
```

Making change in file locally using IDE:

Whenever we make any change in file locally editor will show some change message



❖ Adding New Commit (To save locally made changes online) :

Run these previously discussed commands on git CMD in sequence.

Step-1

`git add FileName`

Step-2

`git commit -m "message"`

Step-3

`git push`

```
Git CMD

C:\Users\HP\Desktop\Git\VCS>git add mc01.html

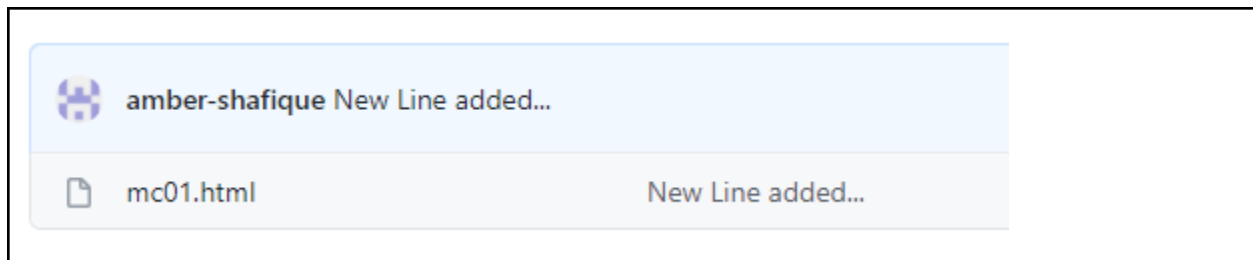
C:\Users\HP\Desktop\Git\VCS>git commit -m "New Line added..."
[master 0381540] New Line added...
1 file changed, 1 insertion(+)

C:\Users\HP\Desktop\Git\VCS>git push
Enumerating objects: 5, done.
Counting objects: 100% (5/5), done.
Delta compression using up to 8 threads
Compressing objects: 100% (2/2), done.
Writing objects: 100% (3/3), 319 bytes | 106.00 KiB/s, done.
Total 3 (delta 1), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100% (1/1), completed with 1 local object.
To https://github.com/amber-shafique/VCS.git
6f5a409..0381540 master -> master

C:\Users\HP\Desktop\Git\VCS>
```

Track of Changes:

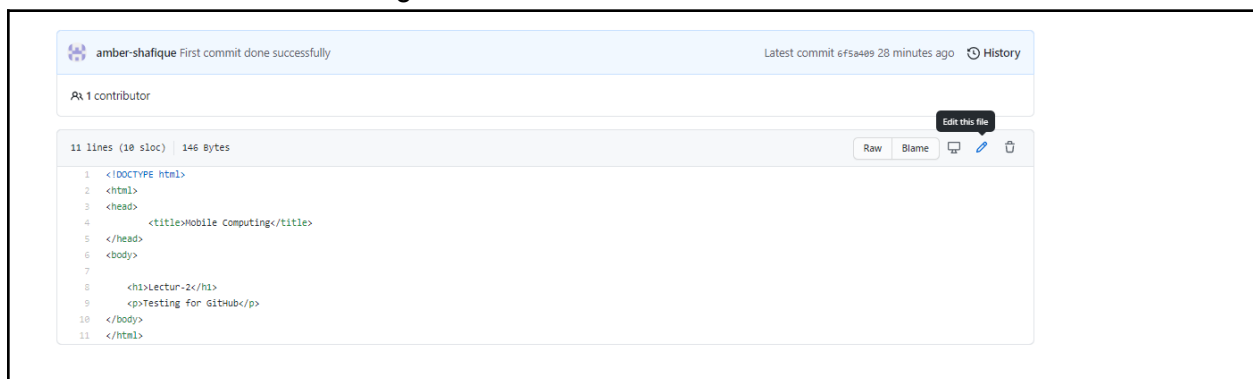
To preview change online refresh the repository url and see the changes have been made.



❖ Editing a file online in github repository:

Step-1

Edit the file online using the edit button on file.



Step-2

Save commit changes.

Commit changes

Changes made online...


Add an optional extended description...


☒ Commit directly to the `master` branch.

☐ Create a **new branch** for this commit and start a pull request. [L](#)

Commit changes

Cancel

 **amber-shafique** Changes made online...

 1 contributor

❖ Git Pull:

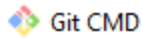
To get Changes from GitHub to local repository.

Step-1

After making changes online, run the following command on git CMD.

git push

Changes have been made to local repository.



```
C:\Users\HP\Desktop\Git\VCS>git pull
remote: Enumerating objects: 5, done.
remote: Counting objects: 100% (5/5), done.
remote: Compressing objects: 100% (2/2), done.
remote: Total 3 (delta 0), reused 0 (delta 0), pack-reused 0
Unpacking objects: 100% (3/3), 789 bytes | 39.00 KiB/s, done.
From https://github.com/amber-shafique/VCS
   0381540..80df6ba  master    -> origin/master
Updating 0381540..80df6ba
Fast-forward
 mc01.html | 5 ++++-
 1 file changed, 4 insertions(+), 1 deletion(-)

C:\Users\HP\Desktop\Git\VCS>
```

❖ Version Hierarchy:

File showing with latest commit.

- **Red Highlighted lines:** The lines that have been deleted.
- **Green Highlighted lines:** The lines that have been changed.

5	5	</head>
6	6	<body>
7	7	
8	-	<h1>Lectur-2</h1>
	8	+ <h1>Lectur-2 changed by git</h1>
9	9	<p>Testing for GitHub</p>
10	10	
11	11	<p>This is a new line</p>

Parents=> previous versions of file.

1 parent 80df6ba commit

LECTURE#3

❖ Merge Conflicts:

A merge conflict is an event that takes place when Git is unable to automatically resolve differences in code between two commits. Git can merge the changes automatically only if the commits are on different lines or branches.

Step-1

Changes in lin-8 online.

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4     <title>Mobile Computing</title>
5 </head>
6 <body>
7
8     <h1>Lectur-2 changed by git</h1>
9     <p>Testing for GitHub</p>
```

Step-2

Changes in same line-8 locally.

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4     <title>Mobile Computing</title>
5 </head>
6 <body>
7
8     <h1>Lectur-2 chaged locally</h1>
9     <p>Testing for GitHub</p>
```

Step-3

Run commands step by step to save file changes in git CMD.

Merge Conflict has occurred because we are trying to change the same line locally and in online repository.

```
Git CMD

C:\Users\HP\Desktop\Git\VCS>git add mc01.html

C:\Users\HP\Desktop\Git\VCS>git commit -m "Git Merge Conflict"
[master 2b363d5] Git Merge Conflict
1 file changed, 1 insertion(+), 1 deletion(-)

C:\Users\HP\Desktop\Git\VCS>git push
To https://github.com/amber-shafique/VCS.git
! [rejected]        master -> master (fetch first)
error: failed to push some refs to 'https://github.com/amber-shafique/VCS.git'
hint: Updates were rejected because the remote contains work that you do
hint: not have locally. This is usually caused by another repository pushing
hint: to the same ref. You may want to first integrate the remote changes
hint: (e.g., 'git pull ...') before pushing again.
hint: See the 'Note about fast-forwards' in 'git push --help' for details.

C:\Users\HP\Desktop\Git\VCS>git pull
remote: Enumerating objects: 5, done.
remote: Counting objects: 100% (5/5), done.
remote: Compressing objects: 100% (2/2), done.
remote: Total 3 (delta 1), reused 0 (delta 0), pack-reused 0
Unpacking objects: 100% (3/3), 684 bytes | 25.00 KiB/s, done.
From https://github.com/amber-shafique/VCS
 80df6ba..b2332d9  master    -> origin/master
Auto-merging mc01.html
CONFLICT (content): Merge conflict in mc01.html
Automatic merge failed; fix conflicts and then commit the result.
```

Step-4

Open the file in IDE to see the conflict and given options.

```
Accept Current Change | Accept Incoming Change | Accept Both Changes | Compare Changes
8 <<<<<< HEAD (Current Change)
9   <h1>Lectur-2 chaged locally</h1>
10 =====
11   <h1>Lectur-2 changed by git</h1>
12 >>>>>> b2332d9db23e90b369df00877e17db07d3dd6303 (Incoming Change)
13   <p>Testing for GitHub</p>
```

Step-5

Accept Change and resolve the merge conflict and **again** Run commands step by step to save file changes in git CMD.

Now changes have been saved successfully as conflict is resolved.

```
Git CMD

C:\Users\HP\Desktop\Git\VCS>git add mc01.html

C:\Users\HP\Desktop\Git\VCS>git commit -m "Git Merge Conflict Resolved"
[master 7d7438d] Git Merge Conflict Resolved

C:\Users\HP\Desktop\Git\VCS>git push
Enumerating objects: 10, done.
Counting objects: 100% (10/10), done.
Delta compression using up to 8 threads
Compressing objects: 100% (4/4), done.
Writing objects: 100% (6/6), 678 bytes | 339.00 KiB/s, done.
Total 6 (delta 2), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100% (2/2), completed with 1 local object.
To https://github.com/amber-shafique/VCS.git
   b2332d9..7d7438d  master -> master

C:\Users\HP\Desktop\Git\VCS>
```

❖ Git Logs:

To see the details of all commits.

[git log](#)

```
Git CMD - "C:\Program Files\Git\cmd\git.exe" log

C:\Users\HP\Desktop\Git\VCS>git log
commit 7d7438d3afbd57dcf9fa087cd89dd524c93e276a (HEAD -> master, origin/master)
Merge: 2b363d5 b2332d9
Author: amber-shafique <bsef18a019@pucit.edu.pk>
Date: Wed Apr 14 02:25:18 2021 +0500

    Git Merge Conflict Resolved

commit 2b363d5a3fa0c2651c944f5acf3b105deab9d3c2
Author: amber-shafique <bsef18a019@pucit.edu.pk>
Date: Wed Apr 14 02:15:59 2021 +0500

    Git Merge Conflict

commit b2332d9db23e90b369df00877e17db07d3dd6303
Author: amber-shafique <81466246+amber-shafique@users.noreply.github.com>
Date: Wed Apr 14 02:08:41 2021 +0500

    Merge Conflict by online changes...

commit 80df6ba5cf23b9e65b5e7cfb318838d2e56a367c
Author: amber-shafique <81466246+amber-shafique@users.noreply.github.com>
```


❖ Remove a File:

Files already present

```
C:\Users\HP\Desktop\Git\MC-1>dir
Volume in drive C has no label.
Volume Serial Number is F8F2-04AE

Directory of C:\Users\HP\Desktop\Git\MC-1

04/14/2021  03:44 PM    <DIR>          .
04/14/2021  03:44 PM    <DIR>          ..
04/14/2021  02:42 AM                6 file1.txt
04/14/2021  03:44 PM                6 file2.txt
04/14/2021  03:06 AM                7 file3.txt
               3 File(s)              19 bytes
               2 Dir(s)  41,993,297,920 bytes free
```

Step-1

To remove file type the following command on git CMD, and give the name of file you want to delete.

```
git rm FileName
```

File deleted locally

```
Git CMD

C:\Users\HP\Desktop\Git\MC-1>git rm file1.txt
rm 'file1.txt'

C:\Users\HP\Desktop\Git\MC-1>
```

Now to update delete changes to git:

Step-2

```
Git add .
```

Step-3

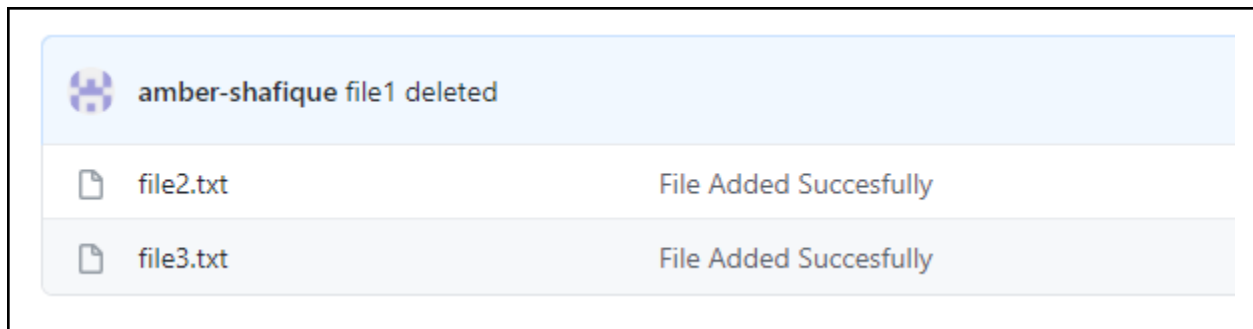
```
git commit -m "message"
```

Step-4

```
git push
```

```
C:\Users\HP\Desktop\Git\MC-1>git add .
C:\Users\HP\Desktop\Git\MC-1>git commit -m "file1 deleted"
[master 37a39ee] file1 deleted
1 file changed, 1 deletion(-)
delete mode 100644 file1.txt
C:\Users\HP\Desktop\Git\MC-1>git push
Enumerating objects: 3, done.
Counting objects: 100% (3/3), done.
Delta compression using up to 8 threads
Compressing objects: 100% (2/2), done.
Writing objects: 100% (2/2), 264 bytes | 88.00 KiB/s, done.
Total 2 (delta 0), reused 0 (delta 0), pack-reused 0
To https://github.com/amber-shafique/MC-1.git
f837866..37a39ee master -> master
C:\Users\HP\Desktop\Git\MC-1>
```

Preview delete changes on GitHub



❖ Branching:

Branching is the practice of creating copies of programs or objects in development to work in parallel versions, retaining the original and working on the branch or making different changes to each.

Step-1

Git Branch:

Run the following command on cmd to check available branches.

```
git branch
```

Step-2

Git Checkout:

To create a new branch, type the following command on git CMD and give the name of branch.

```
git checkout -b newbranch
```

```
Git CMD

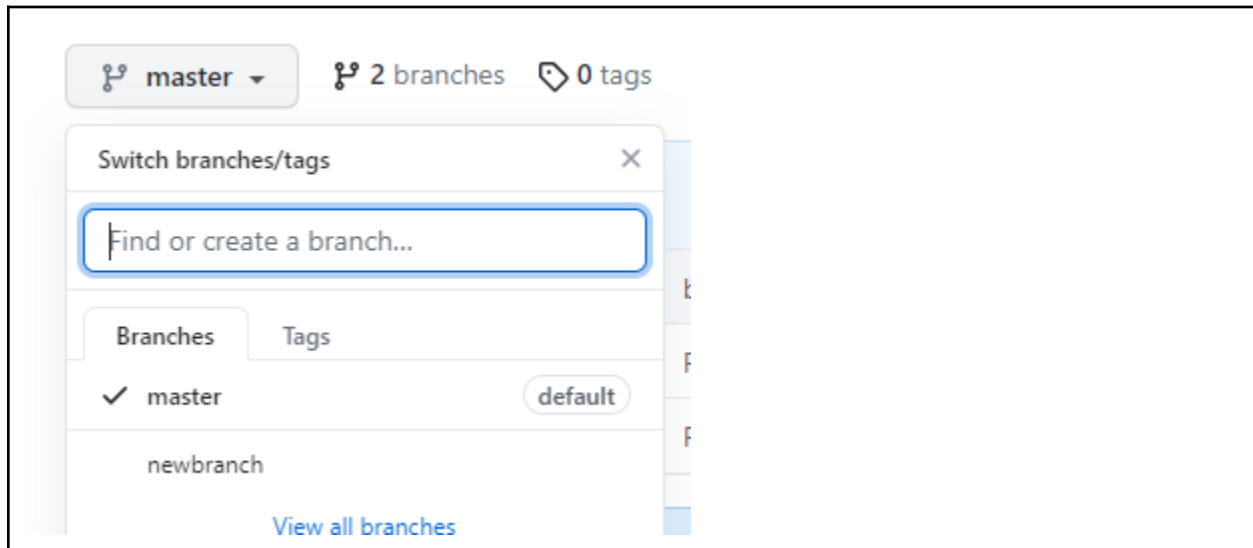
C:\Users\HP\Desktop\Git\MC-1>git branch
* master

C:\Users\HP\Desktop\Git\MC-1>git checkout -b newbranch
Switched to a new branch 'newbranch'

C:\Users\HP\Desktop\Git\MC-1>git branch
  master
* newbranch

C:\Users\HP\Desktop\Git\MC-1>
```

Branch Added on GitHub



Step-3

Git Checkout Master:

To navigate from one branch to another. (master=>branch name)

[git checkout master](#)

```
Git CMD

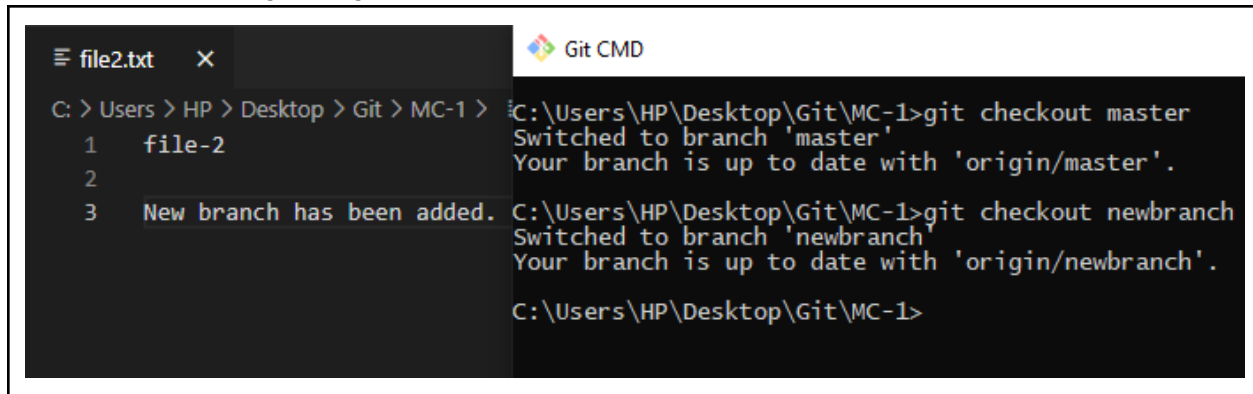
C:\Users\HP\Desktop\Git\MC-1>git checkout master
Switched to branch 'master'
Your branch is up to date with 'origin/master'.

C:\Users\HP\Desktop\Git\MC-1>
```

To Check Branching:

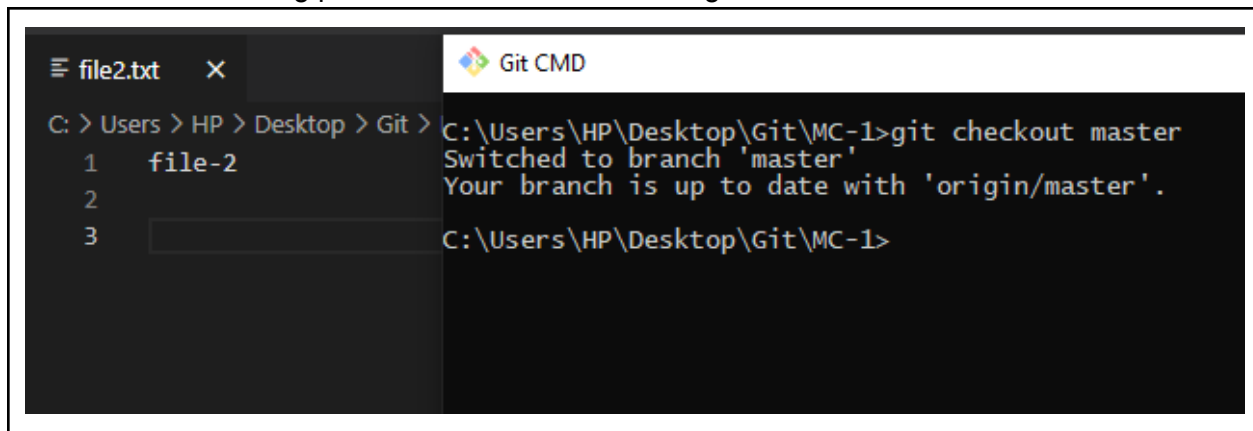
- Step-1** Add changes to a file on master branch.
- Step-2** Move to new branch and add file on the new branch.
- Step-3** Checkout file on both branches and see the changes accordingly on IDE.

New branch showing changes...



The screenshot shows a side-by-side view of a code editor and a terminal window. The code editor on the left, titled 'file2.txt', shows three lines of code: '1 file-2', '2', and '3 New branch has been added.'. The terminal window on the right, titled 'Git CMD', shows the following commands and output: 'C:\Users\HP\Desktop\Git\MC-1>git checkout master', 'Switched to branch 'master'', 'Your branch is up to date with 'origin/master'.', 'C:\Users\HP\Desktop\Git\MC-1>git checkout newbranch', 'Switched to branch 'newbranch'', 'Your branch is up to date with 'origin/newbranch'.', and 'C:\Users\HP\Desktop\Git\MC-1>'.

Master branch showing previous version without changes...



The screenshot shows a side-by-side view of a code editor and a terminal window. The code editor on the left, titled 'file2.txt', shows three lines of code: '1 file-2', '2', and '3'. The terminal window on the right, titled 'Git CMD', shows the following commands and output: 'C:\Users\HP\Desktop\Git\MC-1>git checkout master', 'Switched to branch 'master'', 'Your branch is up to date with 'origin/master'.', and 'C:\Users\HP\Desktop\Git\MC-1>'.

❖ Merging:

Merging is Git's way of putting a forked history back together again. The git merge command lets you take the independent lines of development created by git branch and integrate them into a single branch.

Merge Branch:

To merge the changes in branches.

Git merge [branchname](#)


```
C:\Users\HP\Desktop\Git\MC-1>git merge newbranch
Removing file3.txt
Auto-merging file2.txt
CONFLICT (content): Merge conflict in file2.txt
CONFLICT (add/add): Merge conflict in BranchingPractice.html
Auto-merging BranchingPractice.html
Automatic merge failed; fix conflicts and then commit the result.
C:\Users\HP\Desktop\Git\MC-1>
```

❖ Delete Branch:

To delete a branch. NewBranch=>you want to delete.

Git branch -D NewBranch

Checking out branches before and after deletion...

 Git CMD

```
C:\Users\HP\Desktop\Git\MC-1>git branch
* master
  newbranch

C:\Users\HP\Desktop\Git\MC-1>git branch -D newbranch
Deleted branch newbranch (was ba2149a).

