MOBILE COMPUTING-PROGRESS FILE



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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:-

- 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.

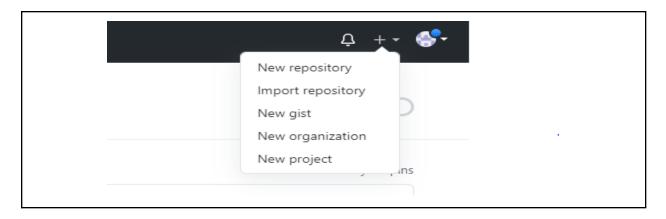
1.2 Git CMD:

Install git cmd and configure it on your PC.

Step-1

1.1 Create a new Repository:

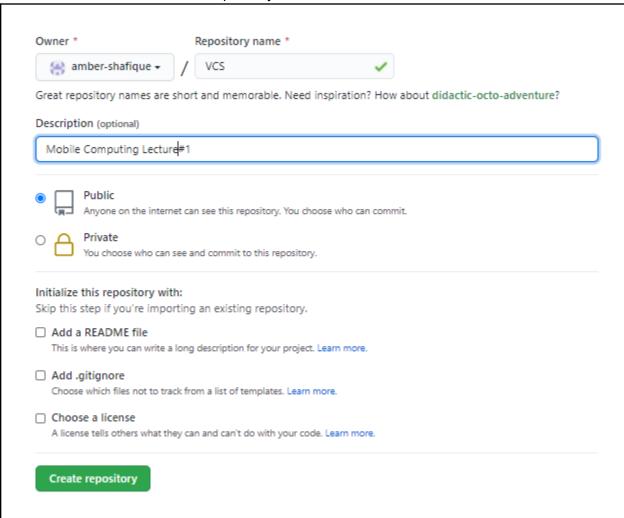
1.1.1 Click on add new repository button on your GitHub account.



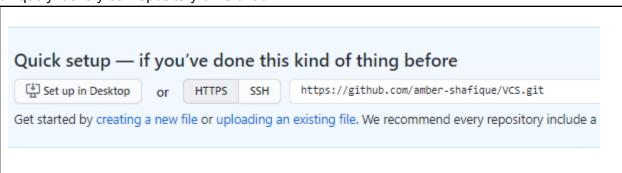
1.1.2 Then provide details of your repository => Name, Description, Type.

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.



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



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)

❖ Add File:

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

Step-1

Creating file in local repository.

Step-2

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

git add <u>FileName</u>

No error, so file has been added successfully.

* Add all files:

- git add --allgit add .
- * Add multiple files at same time:

git add 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.

Add and commit simultaneously

git commit -am "message"

❖ Git Push:

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

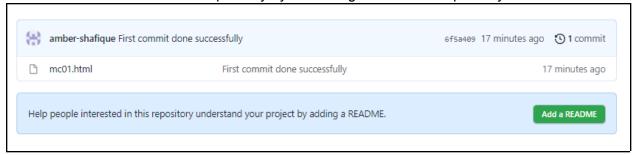
Step-4

Run the following command to complete the synchronization.

git push

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

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



Content in online and local repository is synchronized.

Git Status:

Gives the status of repository.

git status

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

```
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.

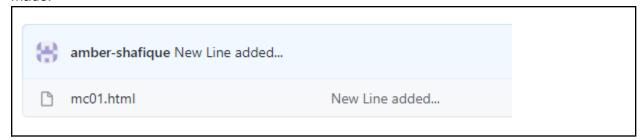
To https://github.com/amber-shafique/VCS.git

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:

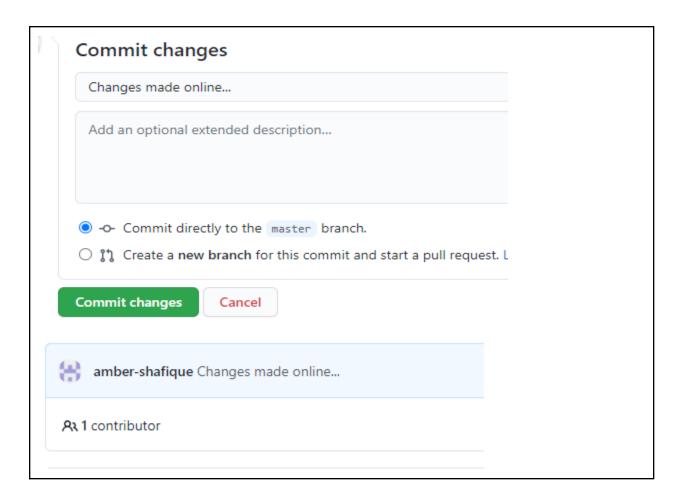
Step-1

Edit the file online using the edit button on file.



Step-2

Save commit changes.



❖ 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.

❖ 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.

Parents=> previous versions of file.

1 paren	nt 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.

Step-2

Changes in same line-8 locally.

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.