C:\Users\HP\Desktop\Git\MC-1>git branch
* master

C:\Users\HP\Desktop\Git\MC-1>
```

Before Deletion

Switch branches/tags ×

Find or create a branch...

Branches

Tags

master default

✓ newbranch

View all branches

After Deletion

🔑 master ▾
🔑 1 branch
🔒 0 tags

Switch branches/tags ×

Find or create a branch...

Branches

Tags

✓ master default

View all branches

LECTURE#4

❖ Android Studio:

Android Studio is the official Integrated Development Environment (IDE) for Android app development, based on IntelliJ IDEA. A unified environment where you can develop for all Android devices. Apply Changes to push code and resource changes to your running app without restarting your app.

Step-1

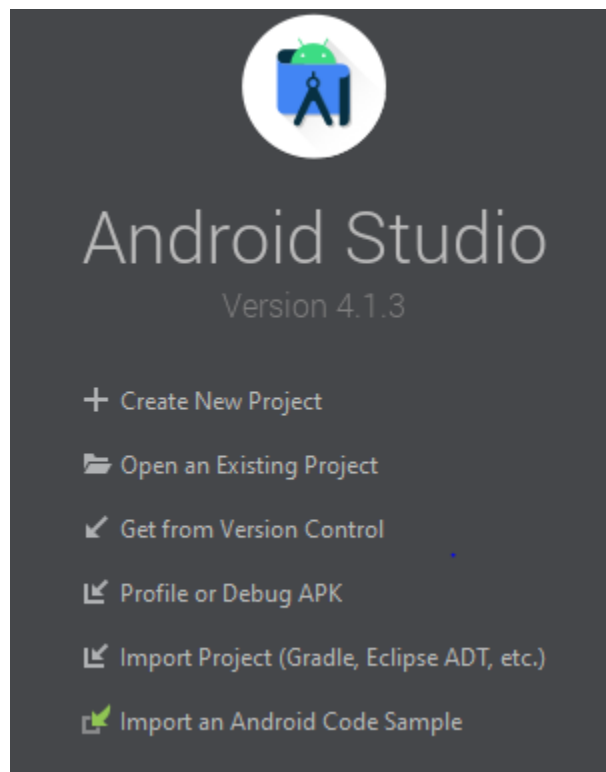
Installation:

Download any latest version of **Android Studio** and configure it on your PC.
(<https://developer.android.com/studio>)

Step-2

Create a New Project:

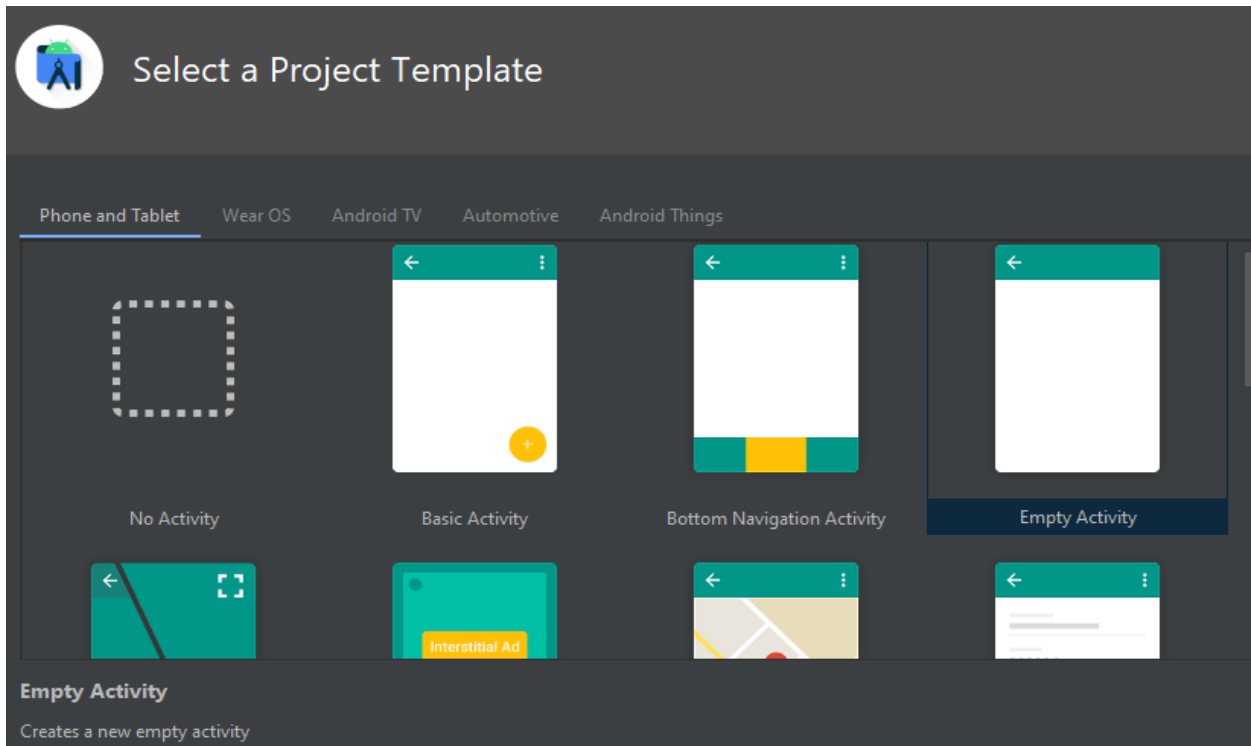
Open Android Studio and select the option to create a new project.



Step-3

Template Selection:

From templates choose Empty Activity.



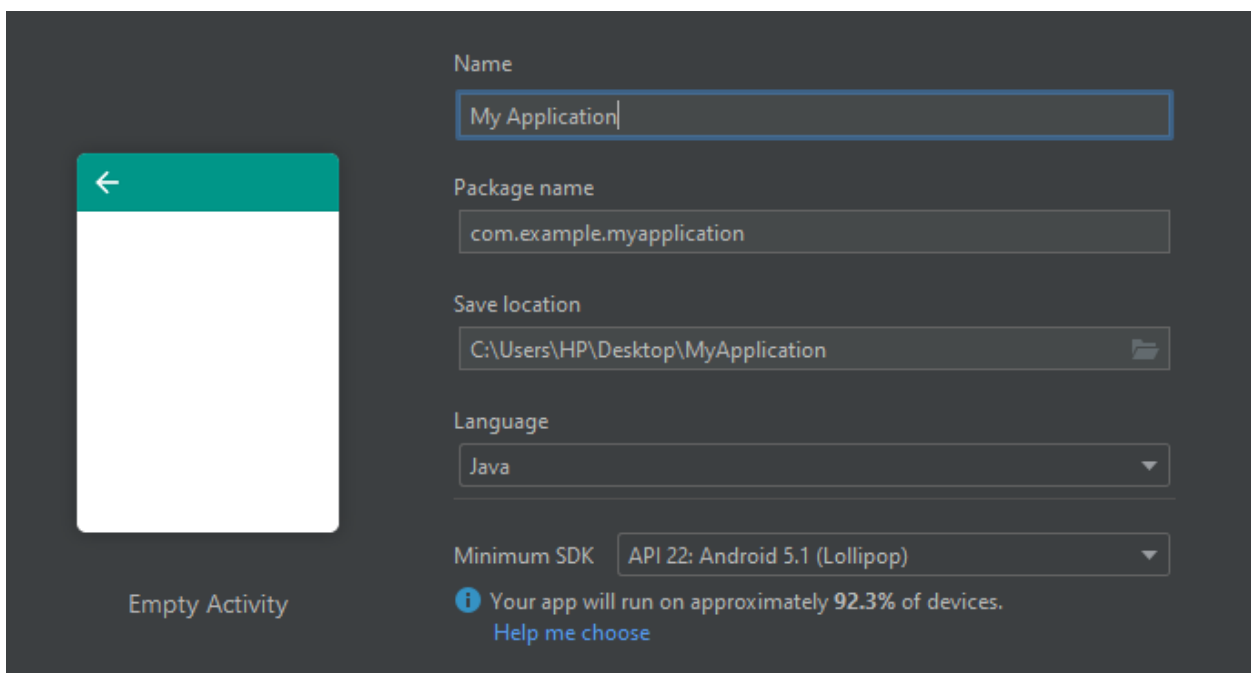
Step-4

Project Name:

Select a name and location for project for project.

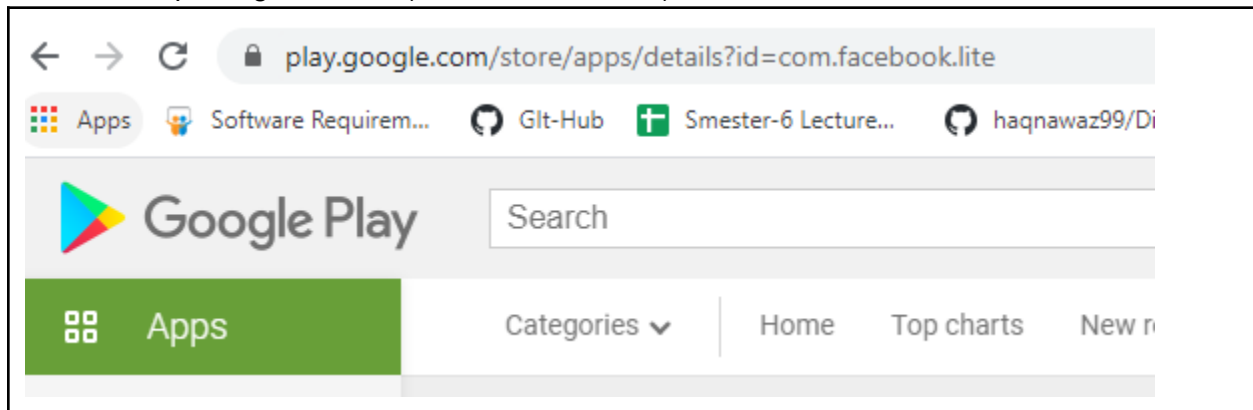
Package Name:

It is used to uniquely identify the APK file of our application and it should must be unique to publish the App on play store.

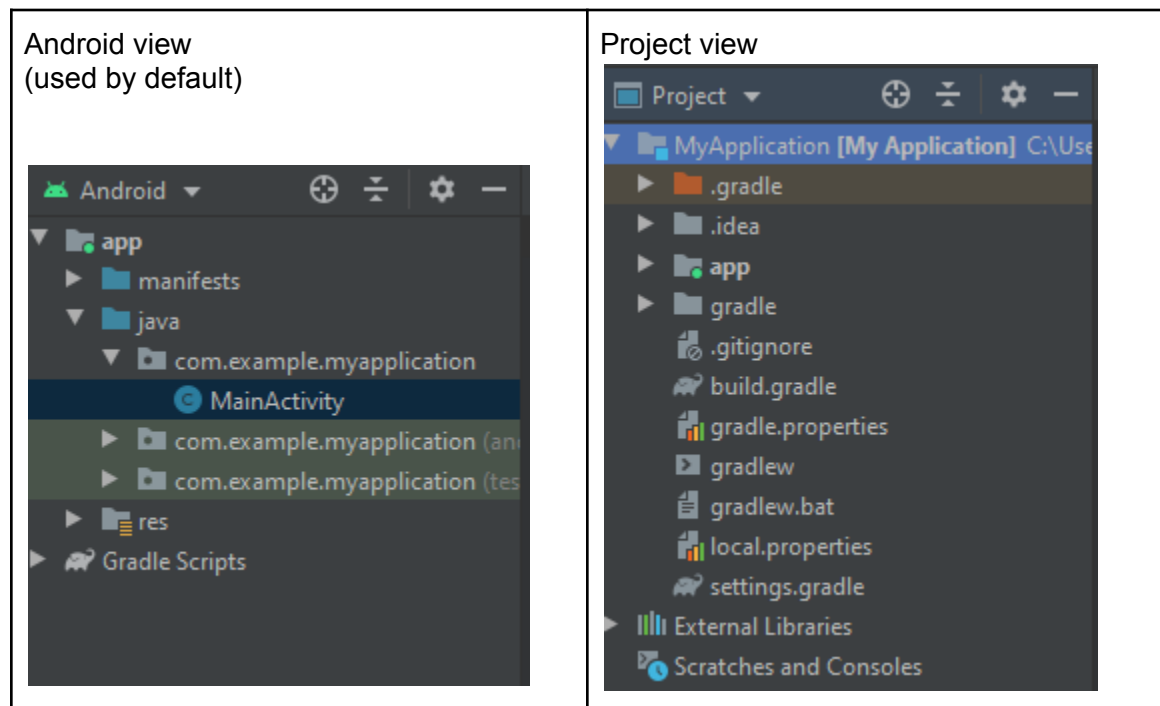


Package Name Example:

Here package name is (**com.facebook.lite**)

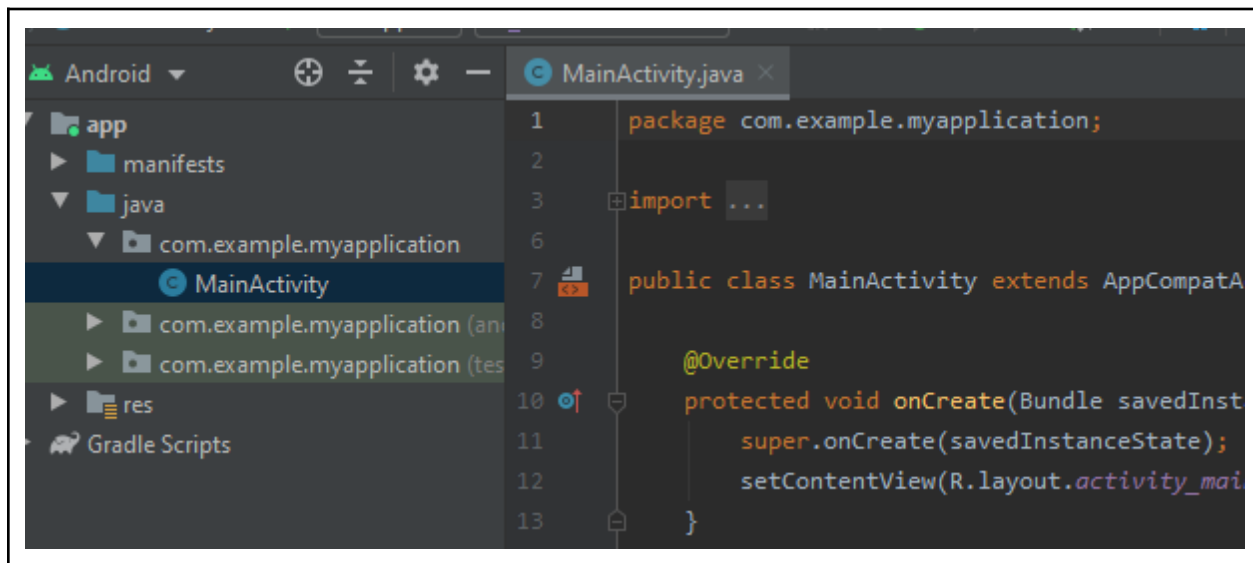


❖ Android Studio File Structure:

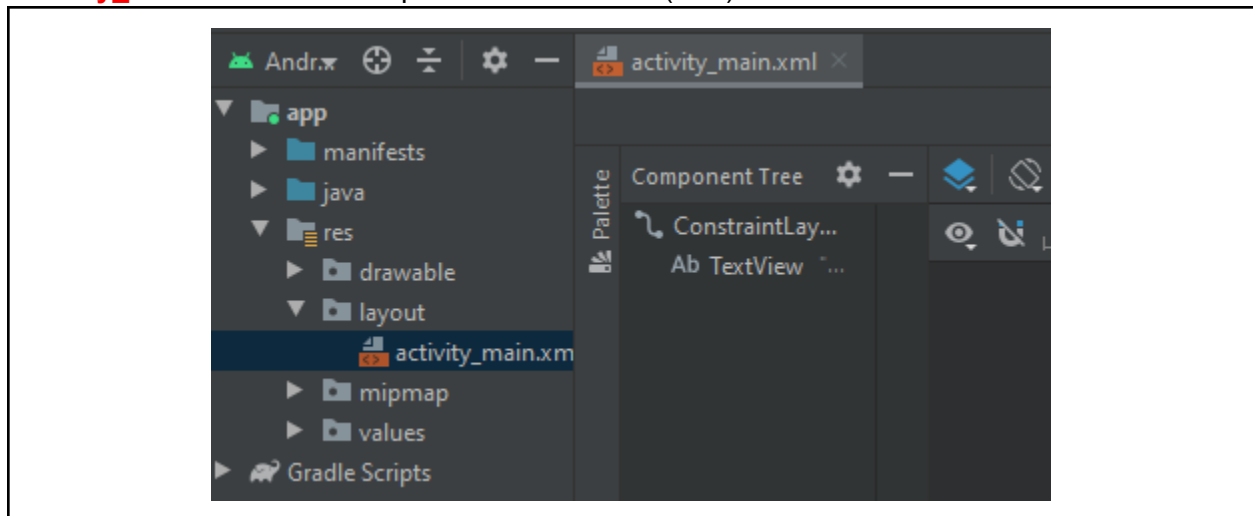


Files for coding:

- **MainActivity.java** file for coding.



Activity_main.xml file for Graphical user interface(GUI).



Step-4

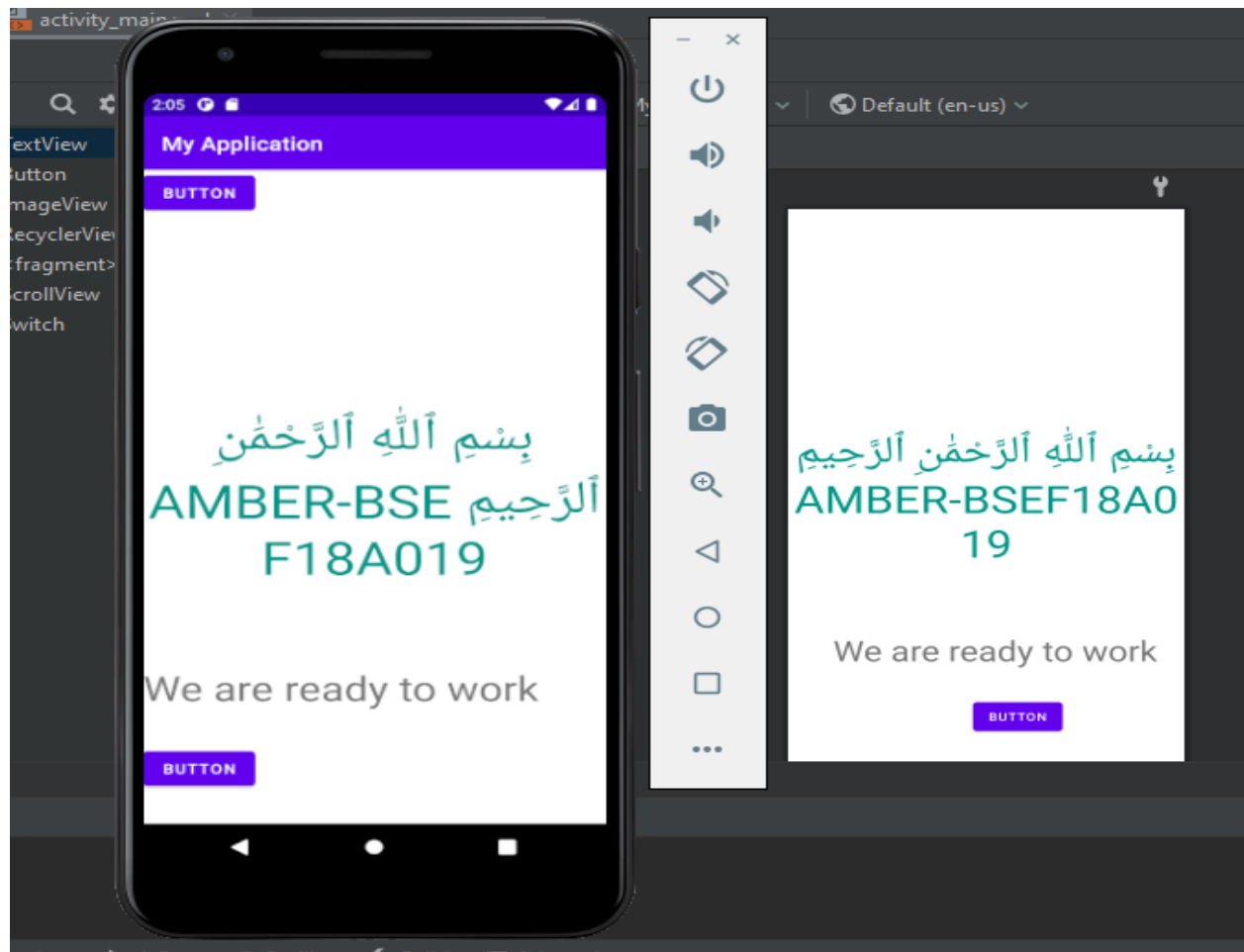
Select Virtual Device:

Select **Virtual Devices** from AVD(Android Virtual Device) Manager to view output.

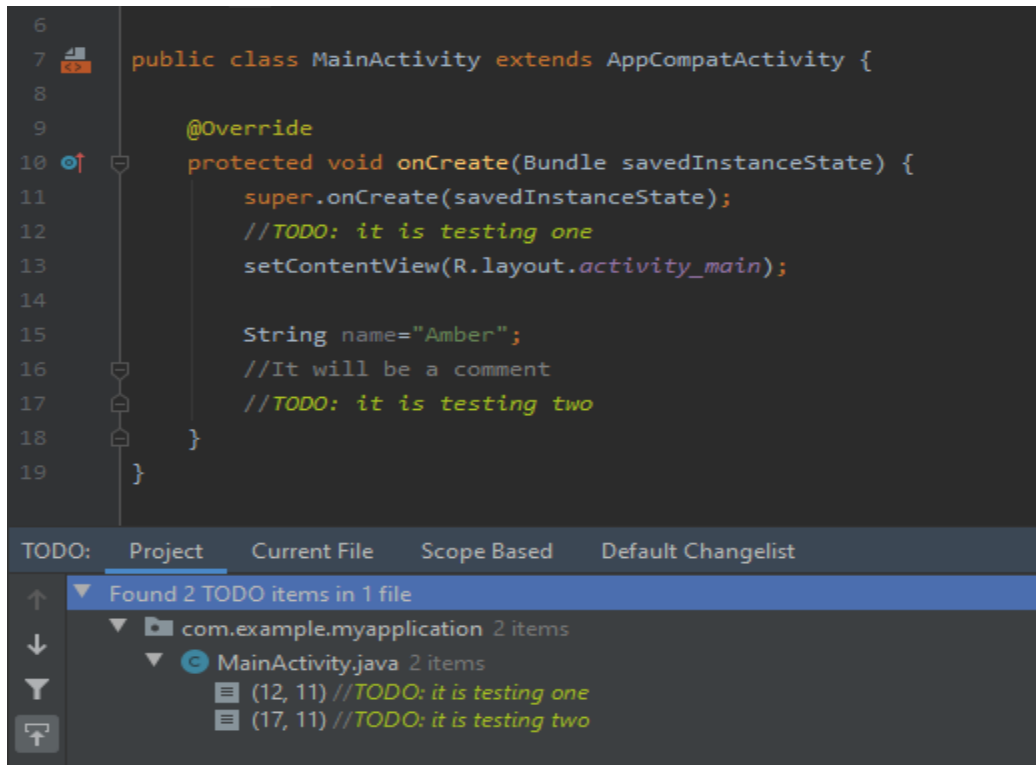
Step-4

To view output:

Run the **Emulator** choosing any virtual device and see the output.

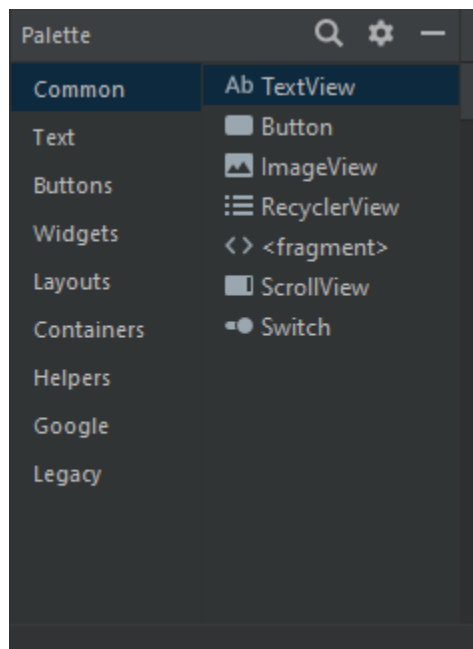


To Do list:



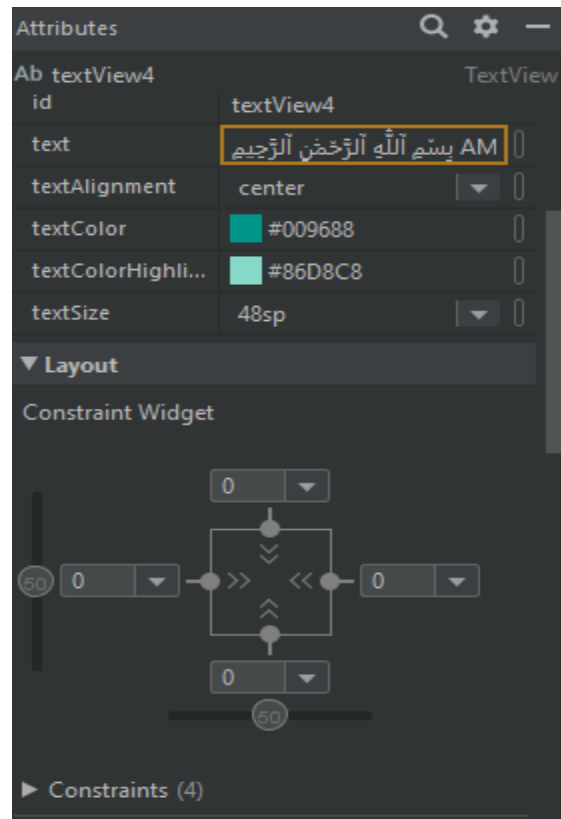
Design Palette:

We can add text, Button, image and other controls by using drag and drop from this palette.



Attributes:

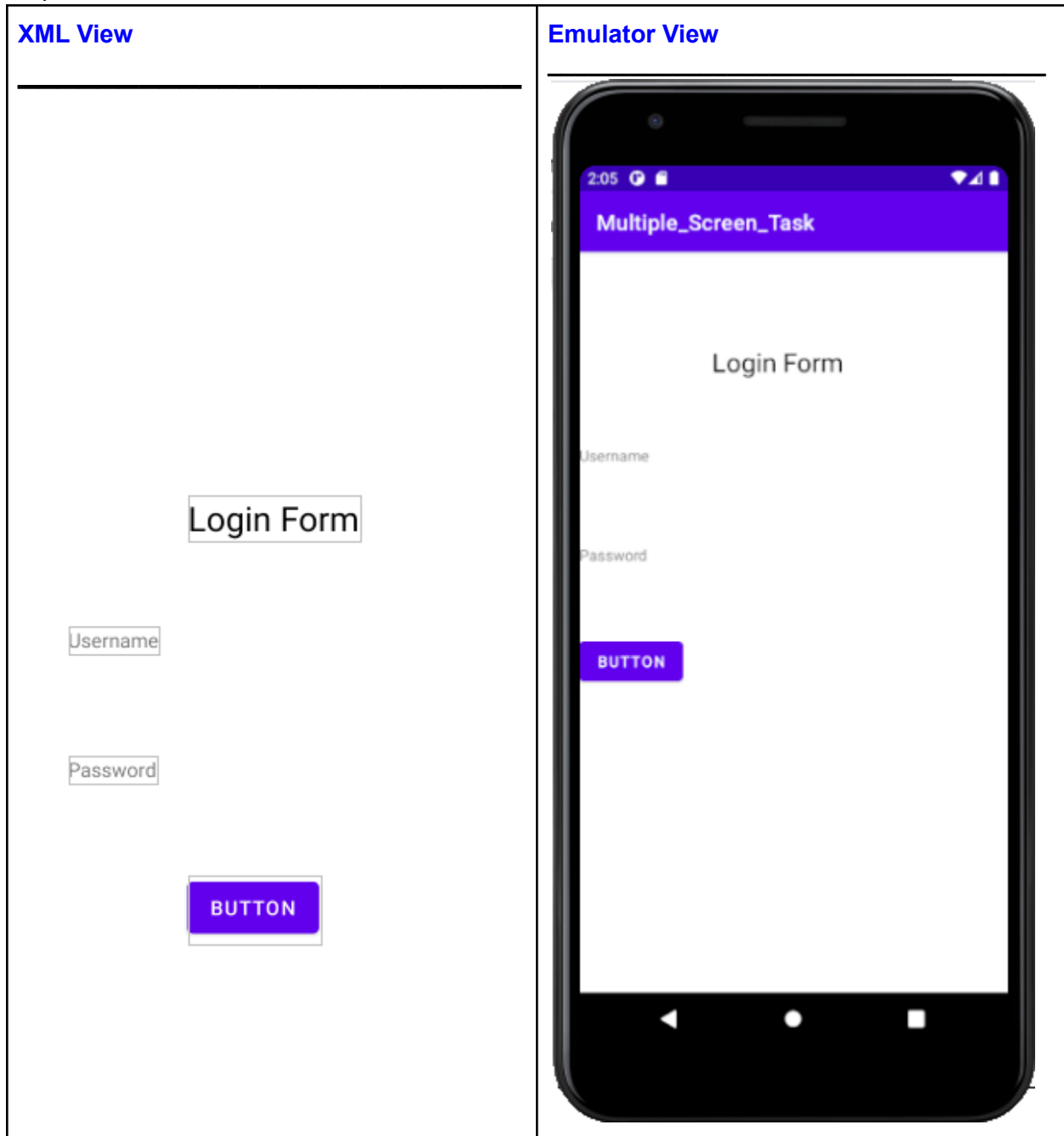
To set the values of elements added in xml.



❖ Multiple Screen Task:

Screen-1

Step-1 Add elements of text box and buttons on the screen from palette by drag and drop.



Screen-2

Step-2 Adding more elements of plain text and password to take input.

XML View

Login Form

Username

type name here

Password

Phone No

SUBMIT

Emulator View

Multiple_Screen_Task

Login Form

Username

type name here

Password

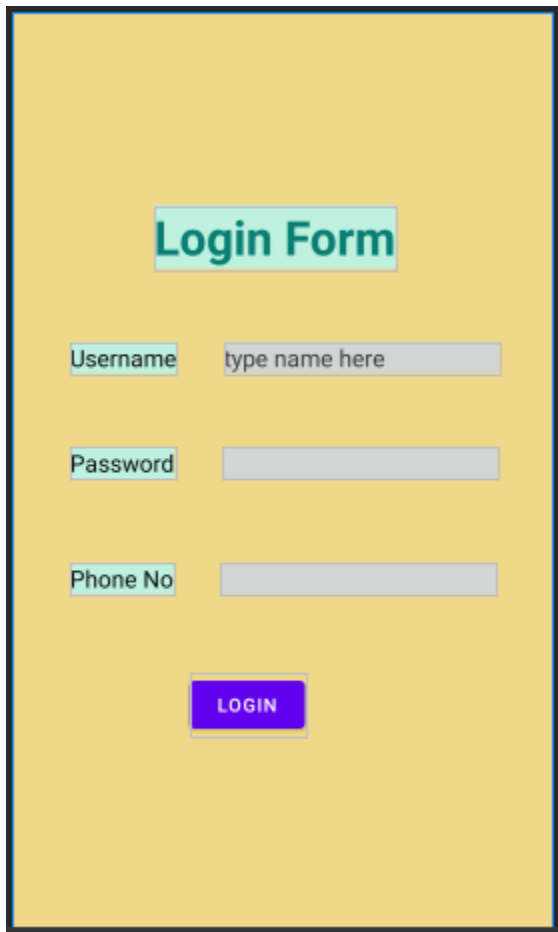
Phone No

SUBMIT

Screen-3

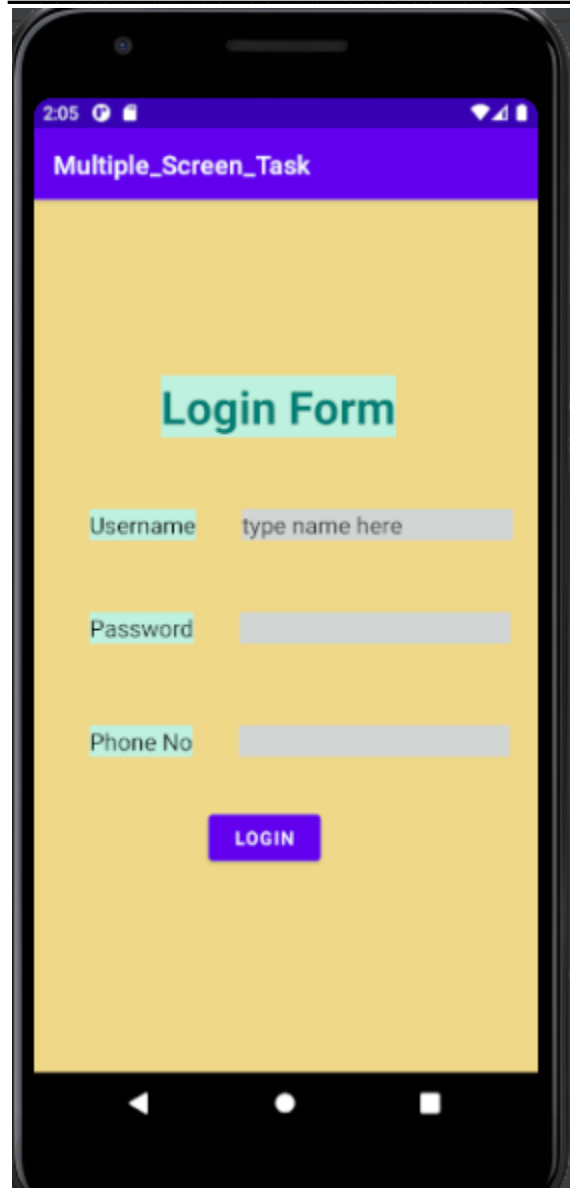
Step-3 Setting constraints and others attributes to each element to set the screen presentation.

XML View



The XML View shows a design preview of the login form. It features a yellow rectangular container with a dark border. Inside, the text "Login Form" is centered at the top in a teal font. Below it, there are three input fields, each with a teal label on the left and a light gray input box on the right. The labels are "Username", "Password", and "Phone No". The first input field contains the placeholder text "type name here". At the bottom center of the container is a purple rectangular button with the word "LOGIN" in white capital letters.