```
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.

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 Logs:

To see the details of all commits.

git log

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

Git Merge Conflict Resolved

commit 2b363d5a3fa0c2651c944f5acf3b105deab9d3c2
Author: amber-shafique <br/>
bate: 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:

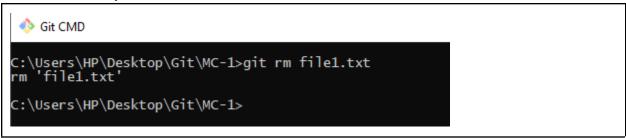
Files already present

Step-1

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

git rm <u>FileName</u>

File deleted locally



Now to update delete changes to git:

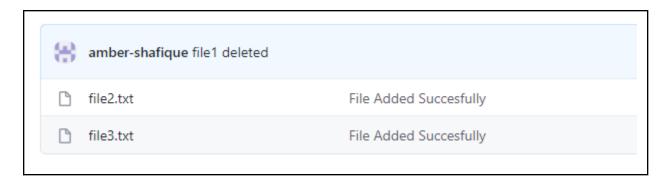
Step-2 Git add . Step-3 git commit -m "message" Step-4 git push

```
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

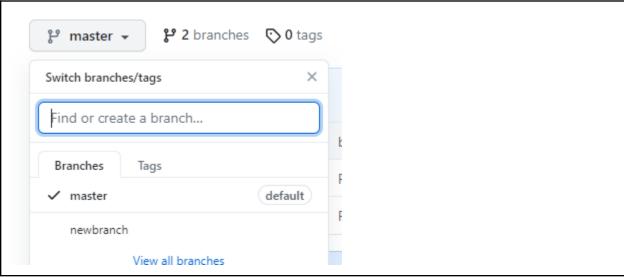
Git Checkout:

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

git checkout -b newbranch



Branch Added on GitHub

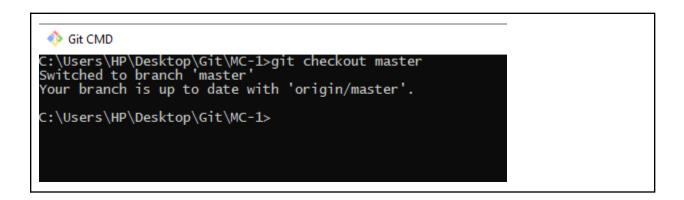


Step-3

Git Checkout Master:

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

git checkout master



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...

Master branch showing previous version without changes...

```
File2.txt X

© Git CMD

C: > Users > HP > Desktop > Git > 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>