Emulator View



The Emulator View shows the login form as it would appear on a mobile device. The screen has a black status bar at the top with the time "2:05" and icons for signal, Wi-Fi, and battery. Below the status bar is a purple header bar with the text "Multiple_Screen_Task" in white. The main content area has a yellow background. The "Login Form" title is centered in teal. The input fields and labels are arranged vertically, with the "Username" field containing the placeholder "type name here". A purple "LOGIN" button is positioned below the input fields. At the bottom of the screen is a black navigation bar with three white icons: a back arrow, a circle, and a square.

Final Screen view taking input:

The image shows a mobile application interface for a login form. The screen has a yellow background. At the top, there is a status bar with the time 2:05 and various icons. The title 'Login Form' is displayed in a green box. Below the title, there are three input fields: 'Username' with the value 'Amber', 'Password' with masked characters '*****', and 'Phone No' with the value '0333112233'. A purple 'LOGIN' button is positioned below the input fields. At the bottom of the screen, a standard Android keyboard is visible, showing the numeric keypad, QWERTY keys, and a spacebar with a backspace key.

LECTURE#5

❖ View Group:

A ViewGroup is an **invisible container**. It is a special view that can contain other views (called children.)

- **Layouts:**

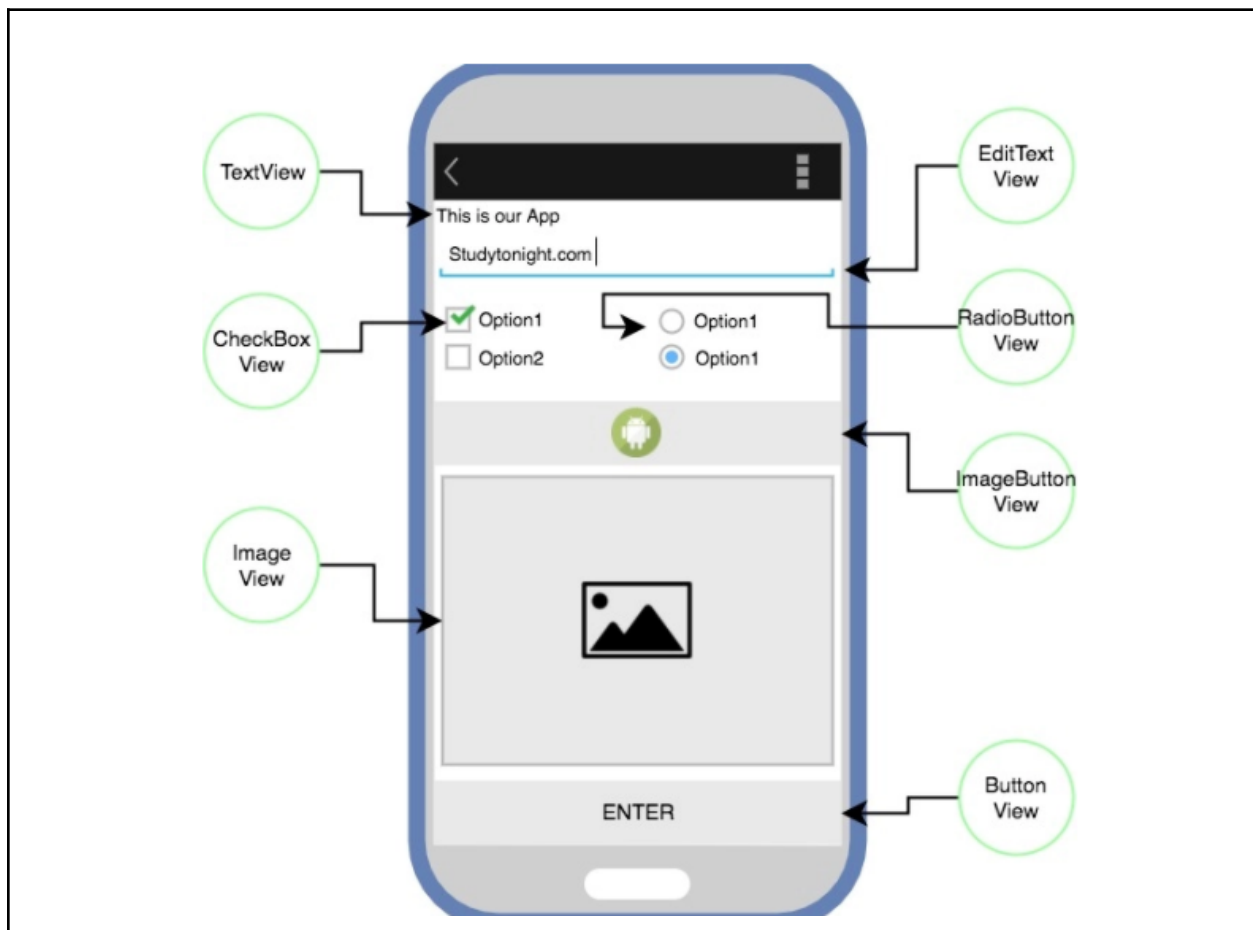
View group objects are called “**layouts**” can be one of many types that provide a different layout structure, such as LinearLayout or ConstraintLayout .

❖ View:

View is the basic building block of **UI**(User Interface) in android. View refers to the android.view.View class, which is the super class for all the GUI components like TextView, ImageView, Button etc. It draws something that user can see and interact with.

- **Widgets:**

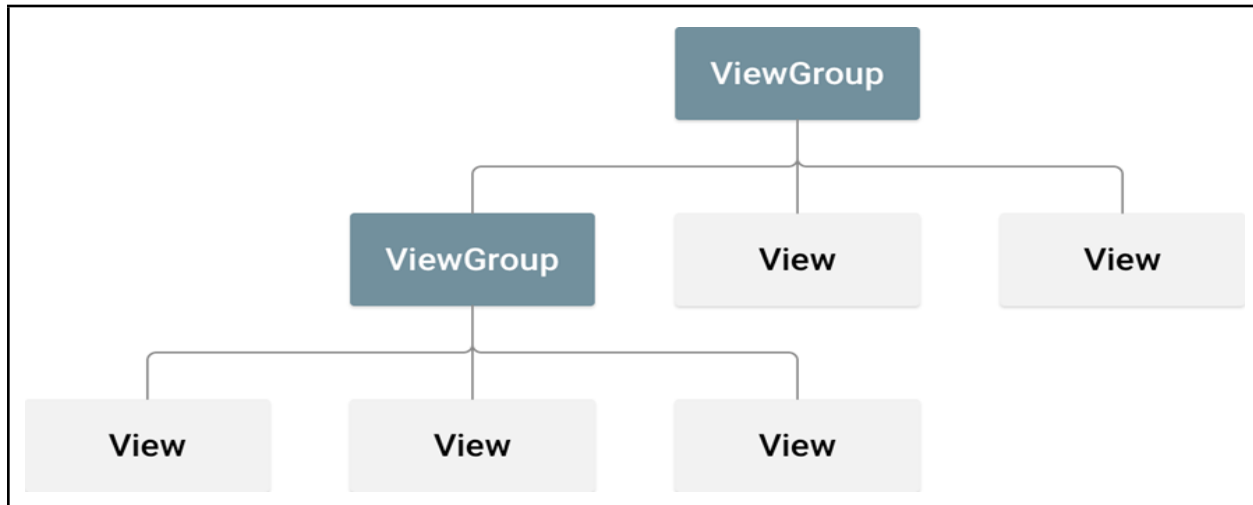
The View objects are usually called “**widgets**” and can be one of many subclasses, such as Button or TextView.



Root Element:

Each layout file must contain exactly one **root element**, which must be a **View** or **ViewGroup** object. Once you've defined the root element, you can add additional layout objects or widgets as child elements to gradually build a View hierarchy that defines your layout. For example, here's an XML layout that uses a vertical `LinearLayout` to hold a `TextView` and a `Button`.

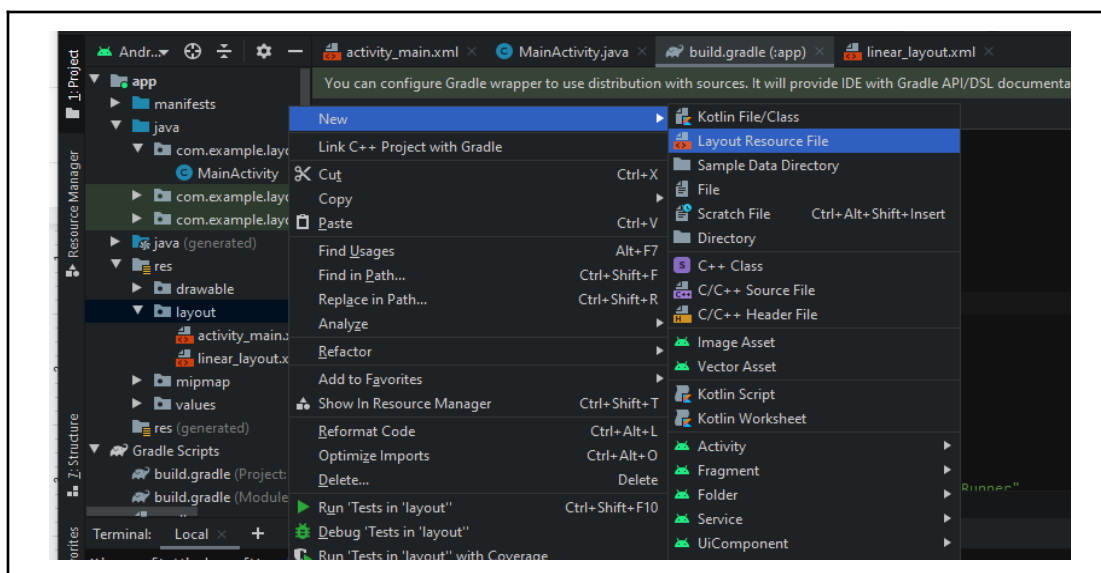
Constraint Layout is the root element by default.



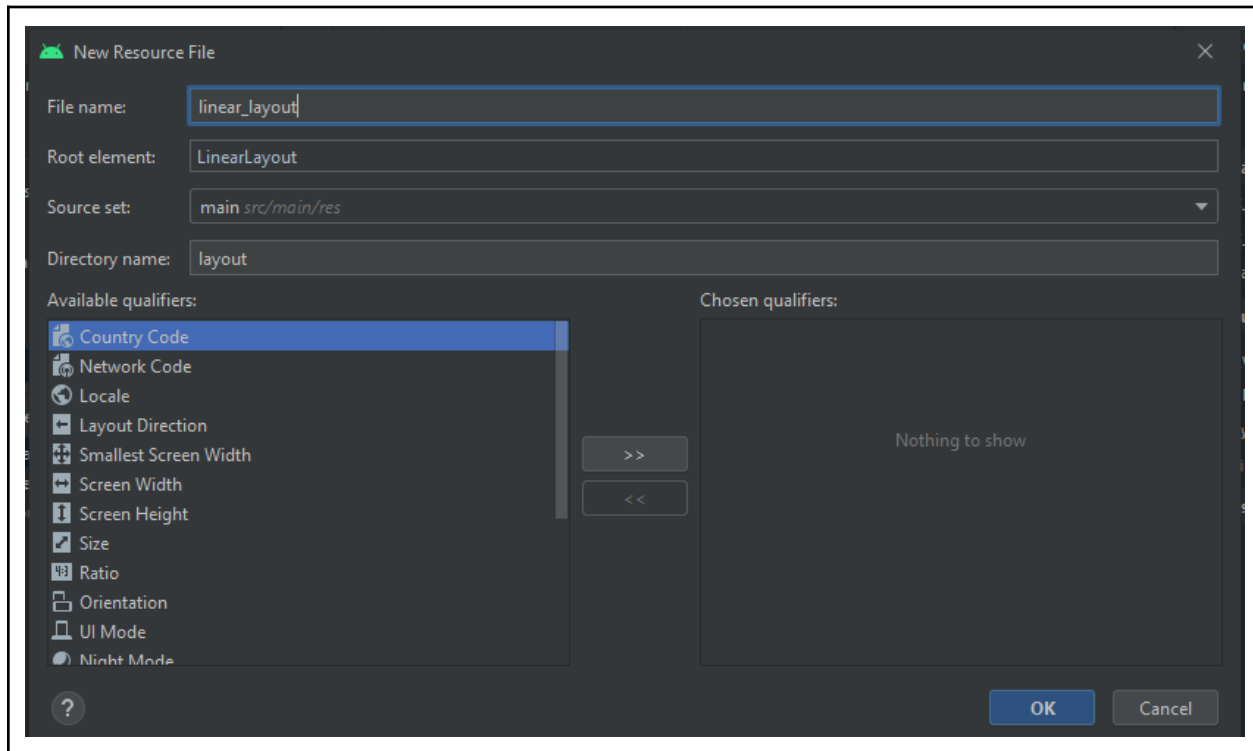
❖ Layouts Practice:

Step-1 Create a new project with empty template.

Step-2 Add a new resource file.



Step-3 Select the root element of **LinearLayout**.

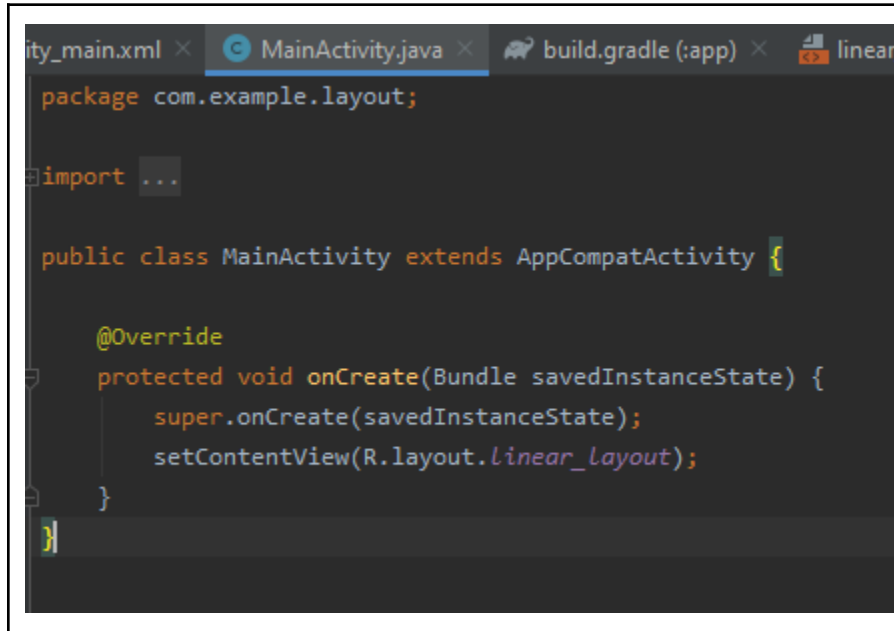


Step-4 Add a text view and button, and you will see that these elements are displayed in a linear layout on xml design view.



❖ Load XML Resources:

Step-5 In MainActivity.java file change the **setContentView(R.layout .___)**, to the layout file you want to run on emulator.

A screenshot of an IDE showing the MainActivity.java file. The code is as follows:

```
package com.example.layout;

import ...

public class MainActivity extends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.Linear_layout);
    }
}
```

The tabs at the top show 'ity_main.xml', 'MainActivity.java' (selected), 'build.gradle (:app)', and 'linear'.

Layout Parametres:

They are used by views to tell their parents how they want to be laid out.

❖ Constraint Layout:

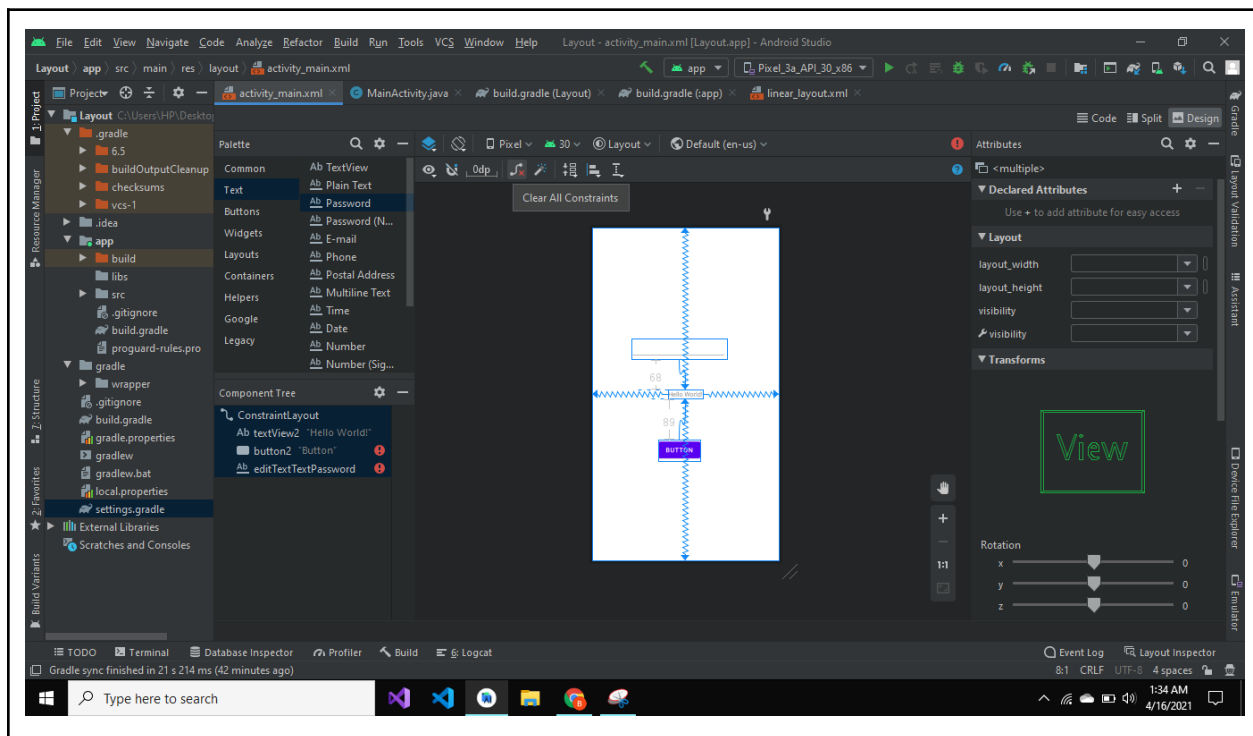
In Constraint Layout, you can connect all the view components to each other and place them on screen.

- To define a **view's position** in ConstraintLayout , you must add at least one horizontal and one vertical constraint for the view. Each constraint represents a connection or alignment to another view, the parent layout, or an invisible guideline.

Clear All constraints:

Step-1 Select all on xml design layout by **ctrl+a**

Step-2 Select the option Clear All constraints.



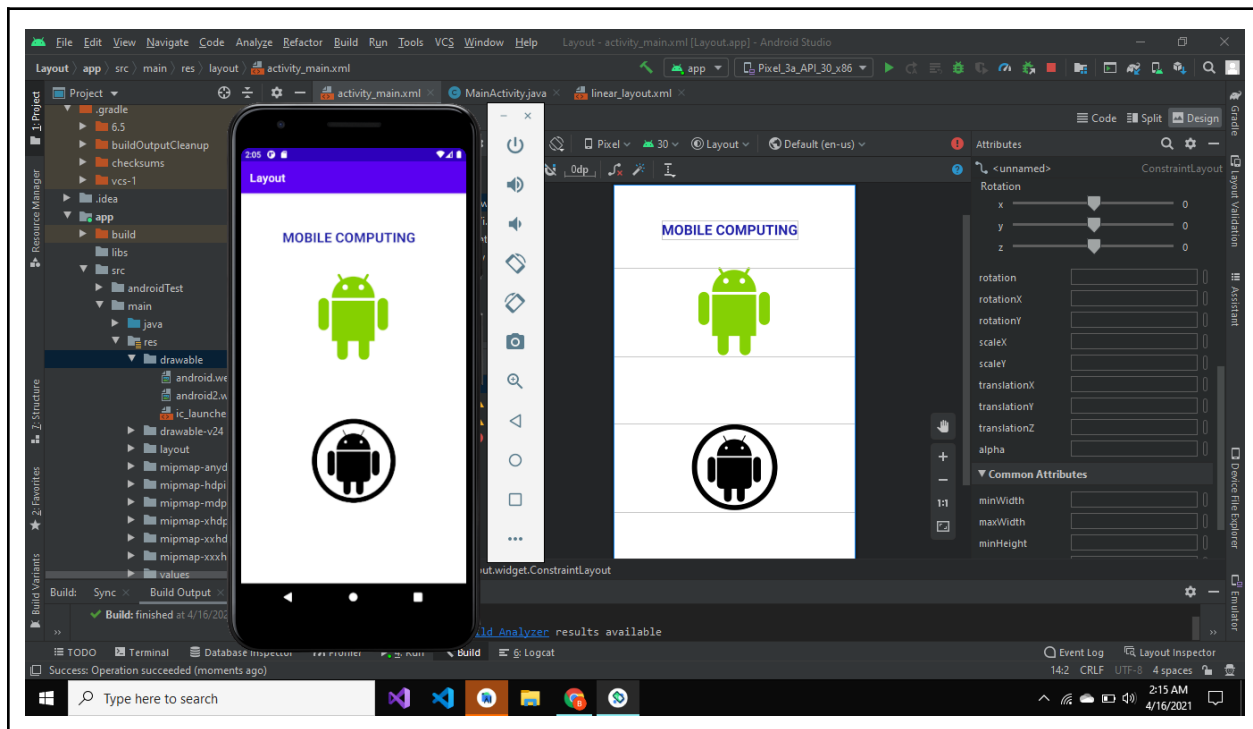
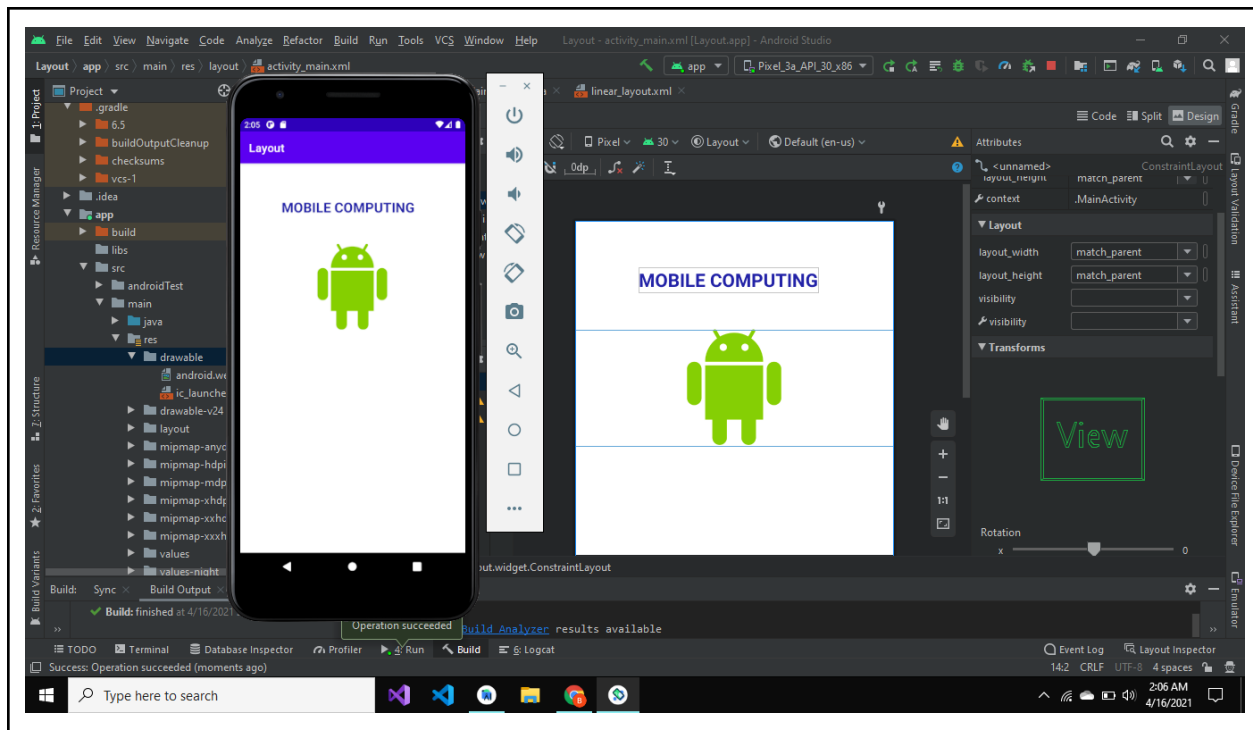
❖ Adding Image in Android Layout:

Step-1

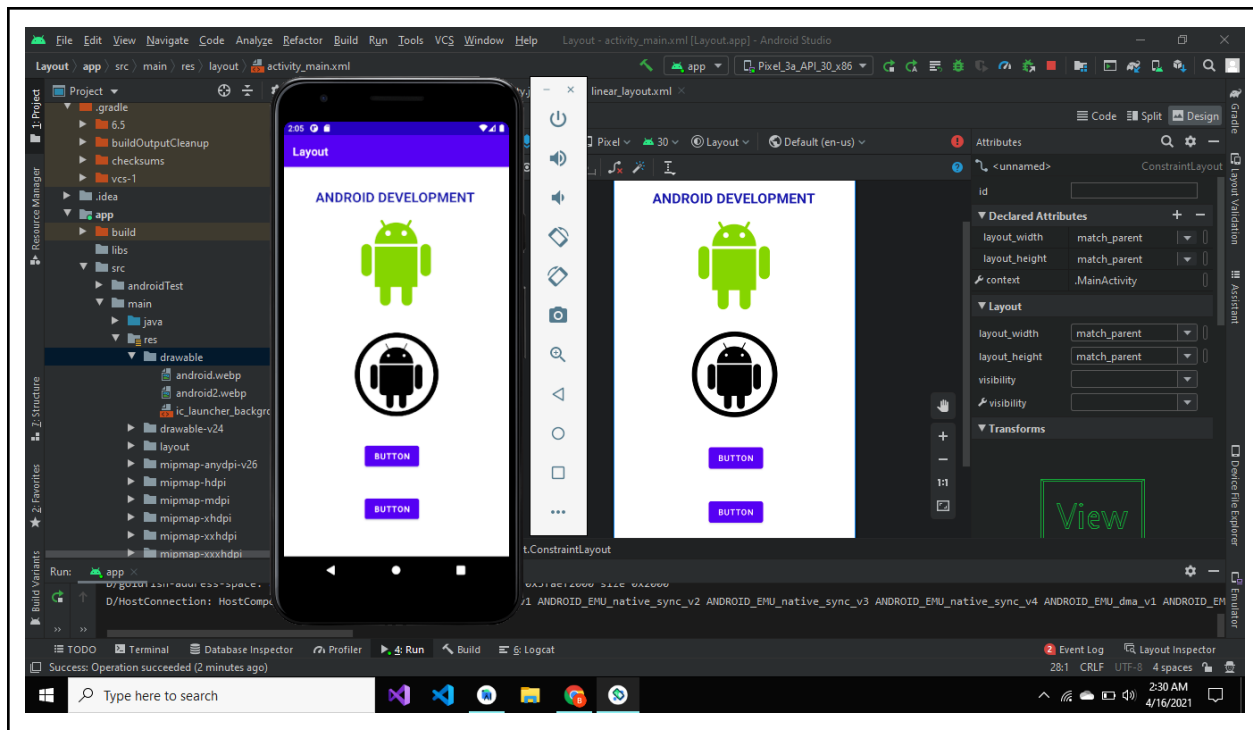
In drawable paste any image from your system

Step-2

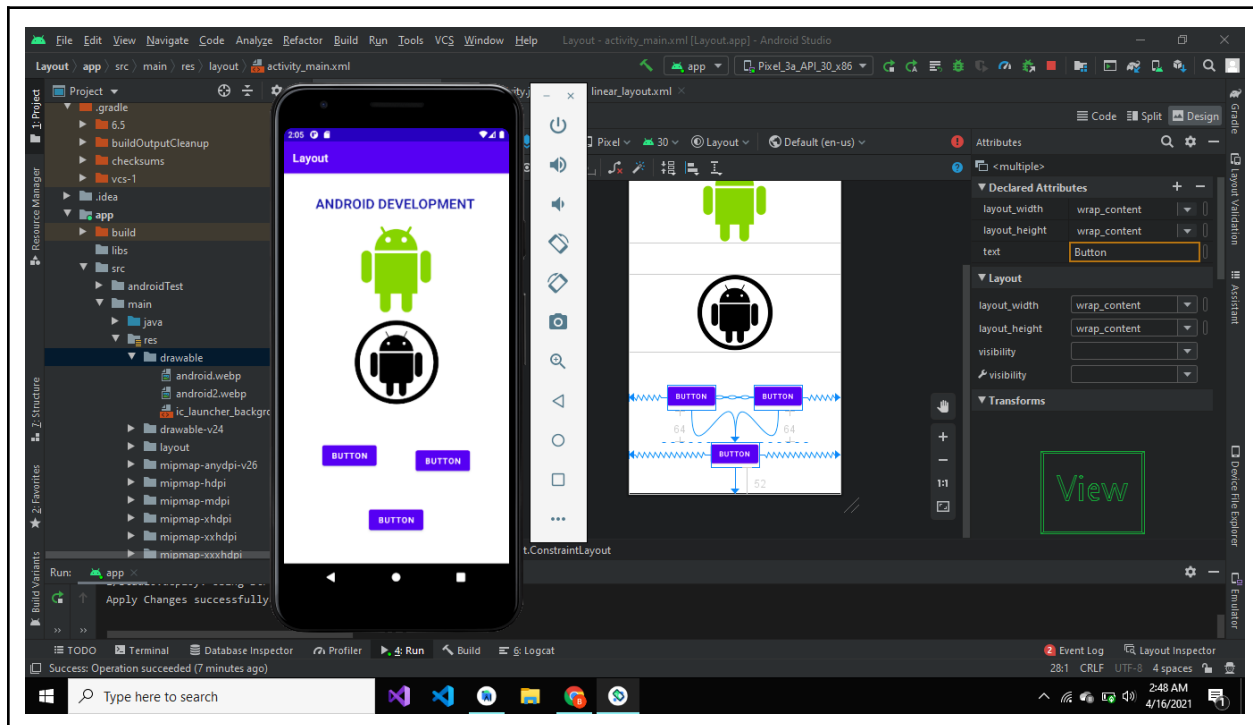
Add an image view from palette and select the image you want to add.

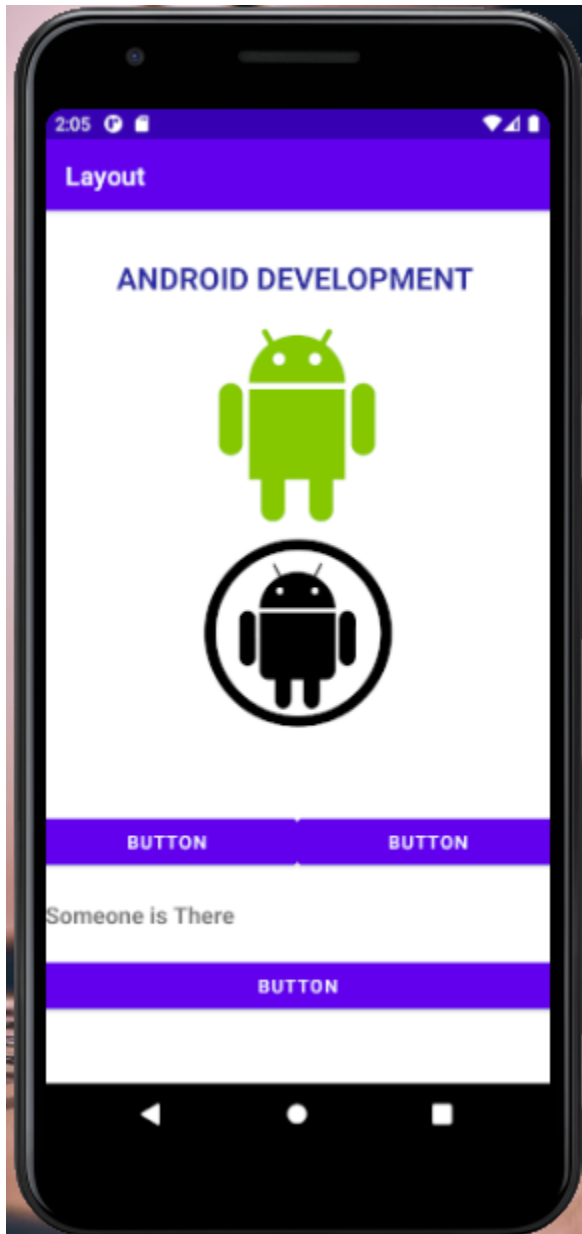


❖ **Adding buttons with alignment:**



❖ **Buttons using Layout Constraint Center-Horizontally:**
Reminder place details





❖ **Making Instances for buttons:**

Reminder place details

LECTURE#6

❖ Activity:

An Activity is an application component that represents one window, one hierarchy of views.

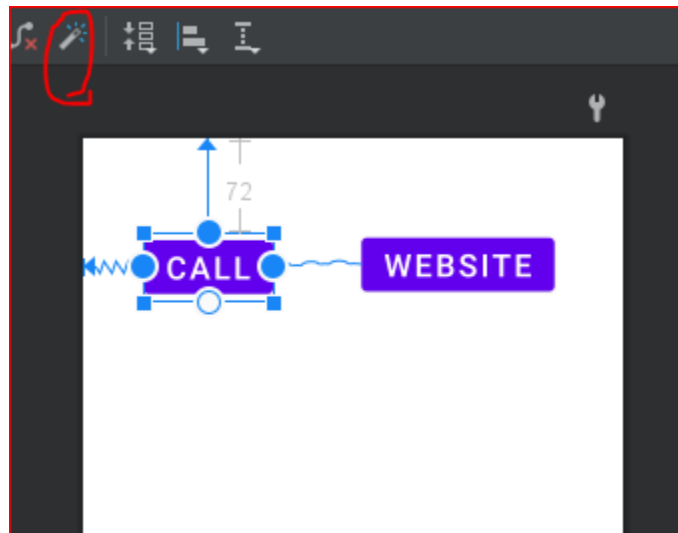
- Typically fills the screen, but can be embedded in other Activity or appear as floating window.
- Java class, typically one Activity in one file.

❖ Intent:

An intent is to perform an action on the screen. It is mostly used to start activity, send broadcast receiver, start services and send message between two activities.

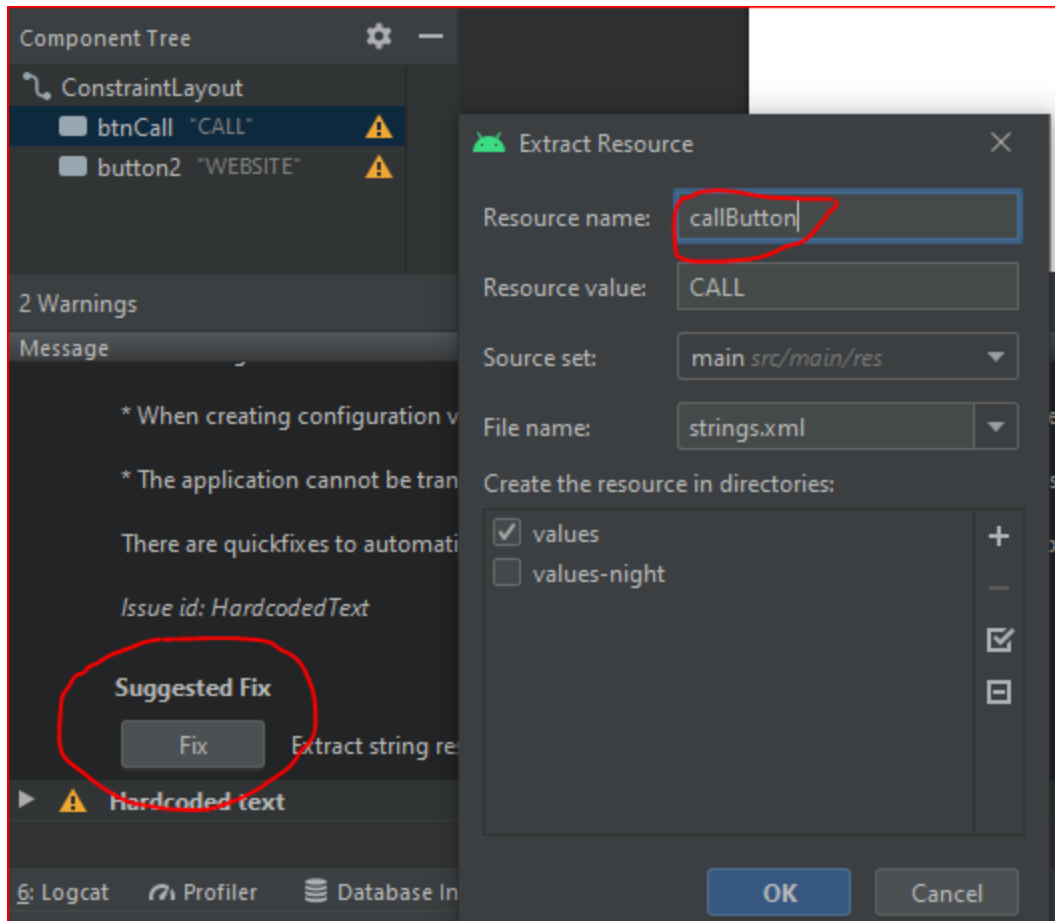
To Set Constraints Automatically:

Step-1 Use the highlighted tool to set constraints automatically.

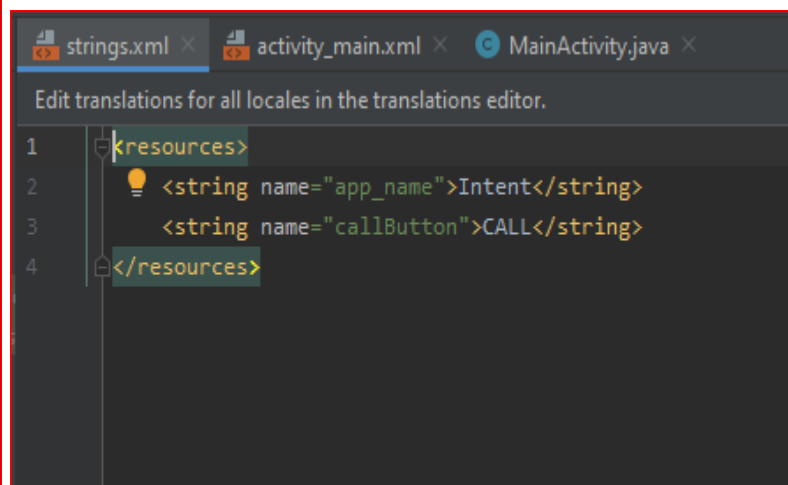
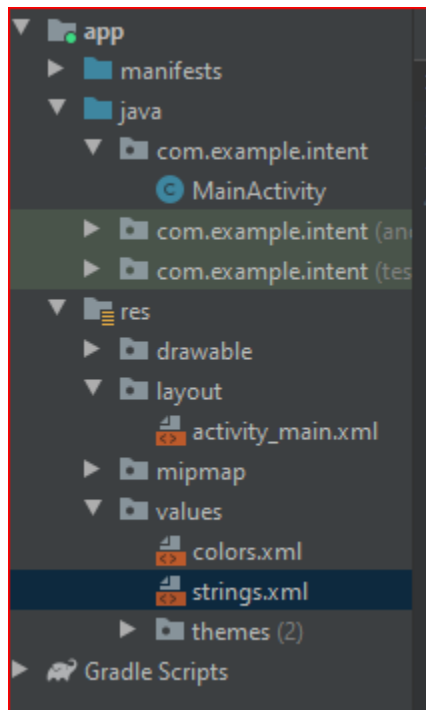


To define String Resources:

Step-2 Click on the fixes button and set a string name for the element.



- The string name will be defined in string.xml file that is



❖ Intent Uses

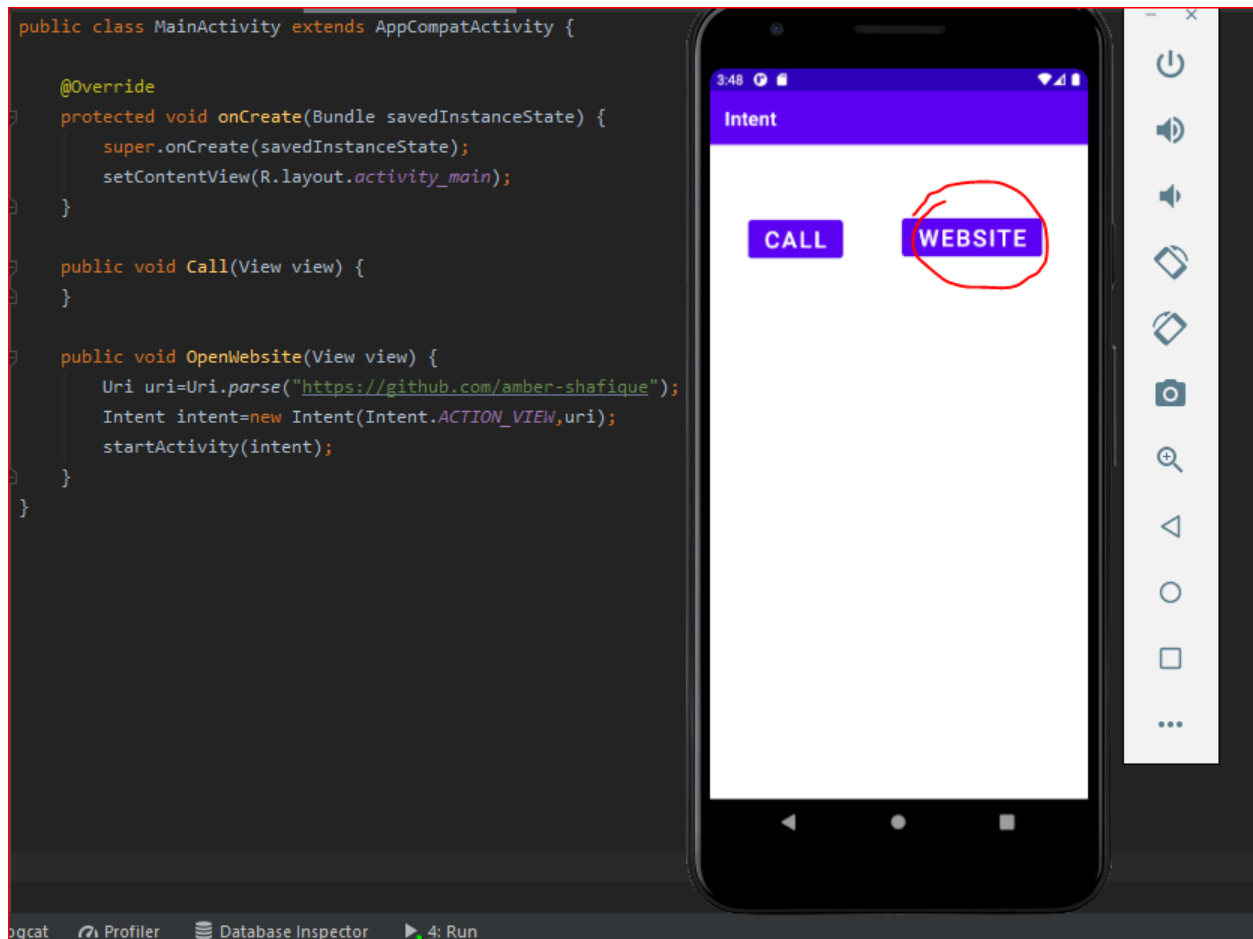


1. To open Website using Intent:

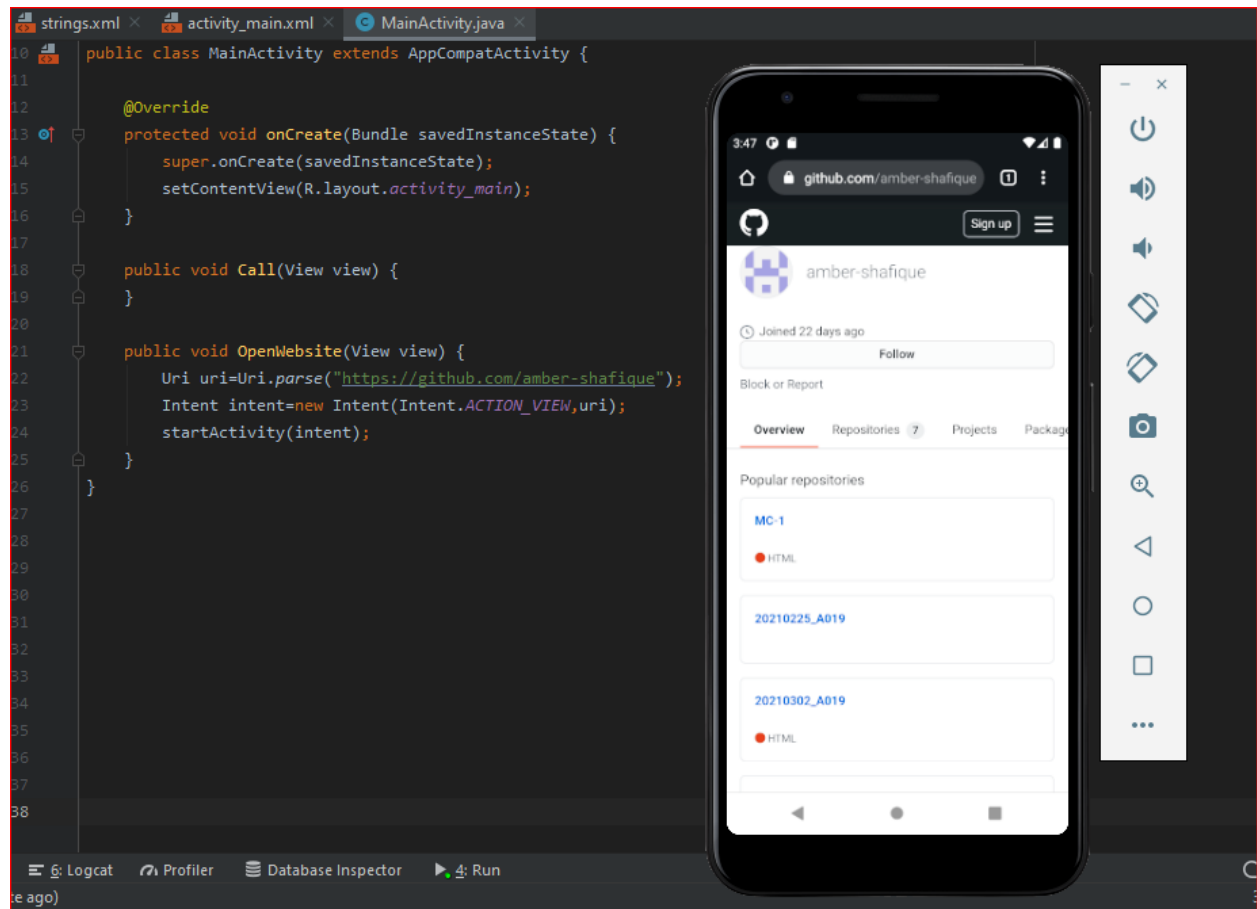
```
Uri uri=Uri.parse("https://github.com/amber-shafique");  
Intent intent=new Intent(Intent.ACTION_VIEW,uri);  
startActivity(intent);
```

Step-1 Add the above code on Click instance of button.

Step-2 Click on the website button on click of which you have added intent to open website.



- Just after Clicking the **website** button , the url will open

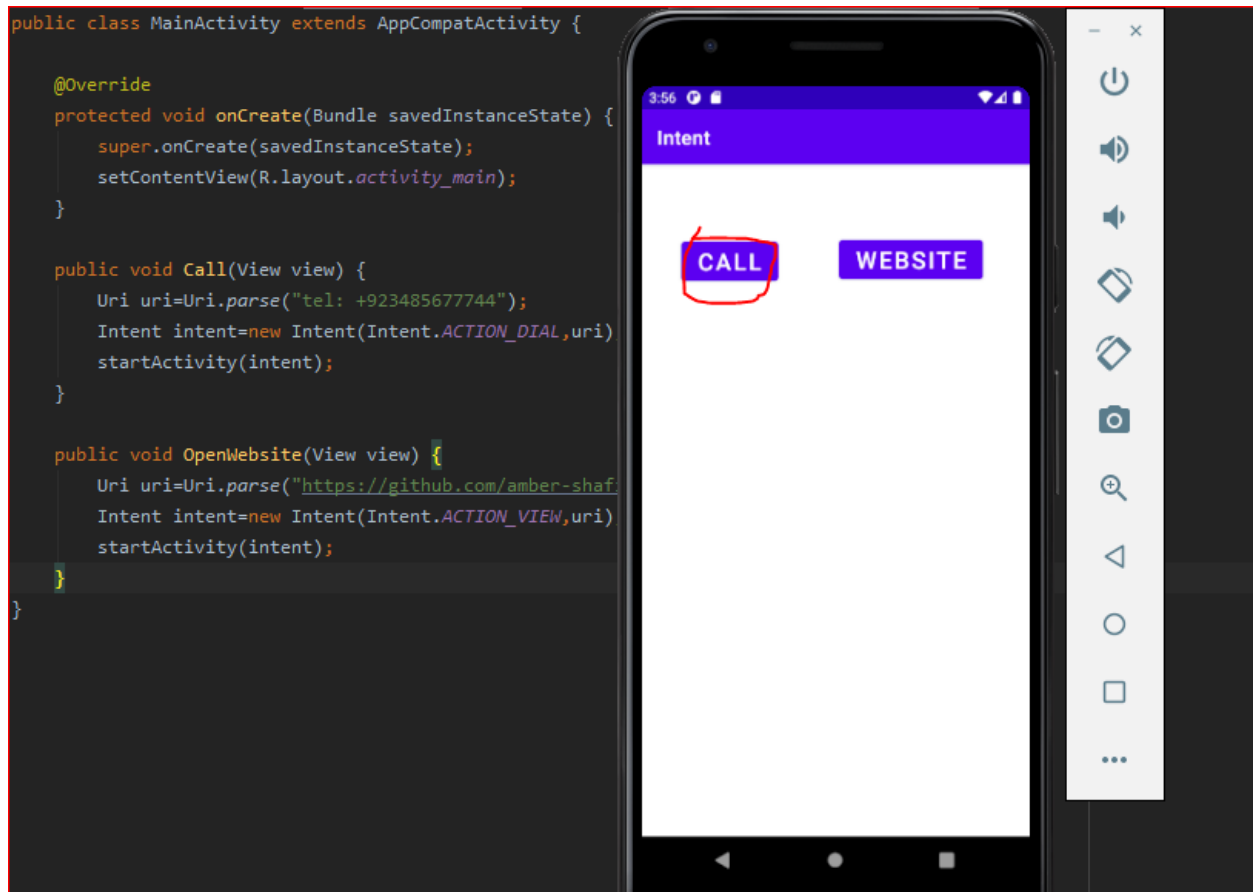


2. To Dial a Call using Intent:

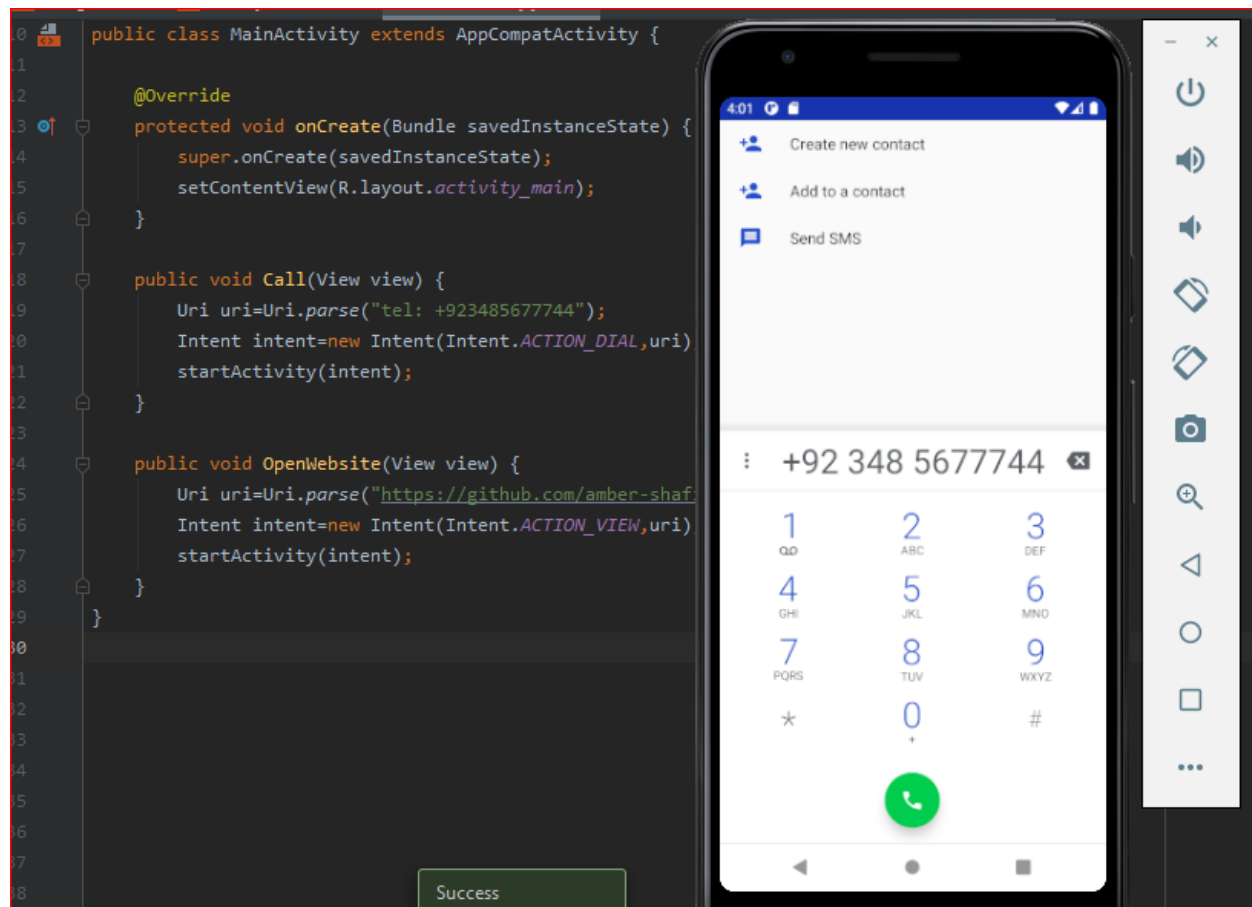
```
Uri uri=Uri.parse("tel: +923485677744");  
Intent intent=new Intent(Intent.ACTION_DIAL,uri);  
startActivity(intent);
```

Step-1 Add the above code onClick instance of button.

Step-2 Click on the website button on click of which you have added intent to open call dialer.

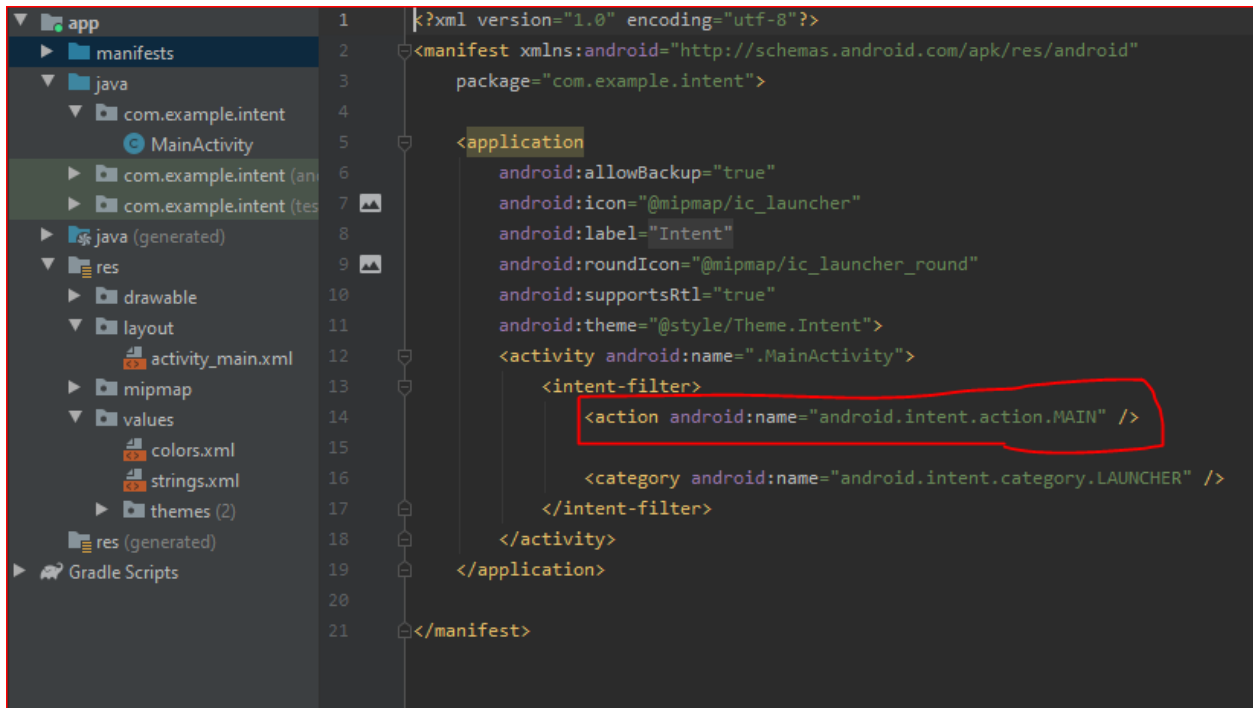


- Just after Clicking the **call** button , the call dialer will open

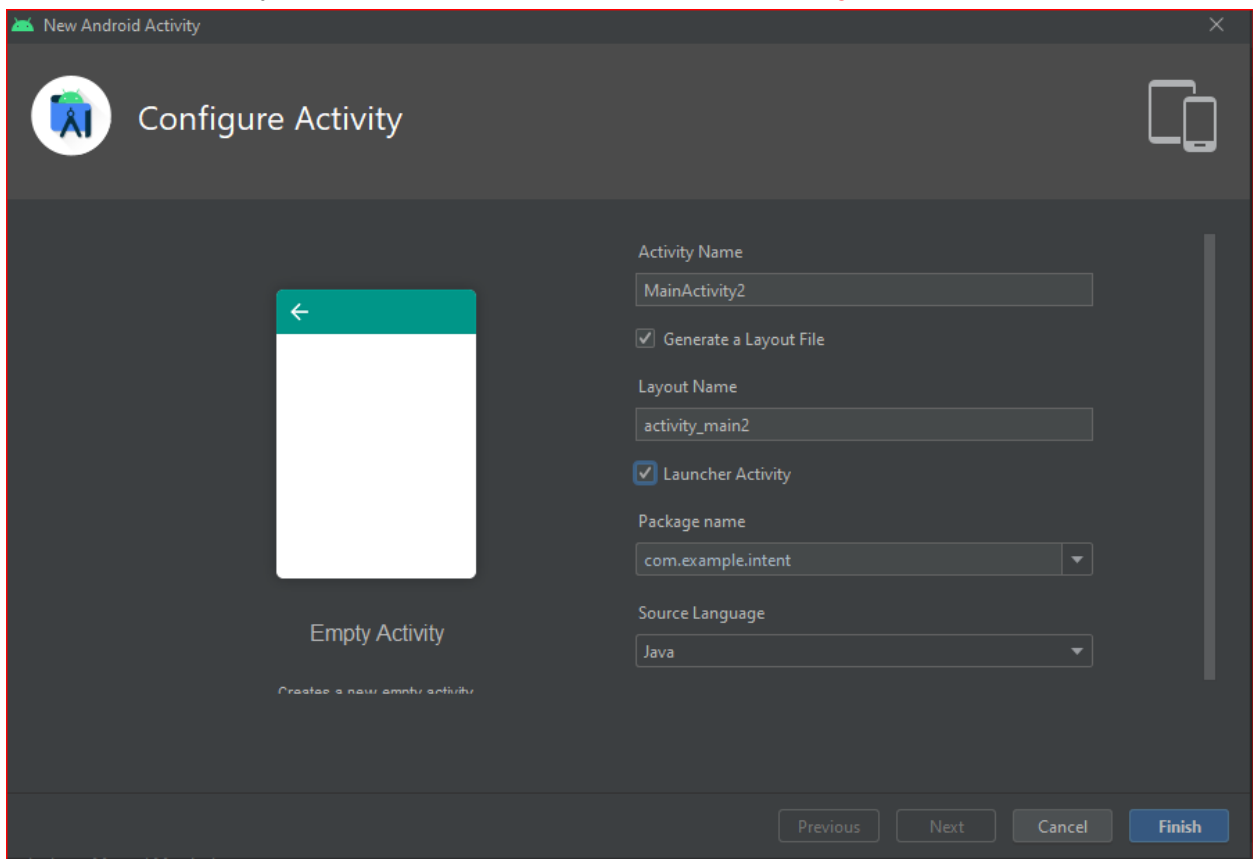


- **Setting another Activity as Launcher Activity:**

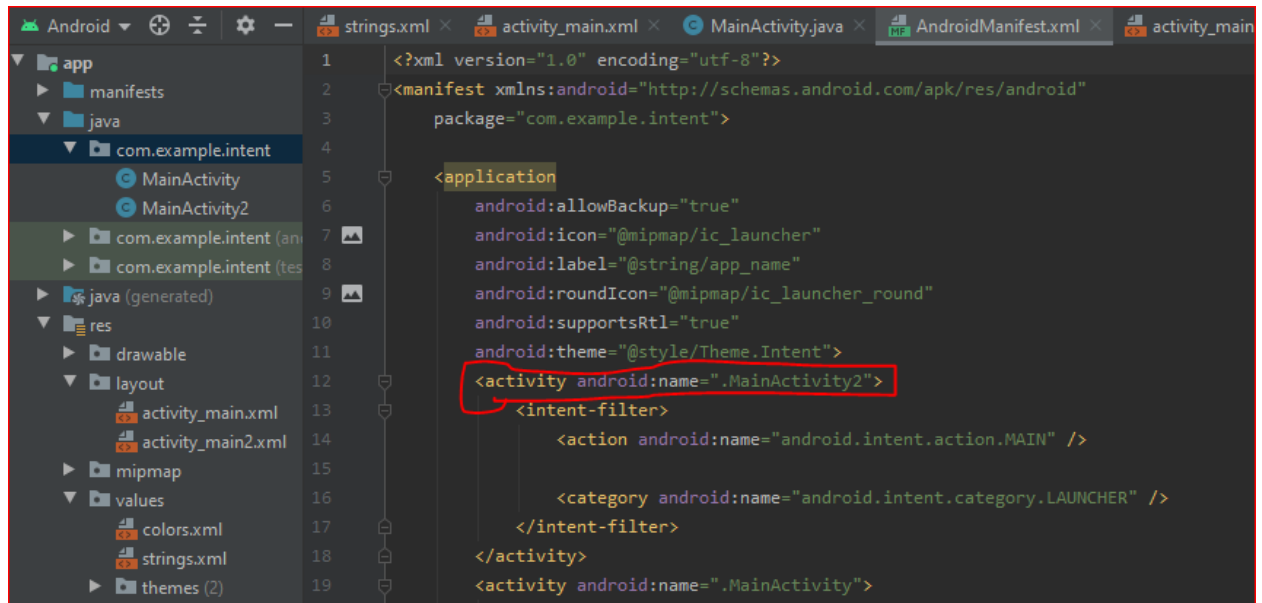
By default launching activity in **AndroidManifest.xml** file.



Create a new activity and check its attribute of **Launcher Activity**.



Launcher Activity changes in **AndroidManifest.xml** file



```
1 <?xml version="1.0" encoding="utf-8"?>
2 <manifest xmlns:android="http://schemas.android.com/apk/res/android"
3     package="com.example.intent">
4
5     <application
6         android:allowBackup="true"
7         android:icon="@mipmap/ic_launcher"
8         android:label="@string/app_name"
9         android:roundIcon="@mipmap/ic_launcher_round"
10        android:supportsRtl="true"
11        android:theme="@style/Theme.Intent">
12        <activity android:name=".MainActivity2">
13            <intent-filter>
14                <action android:name="android.intent.action.MAIN" />
15
16                <category android:name="android.intent.category.LAUNCHER" />
17            </intent-filter>
18        </activity>
19        <activity android:name=".MainActivity">
```

3. To move from one activity to another:

this=> present activity

ActivitName.class=> activity where to move

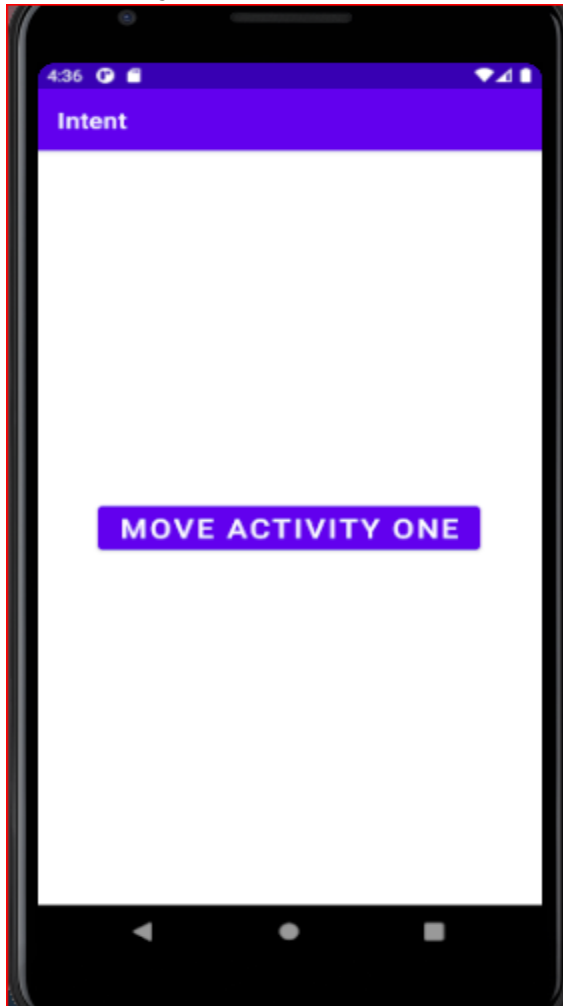
```
Intent intent=new Intent(this, MainActivity.class);  
startActivity(intent);
```

Step-1 Add the above code onClick instance of button.

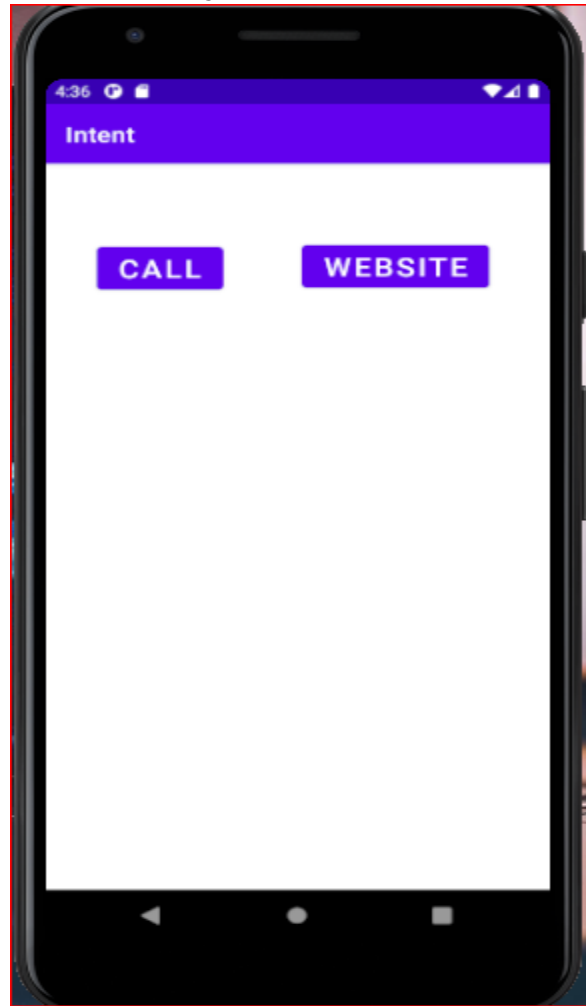
Step-2 Click on the website button on click of which you have added intent to open another activity..

- Just after Clicking the **Move Activity One** button , the second activity will open.

First activity



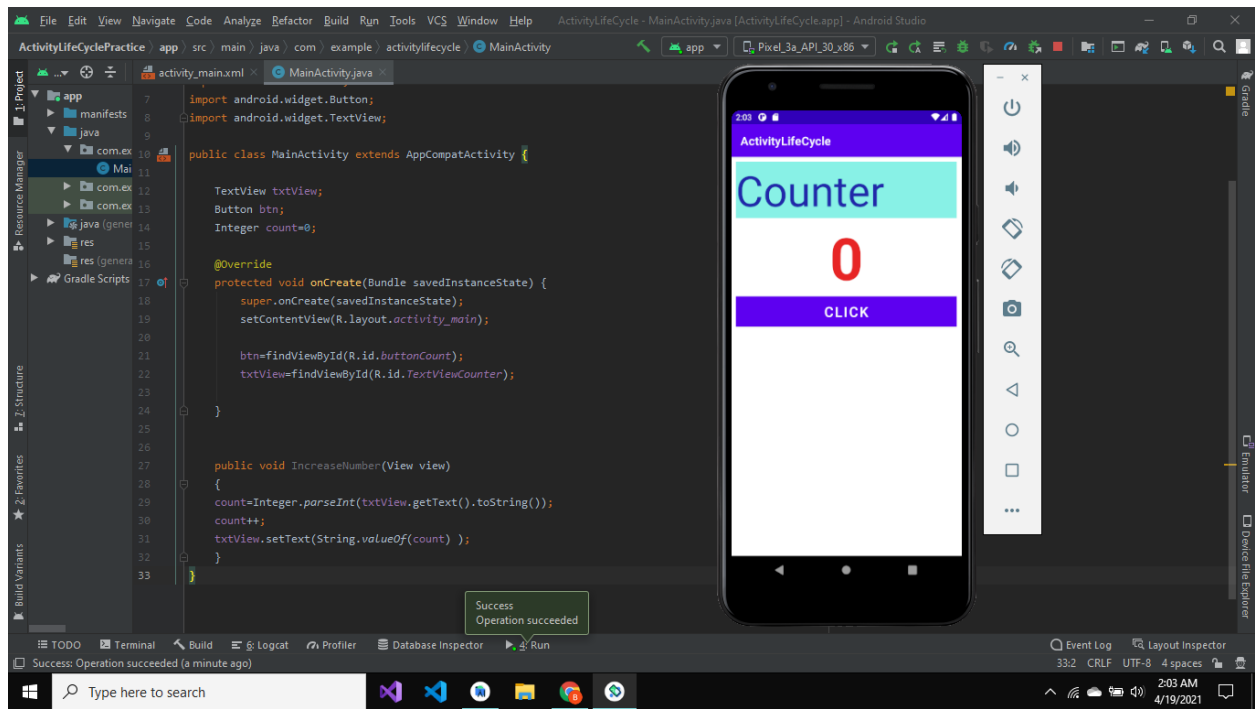
Second activity



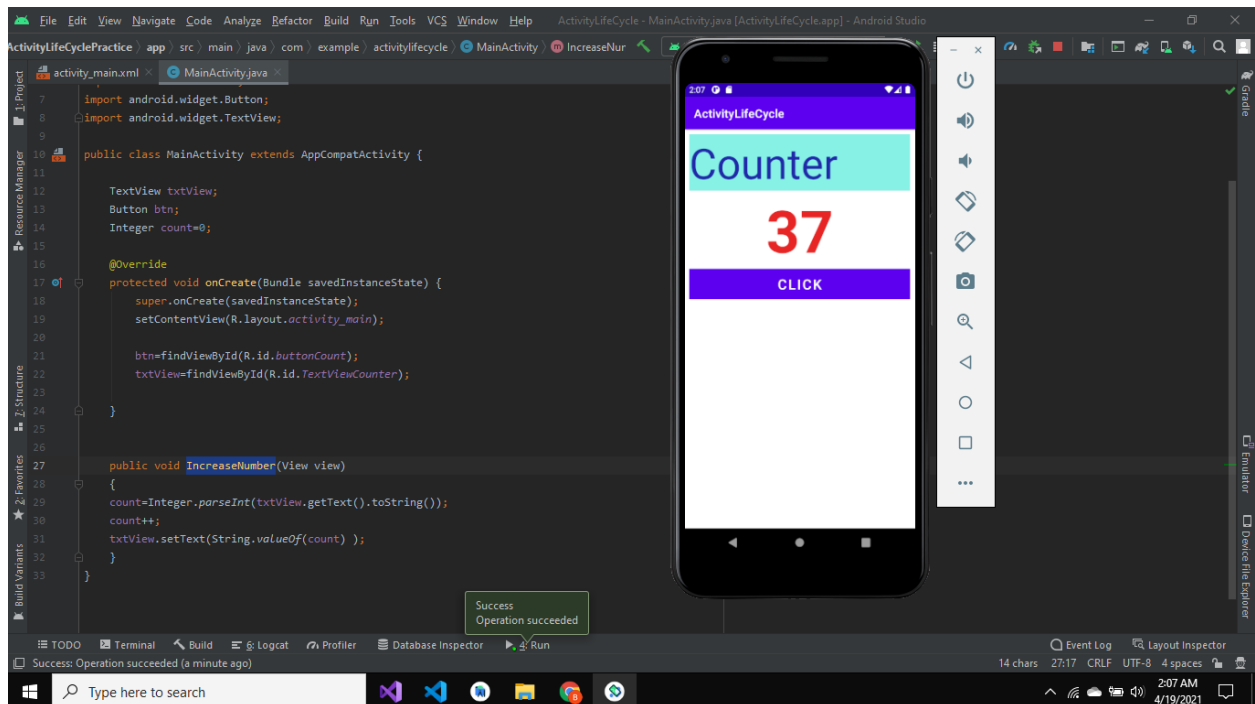
LECTURE#7

❖ Counter:

Adding code to display a counter on screen.



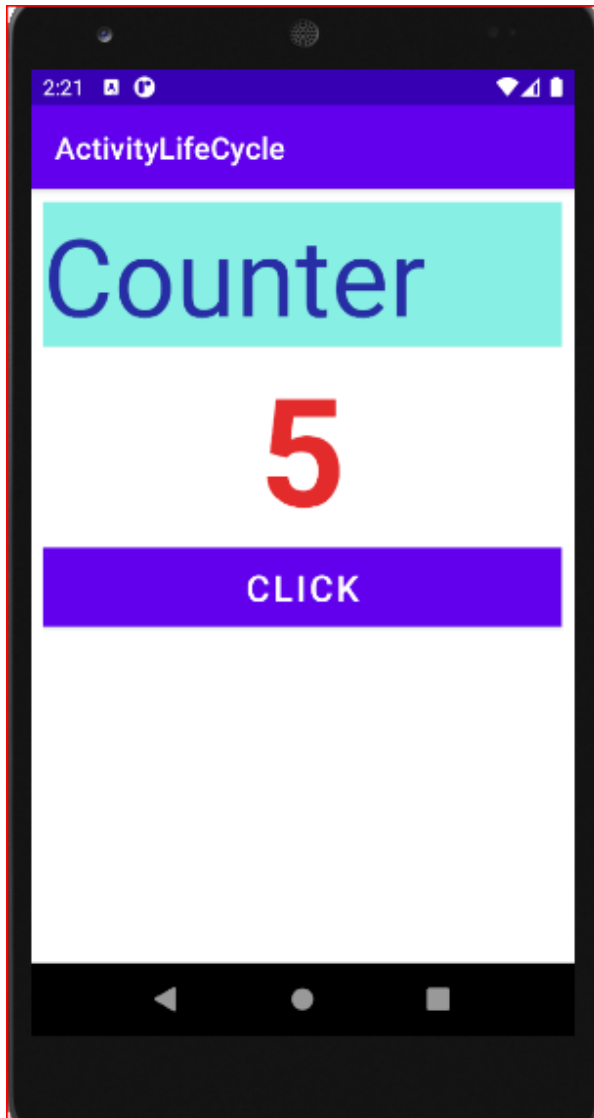
Click on the button to increase value of counter and see the result.



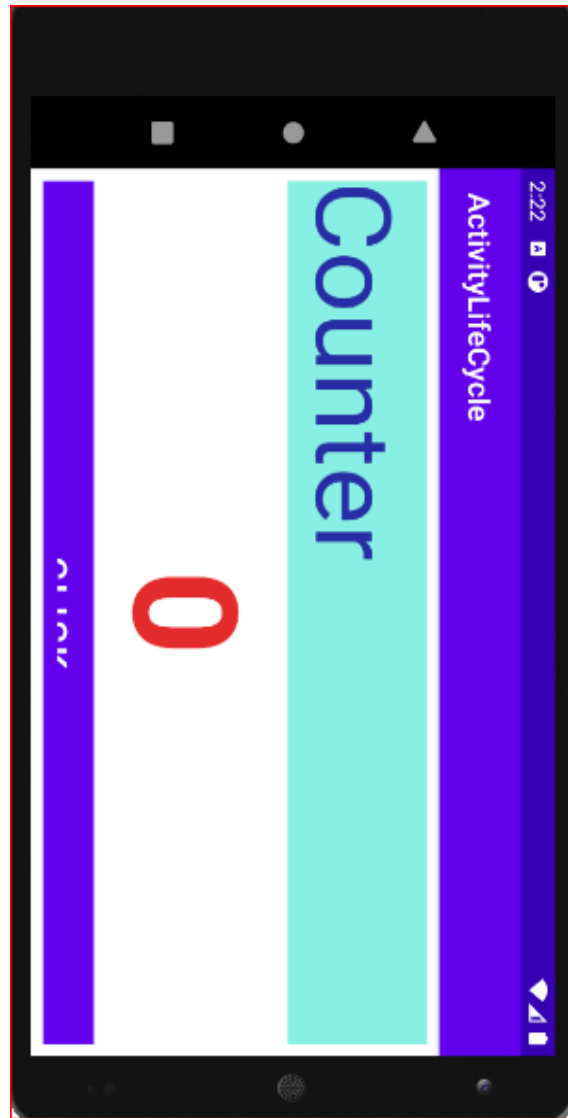
Rotation-Action Problem:

When we rotate the screen counter values goes back to zero

Before Rotation:



After Rotation:



❖ Activity LifeCycle

- Create a LOG

```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
    setContentView(R.layout.activity_main);  
  
    btn=findViewById(R.id.buttonCount);  
    txtView=findViewById(R.id.TextViewCounter);  
  
    Log.d( tag: "ALC", msg: "onCreate Call");  
}
```

- To Override methods:

The image shows two context menus from an IDE. The left menu is the main context menu, and the right menu is the 'Generate' submenu.

Main Context Menu:

- Show Context Actions (Alt+Enter)
- Copy Reference (Ctrl+Alt+Shift+C)
- Paste (Ctrl+V)
- Paste from History... (Ctrl+Shift+V)
- Paste without Formatting (Ctrl+Alt+Shift+V)
- Column Selection Mode (Alt+Shift+Insert)
- Find Usages (Alt+F7)
- Find Sample Code (Alt+F8)
- Refactor
- Folding
- Analyze
- Go To
- Generate... (Alt+Insert)**
- Run 'MainActivity' (Ctrl+Shift+F10)
- Debug 'MainActivity'
- Profile 'MainActivity'
- Create 'MainActivity'...
- Show in Explorer
- File Path (Ctrl+Alt+F12)
- Open in Terminal
- Local History
- Compare with Clipboard
- Create Gist...

Generate Submenu:

- Constructor
- Getter
- Setter
- Getter and Setter
- equals() and hashCode()
- toString()
- Override Methods... (Ctrl+O)**
- Implement Methods... (Ctrl+I)
- Delegate Methods...
- Test...
- Copyright

Override the 6 methods in main activity to check their logs in logcat.

- **onCreate()**
- **onStart()**
- **onResume()**
- **on pause()**
- **on Stop()**
- **onDestroy()**

A screenshot of an IDE window showing the MainActivity.java file. The window has several tabs at the top: 'y_main.xml', 'MainActivity.java' (which is the active tab), 'activity_main2.xml', and another 'MainActivity2'. The code in MainActivity.java shows several lifecycle methods overridden from the superclass. Each method is preceded by an '@Override' annotation. The methods shown are onStart(), onStop(), onPause(), onResume(), onDestroy(), and onCreate(). Each method calls the corresponding superclass method (super.methodName()) and then logs a message using Log.d(). The log messages are: 'onStart Call', 'onStop Call', 'onPause Call', 'onResume Call', 'onDestory Call' (note the typo), and 'onCreate Call'. The onCreate() method also calls setContentView(R.layout.activityv main);. The code is written in a dark-themed editor with syntax highlighting.

```
@Override
protected void onStart() {
    super.onStart();
    Log.d( tag: "ALC", msg: "onStart Call");
}

@Override
protected void onStop() {
    super.onStop();
    Log.d( tag: "ALC", msg: "onStop Call");
}

@Override
protected void onPause() {
    super.onPause();
    Log.d( tag: "ALC", msg: "onPause Call");
}

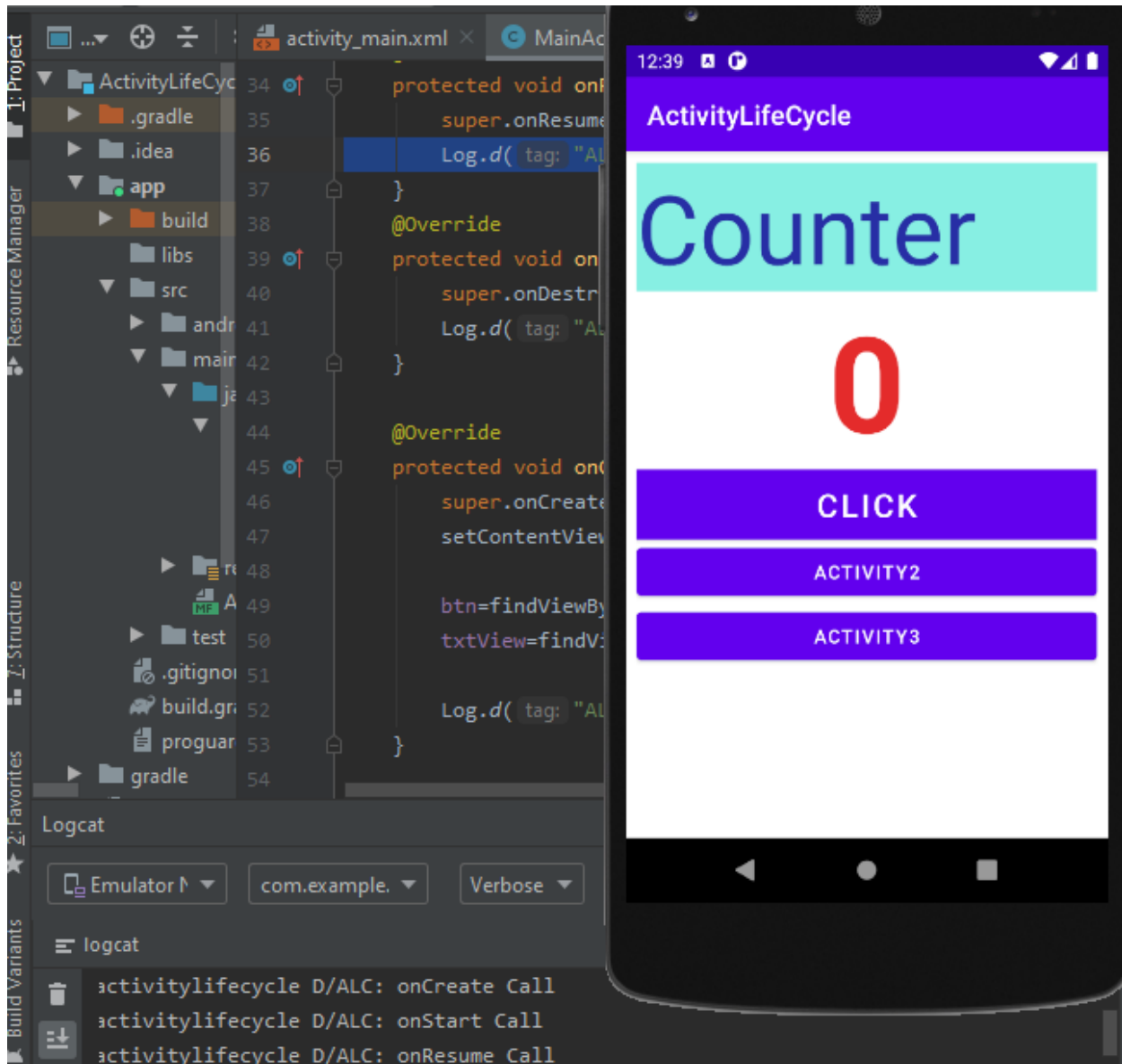
@Override
protected void onResume() {
    super.onResume();
    Log.d( tag: "ALC", msg: "onResume Call");
}

@Override
protected void onDestroy() {
    super.onDestroy();
    Log.d( tag: "ALC", msg: "onDestory Call");
}

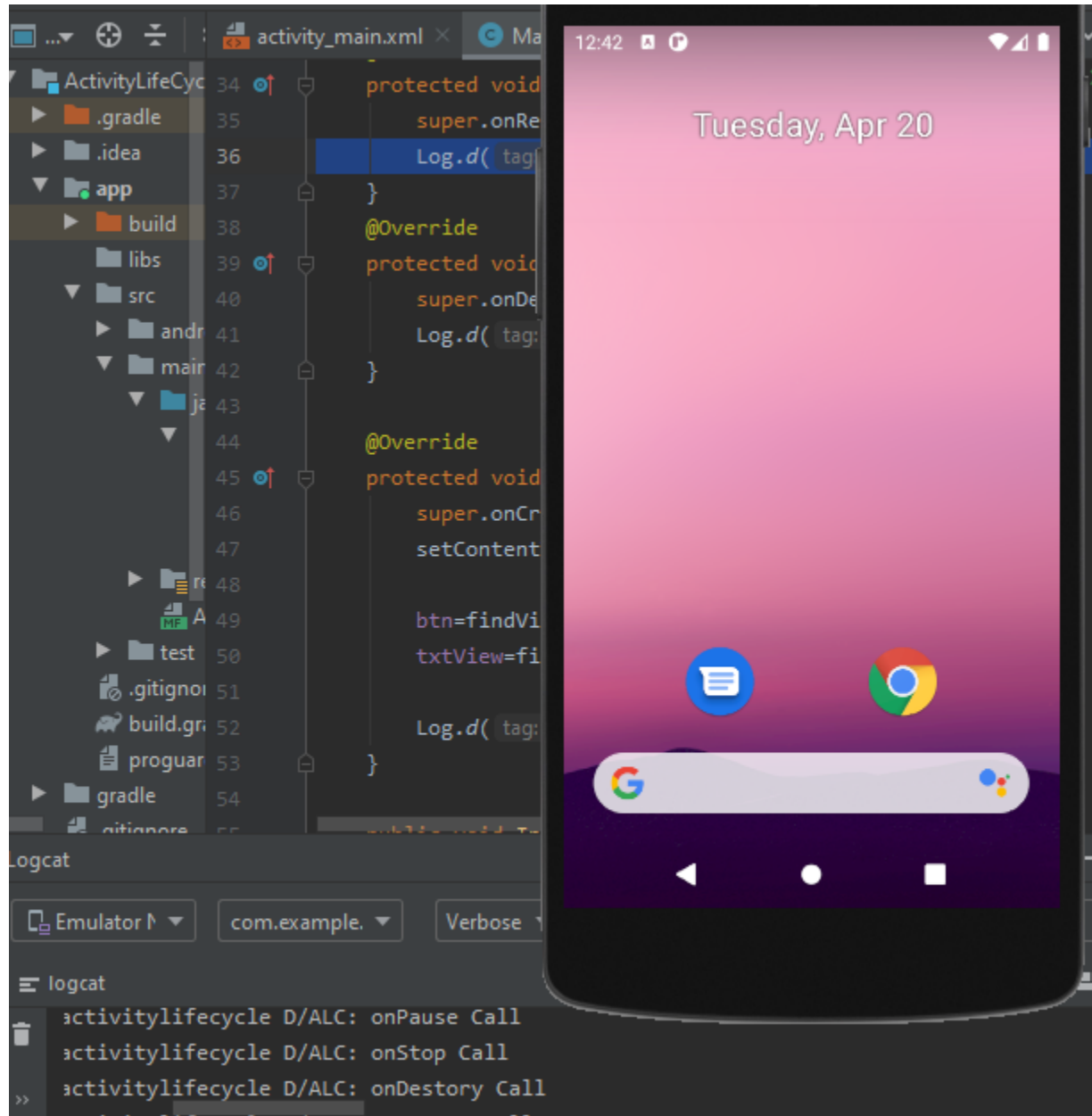
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activityv main);
}
```

❖ ALC of One Activity:

- Run the emulator and check the logcat.
- On running the application following three function will be called as shown in logcat
 1. onCreate()
 2. onStart()
 3. onResume()

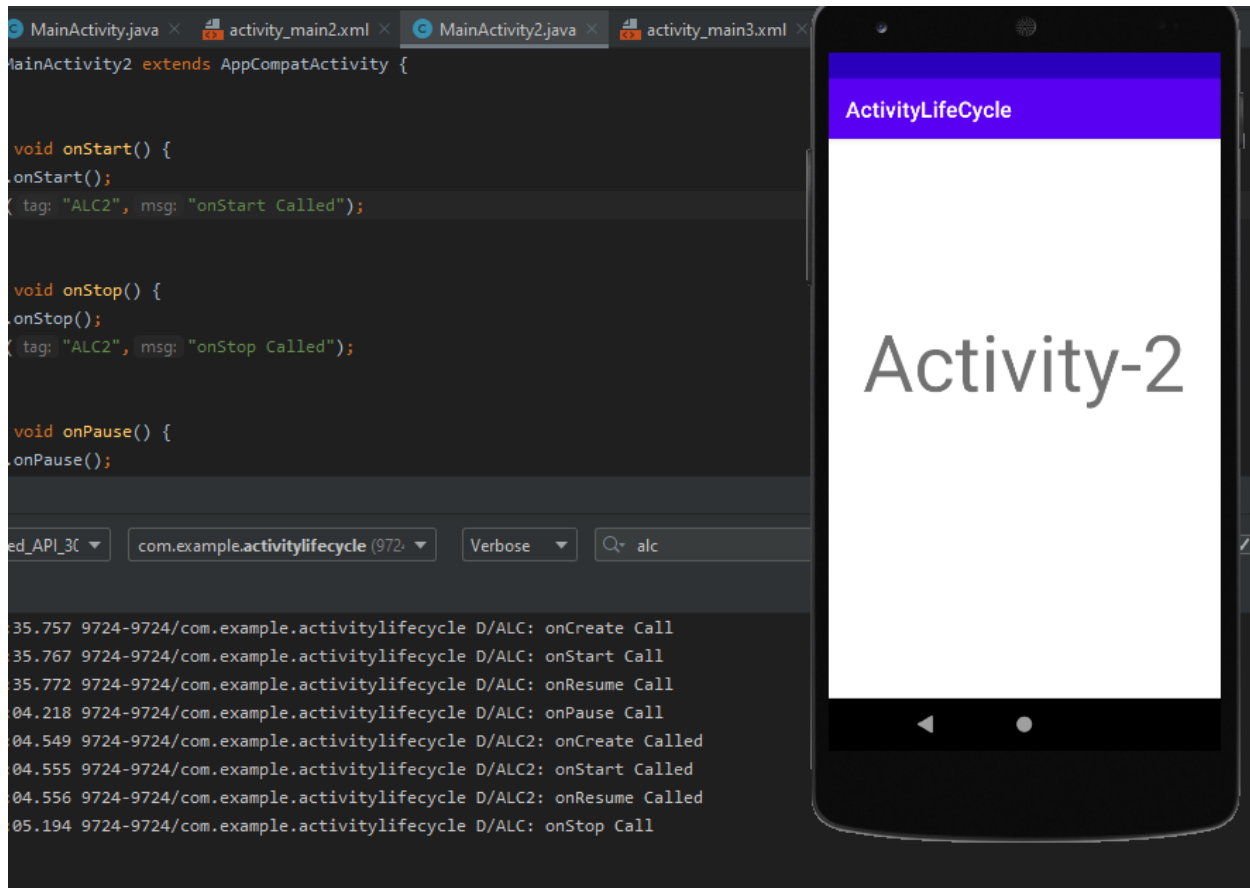


- On just clicking back button on emulator screen following three functions will be called.
 1. on pause()
 2. on Stop()
 3. onDestroy()

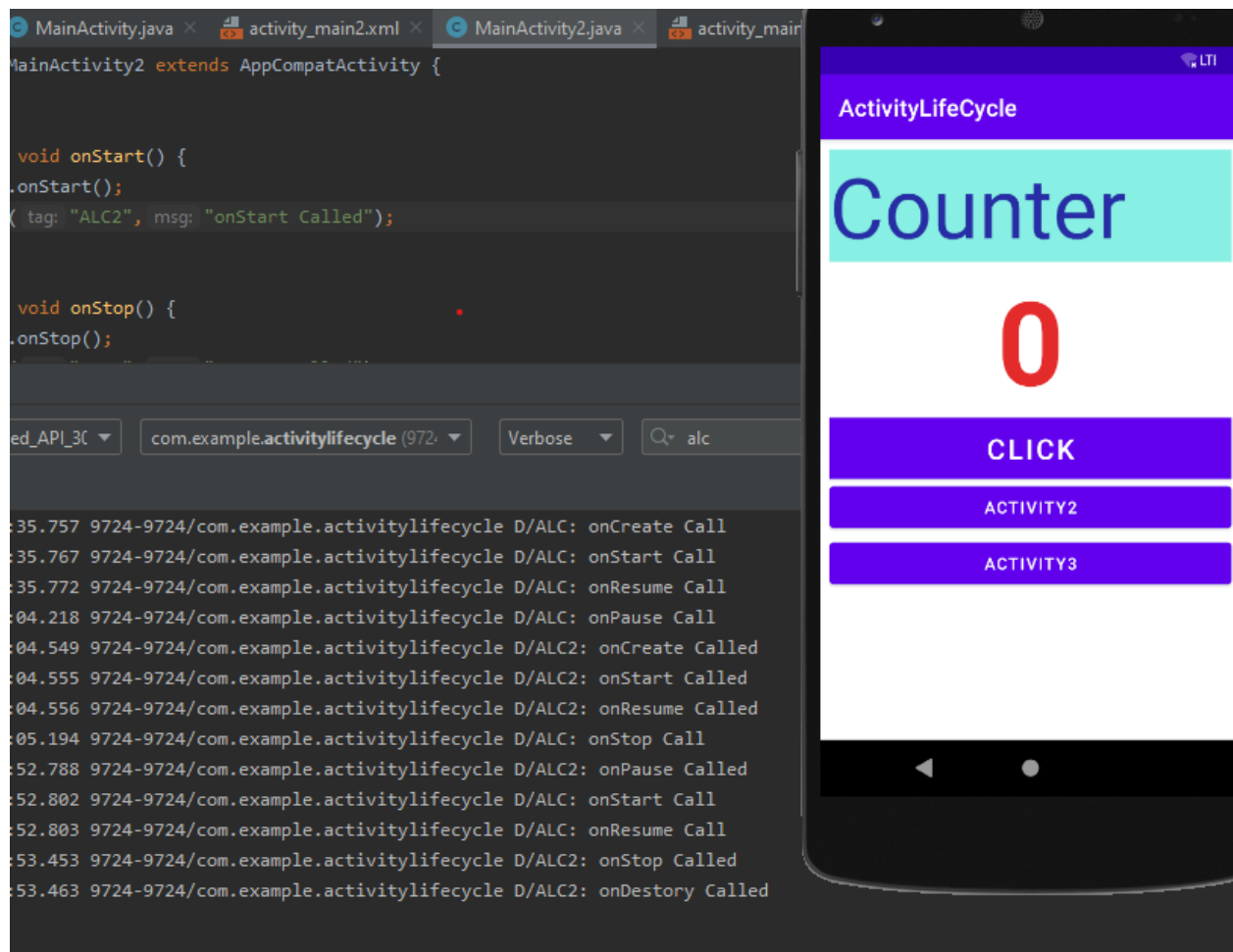


❖ ALC of Main activity to any other activity:

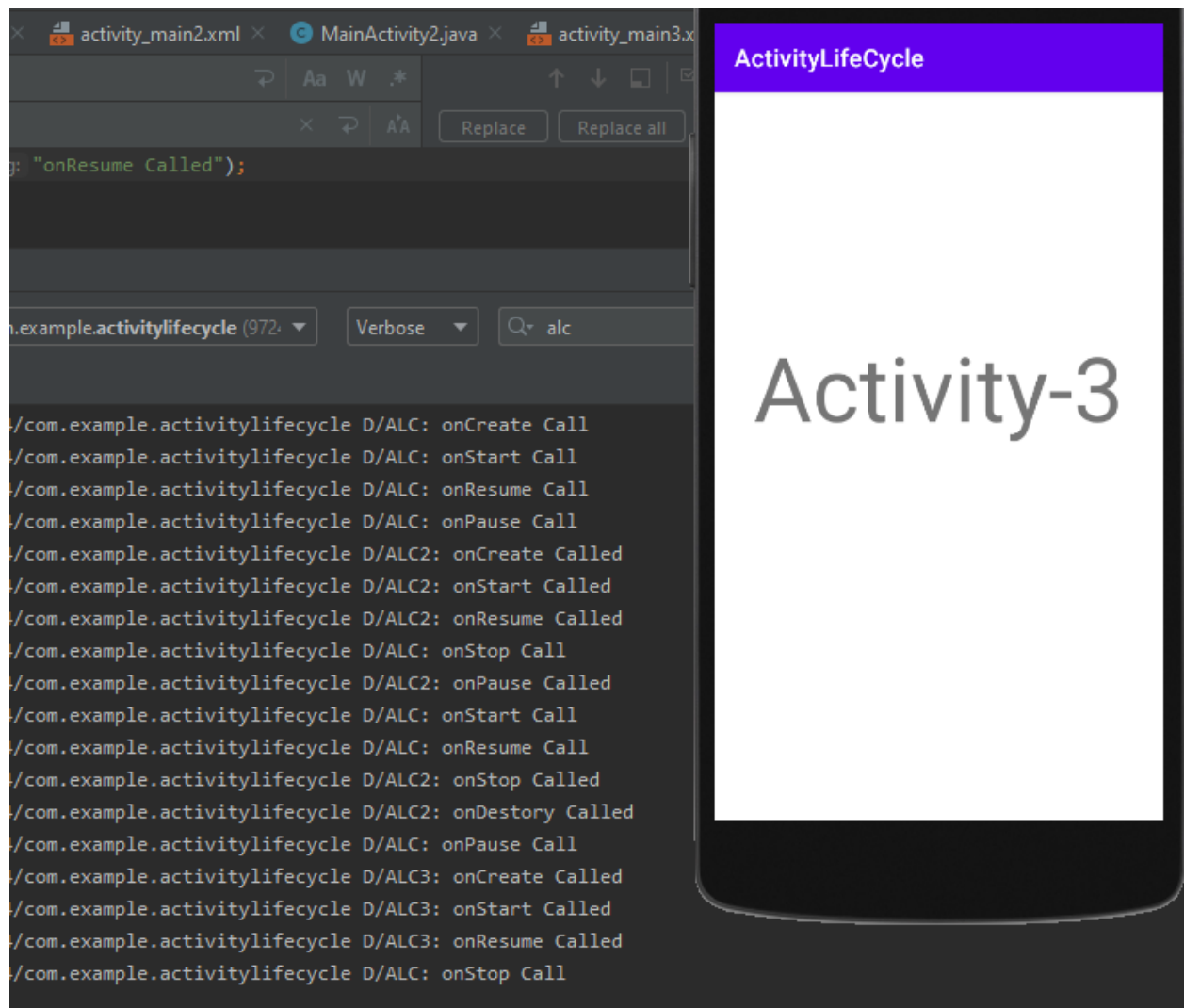
- Override the same 6 functions in activity2.
- Rebuild the application and this time after opening the main activity navigate to second activity and see the logcat.
- Logcat is displaying functions calls by tag names as:
ALC => for Main Activity
ALC2 => for second activity when clicked



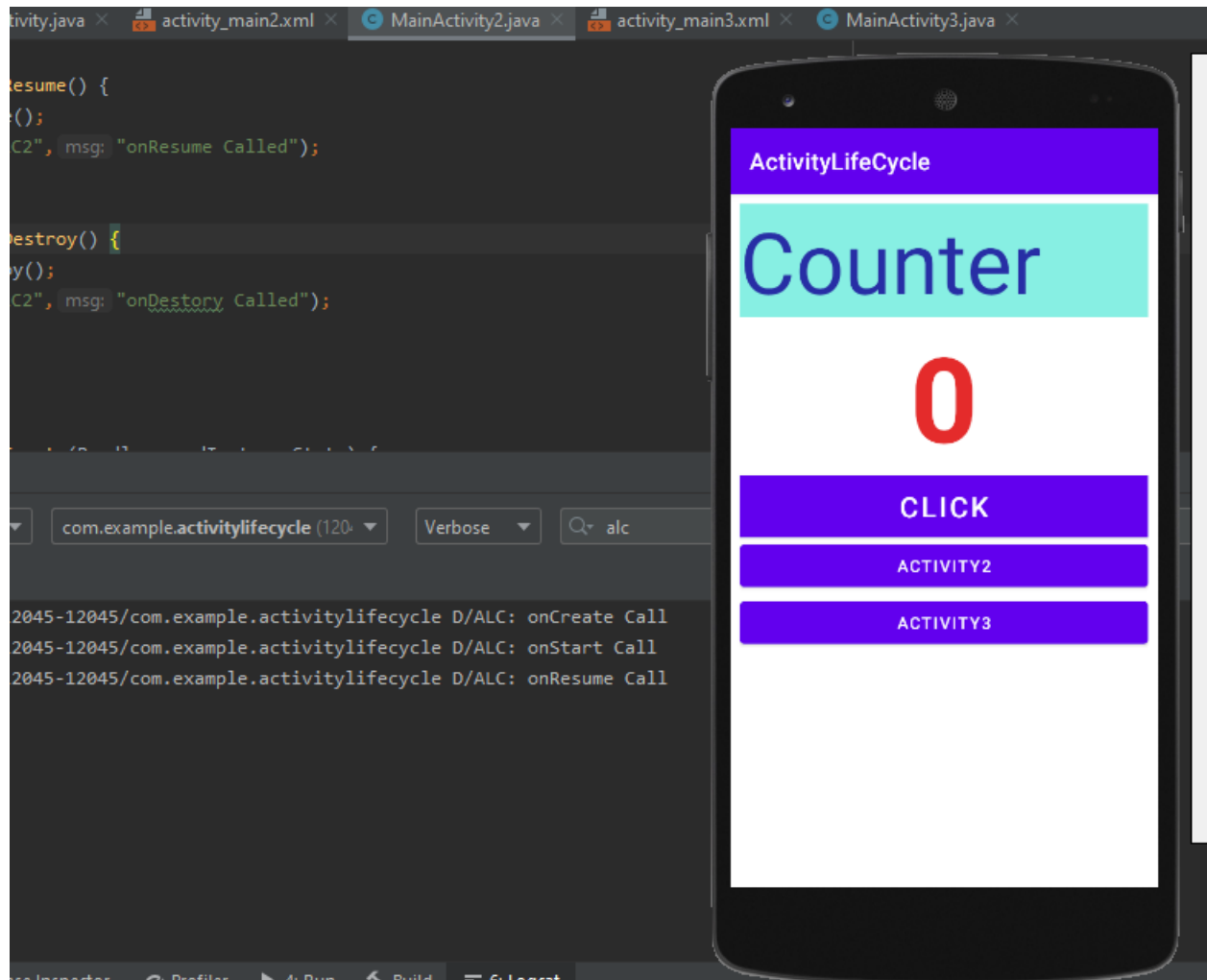
- Now from second activity click back to move back to main activity and see the logcat.

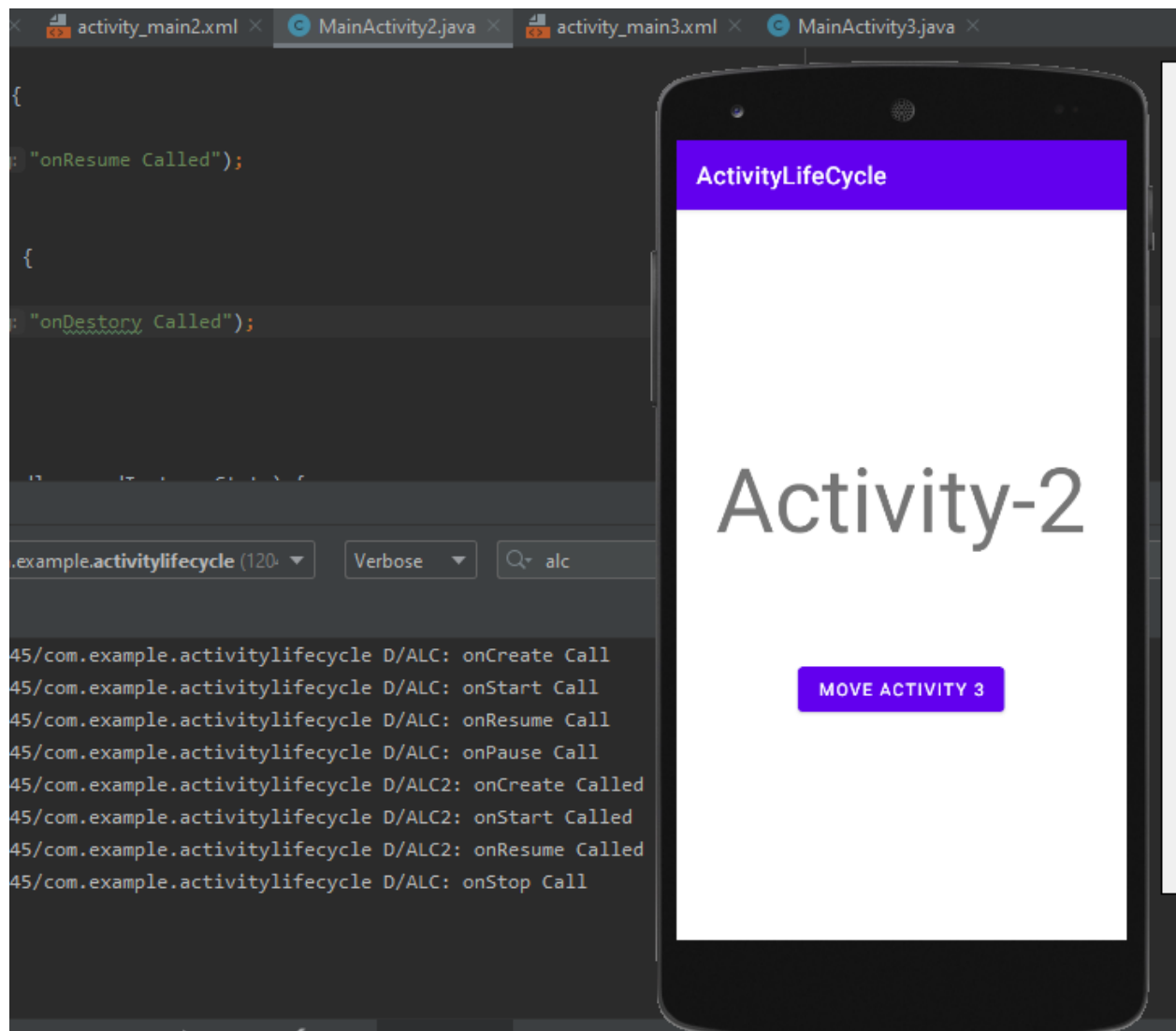


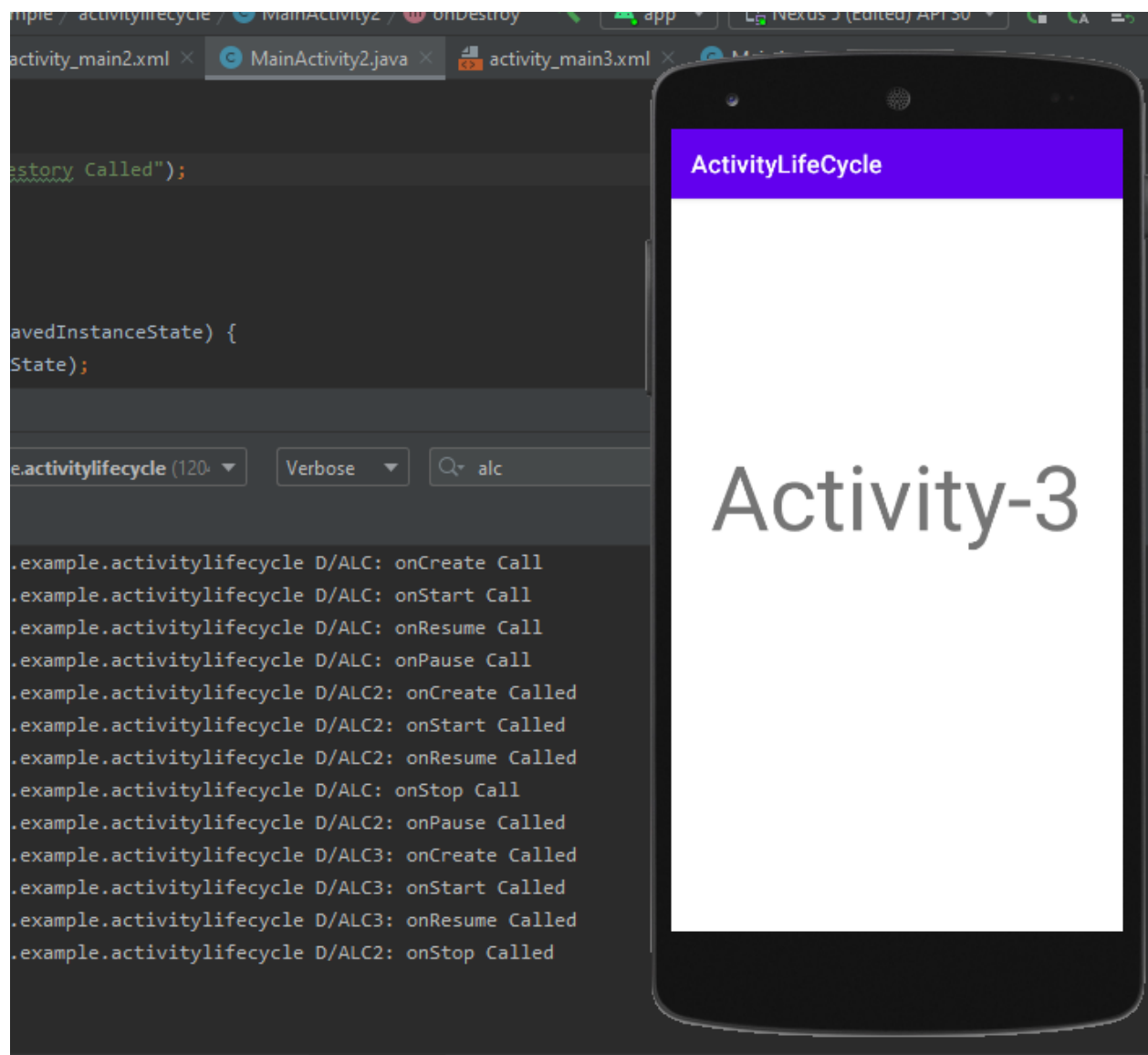
Repeating same steps for activity 3, navigate from main to 2nd activity then back to main and move to Activity-3. Then see the logcat.

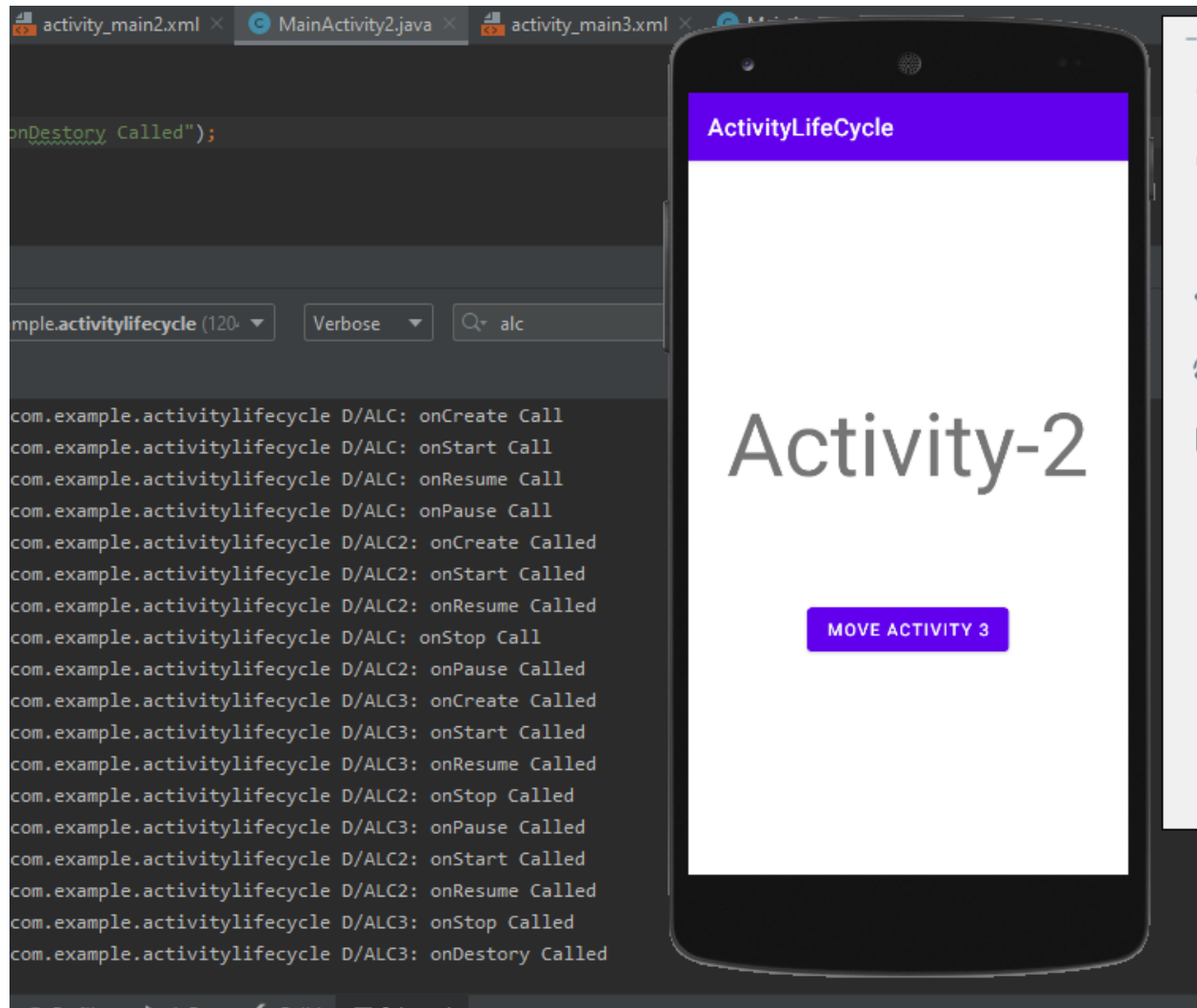


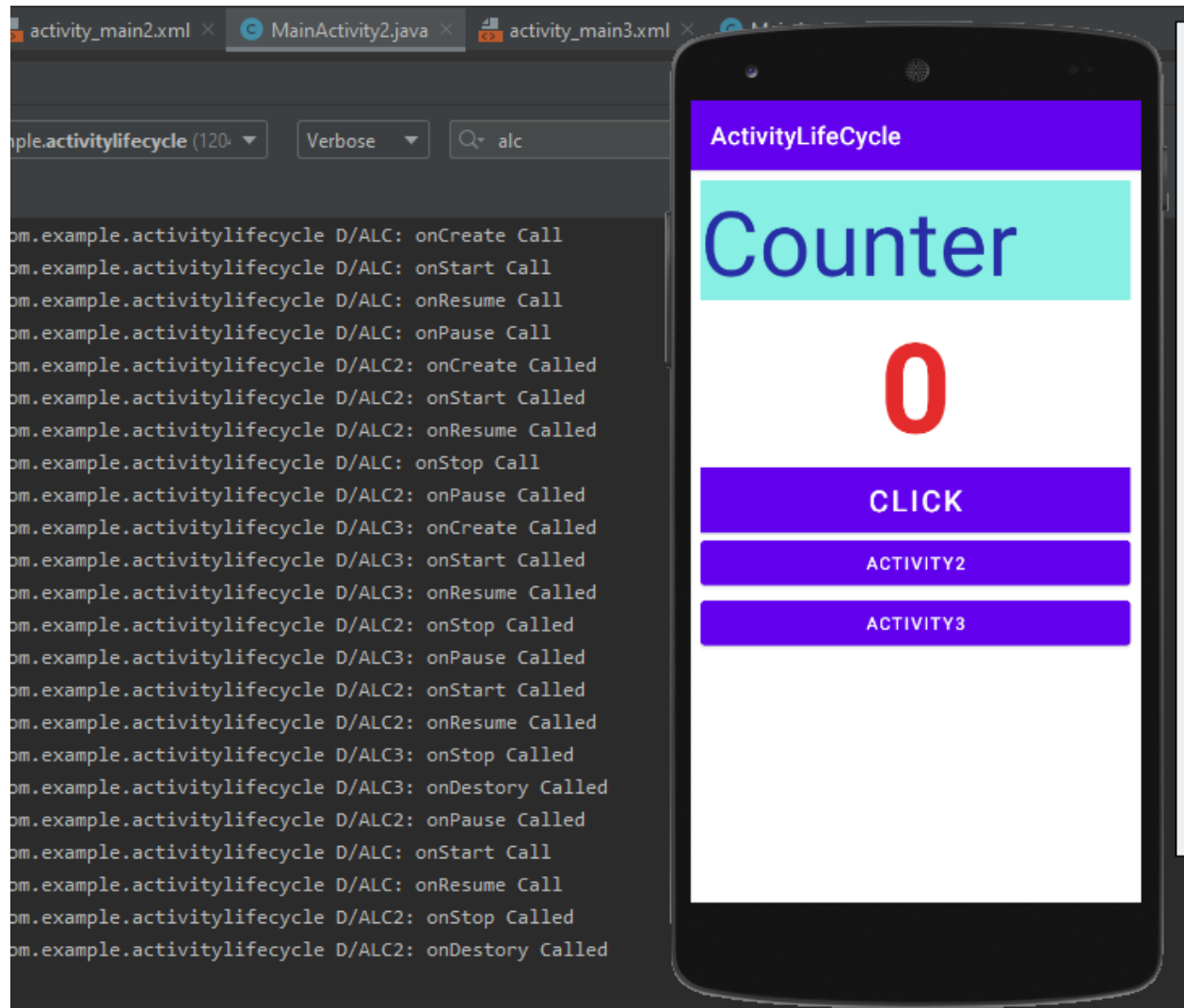
❖ **ALC of Main activity to other activity from other to another activity:**





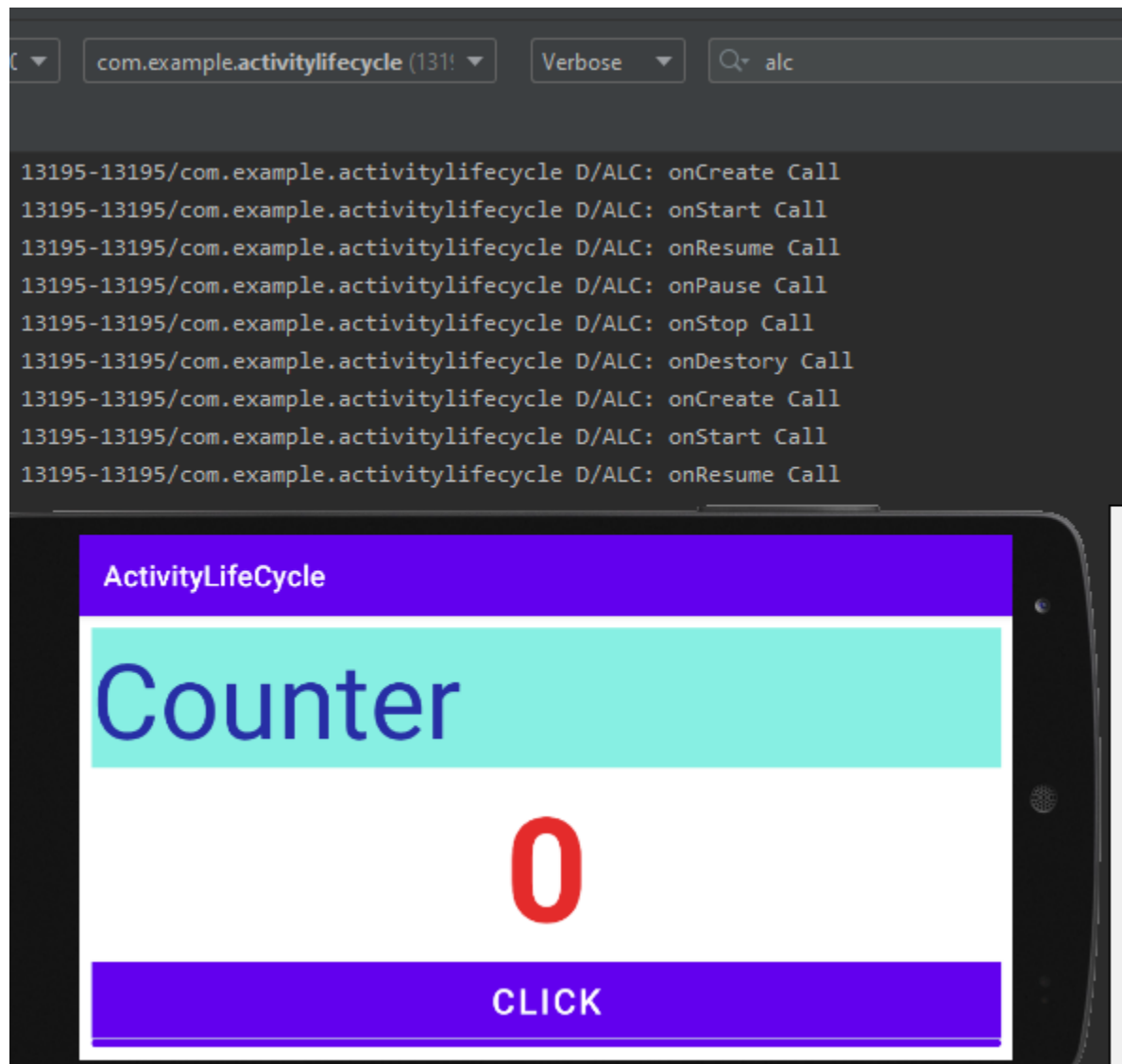






Reason ==>Rotation-Action Problem:

- On screen rotation onDestory() is called so value of count doesn't get saved and after rotation activity starts again .



Solution ==>Rotation-Action Problem:

- Save values before destroy

Add the following method in the activity and save value of count in the bundle. So that value of count can be stored before call of onDestory() and reused later on.

```
@Override
protected void onSaveInstanceState(@NonNull Bundle outState) {
    super.onSaveInstanceState(outState);
    outState.putInt("value", count);
}
```

```
}
```

Put an if condition to check instance state and display value stored by bundle.

```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
    setContentView(R.layout.activity_main);  
  
    if (savedInstanceState!=null)  
    {  
        count=savedInstanceState.getInt("value");  
        txtView.setText(String.valueOf(count));  
    }  
}
```

Now check the screen after rotation it will display the count exactly that was before rotation.



Checking Counter on Activity Navigation:

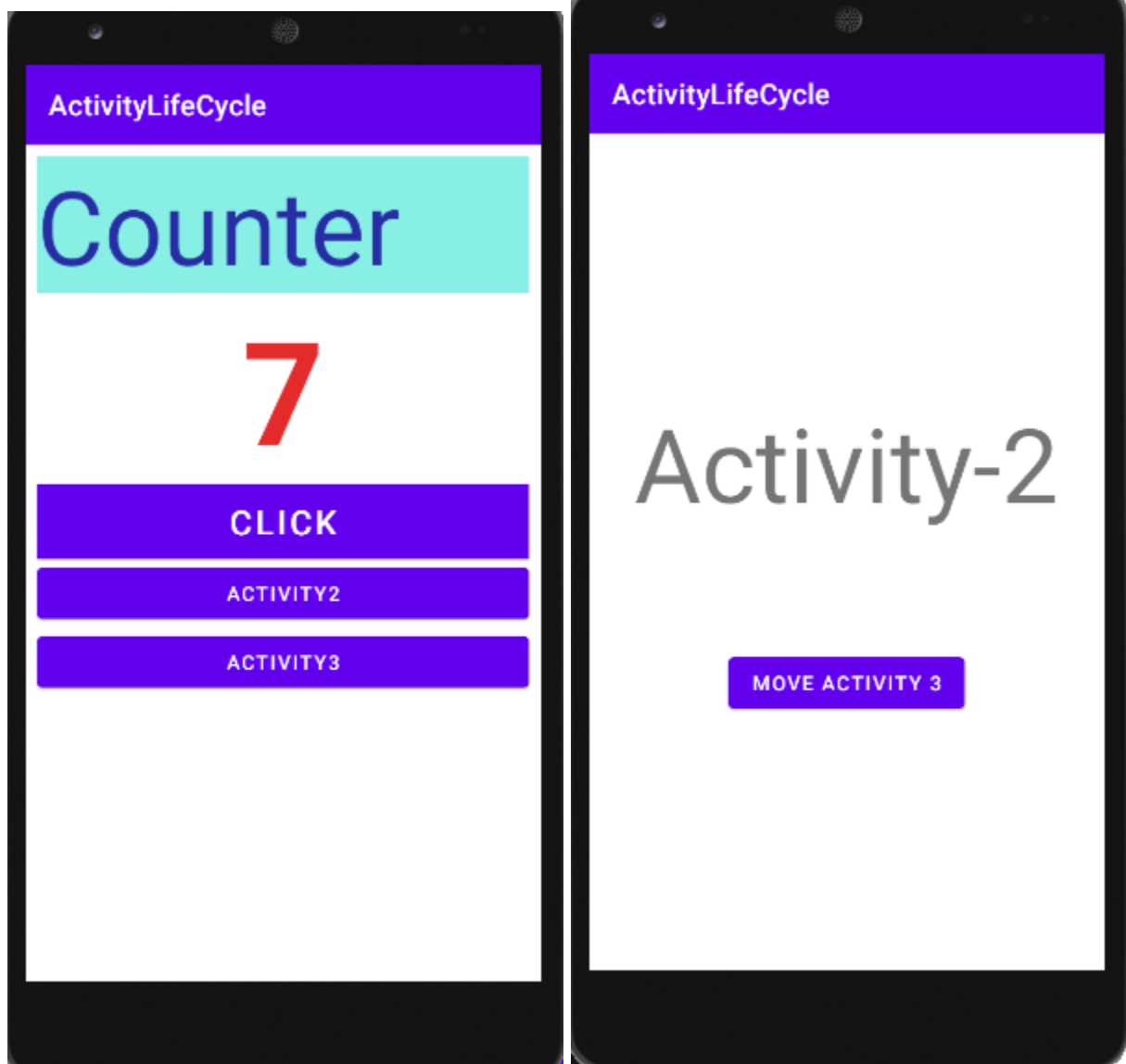
Now comment the display code in if condition.

```
if (savedInstanceState!=null)  
{  
    count=savedInstanceState.getInt( key: "value");  
    //txtView.setText(String.valueOf(count));  
}
```

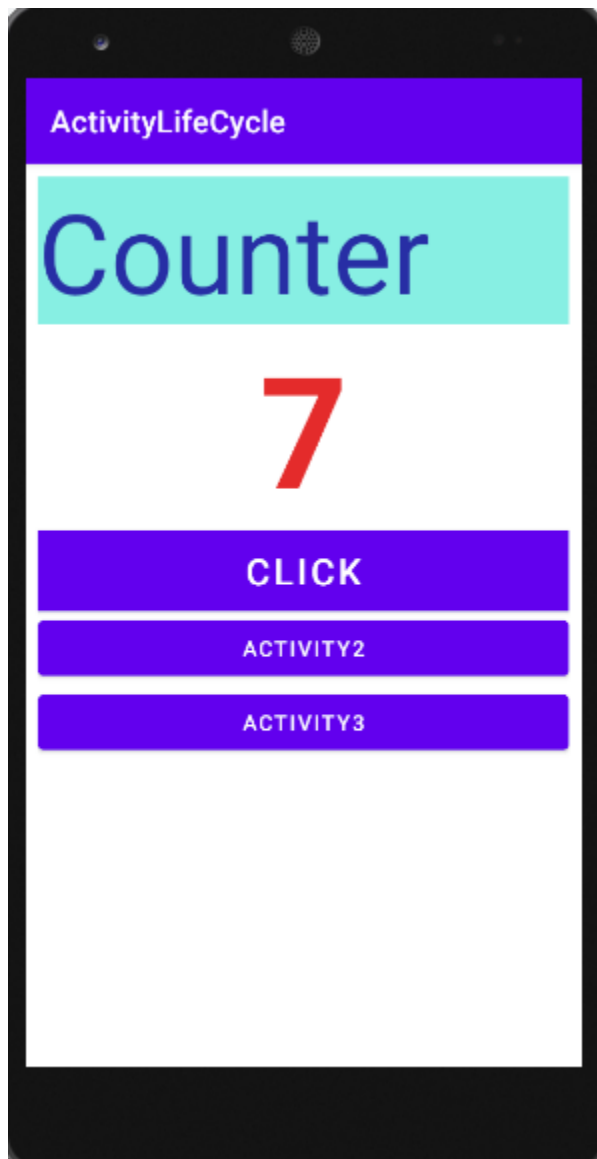
Run the emulator and see add come counts,then rotate and see behaviour.



Now get back to original rotation format and then move to other activity.



Move back from second activity and see the behaviour. The count value will be the same as you saved.

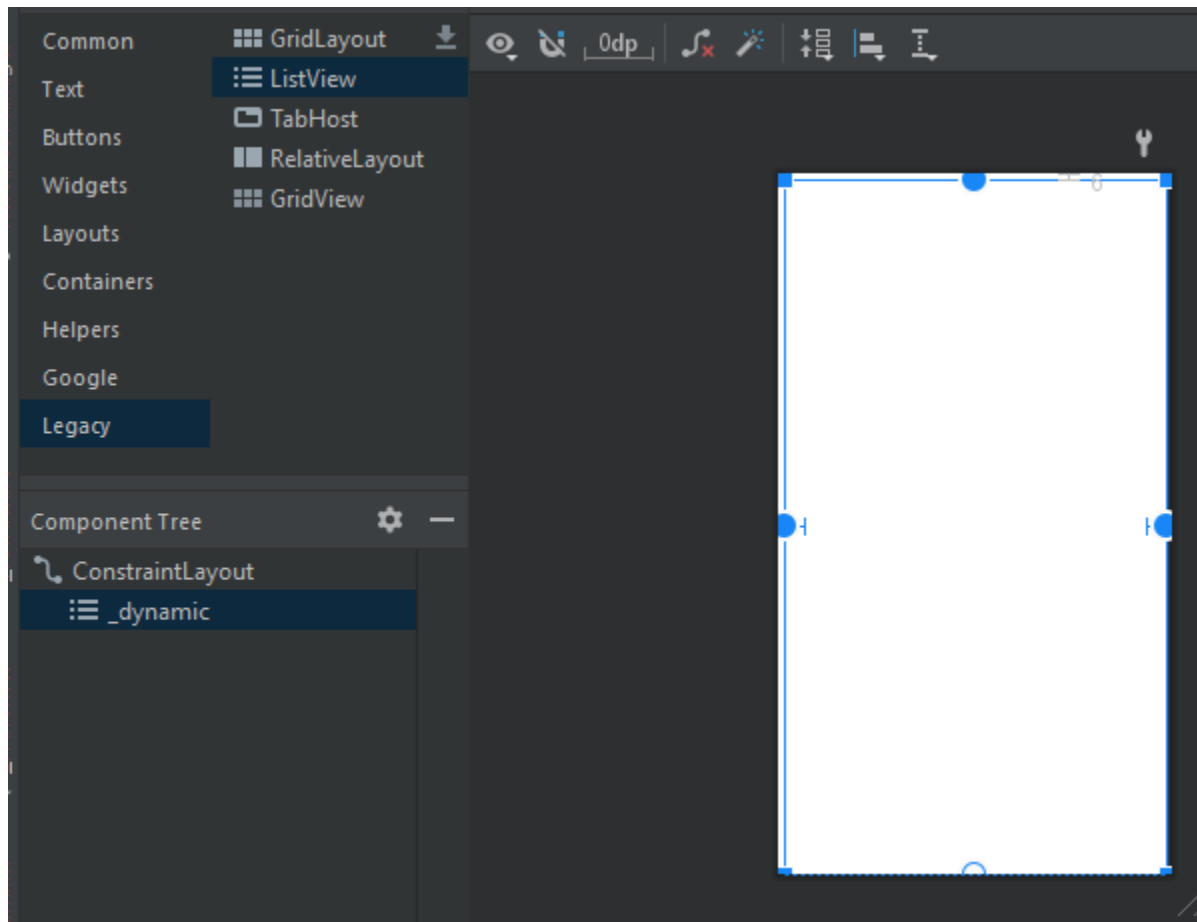


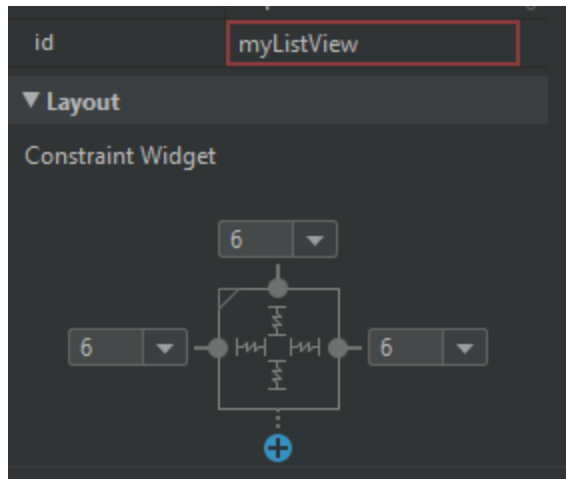
LECTURE#8

Android Adapter:

In Android, Adapter is a bridge between UI component and data source that helps us to fill data in UI component. It holds the data and send the data to an Adapter view then view can takes the data from the adapter view and shows the data on different views like as ListView, GridView, Spinner etc.

❖ List View:





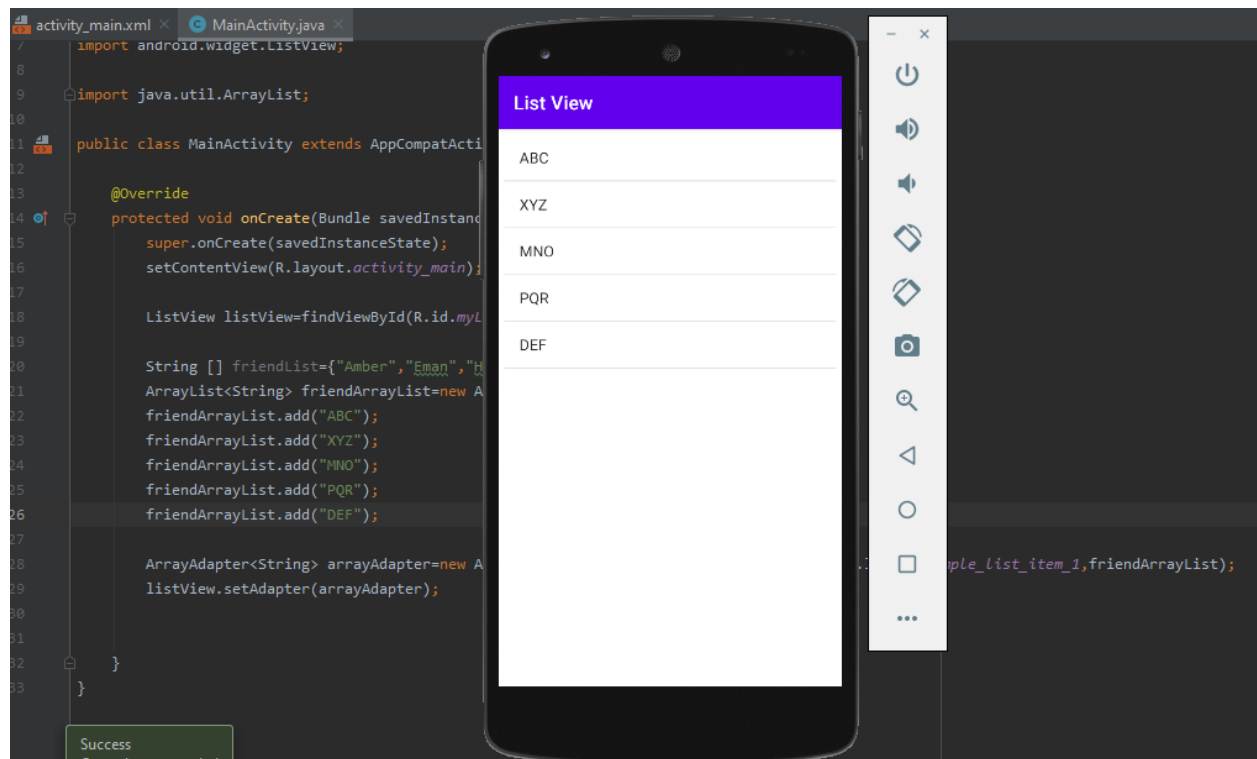
Array

```
activity_main.xml x MainActivity.java x
/
8  import android.widget.ListView;
9
10 import java.util.ArrayList;
11
12 public class MainActivity extends AppCompatActivity {
13
14     @Override
15     protected void onCreate(Bundle savedInstanceState) {
16         super.onCreate(savedInstanceState);
17         setContentView(R.layout.activity_main);
18
19         ListView listView=findViewById(R.id.myList);
20
21         String [] friendList={"Amber","Eman","Hiba","Rubab",
22         ArrayList<String> friendArrayList=new ArrayList<String>();
23         friendArrayList.add("ABC");
24         friendArrayList.add("XYZ");
25         friendArrayList.add("MNO");
26         friendArrayList.add("PQR");
27         friendArrayList.add("DEF");
28
29         ArrayAdapter<String> arrayAdapter=new ArrayAdapter<String>(this,R.layout.list_item,friendList);
30         listView.setAdapter(arrayAdapter);
31     }
32 }
33
```

Success
Operation succeeded

The image shows a screenshot of an Android application running on a smartphone. The app has a purple header bar with the text 'List View'. Below the header, there is a list of five items: 'Amber', 'Eman', 'Hiba', 'Rubab', and 'Amna'. The list is displayed in a simple, clean style with a white background and a thin border around each item.

Array List



Add new Record