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

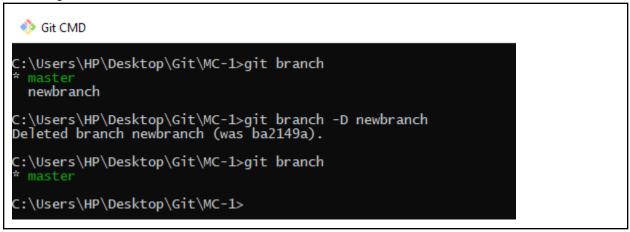
```
C:\Users\HP\Desktop\Git\MC-1>git merge newbranch
Removing file3.txt
Auto-merging file2.txt
CONFLICT (content): Merge conflict in file2.txt
CONFLICT (add/add): Merge conflict in BranchingPractice.html
Auto-merging BranchingPractice.html
Automatic merge failed; fix conflicts and then commit the result.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

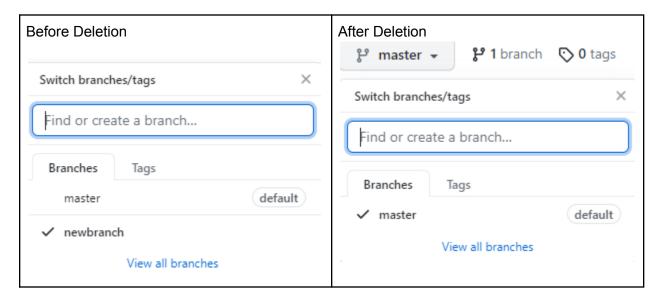
❖ Delete Branch:

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

Git branch -D NewBranch

Checking out branches before and after deletion...





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

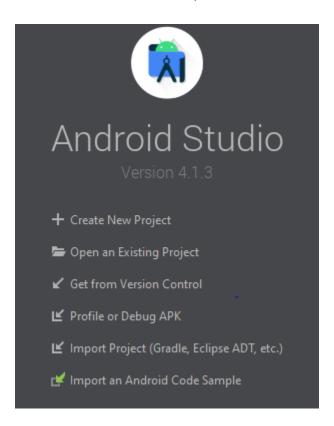
Installation:

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

Step-2

Create a New Project:

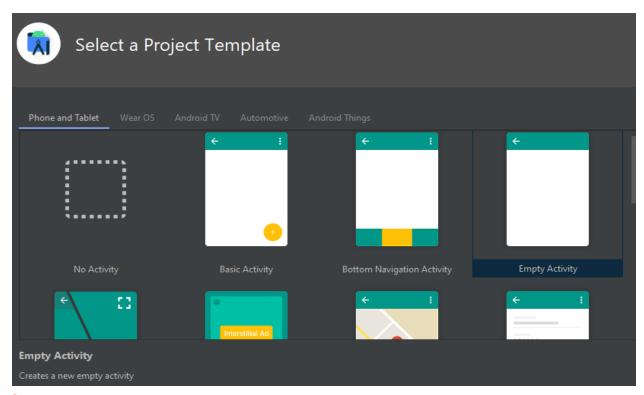
Open Android Studio and select the option to create a new project.



Step-3

Template Selection:

From templates choose Empty Activity.



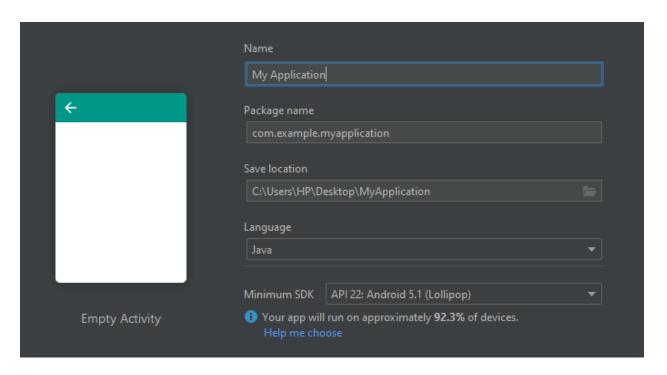
Step-4

Project Name:

Select a name and location for project for project.

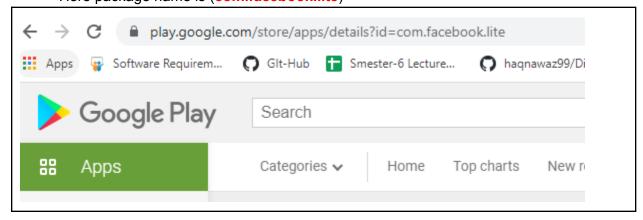
Package Name:

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.

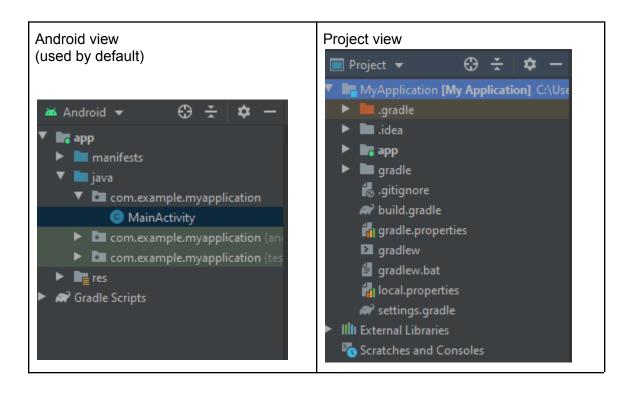


Package Name Example:

Here package name is (com.facebook.lite)

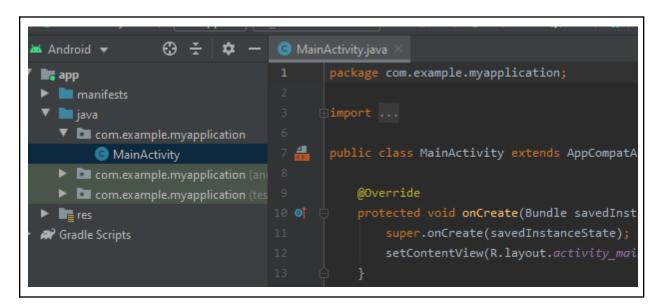


Android Studio File Structure:

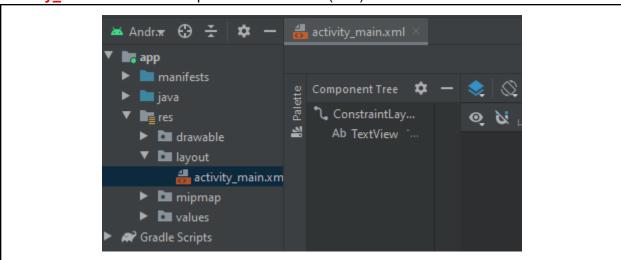


Files for coding:

• MainActivity.java file for coding.



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



Step-4

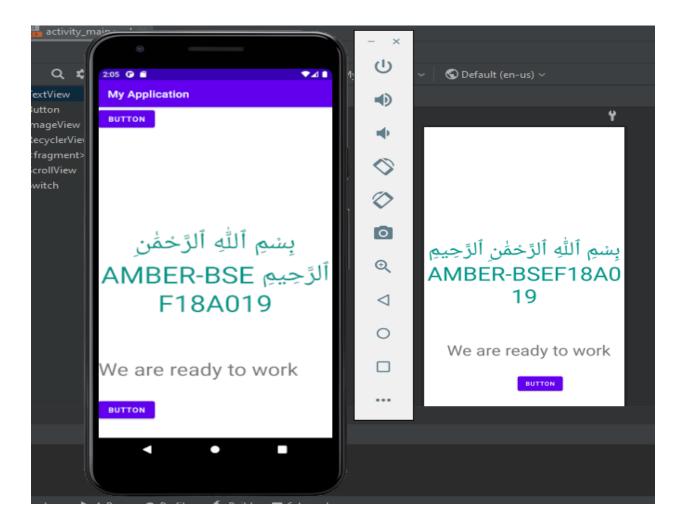
Select Virtual Device:

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

Step-4

To view output:

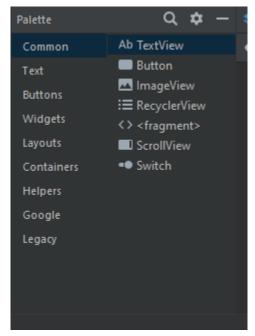
Run the **Emulator** choosing any virtual device and see the output.



To Do list:

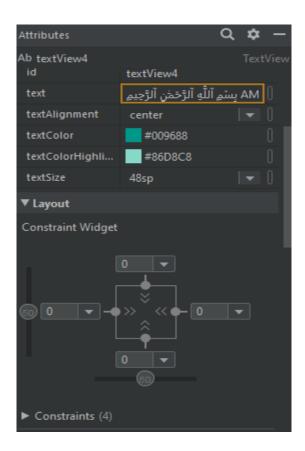
Design Palette:

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



Attributes:

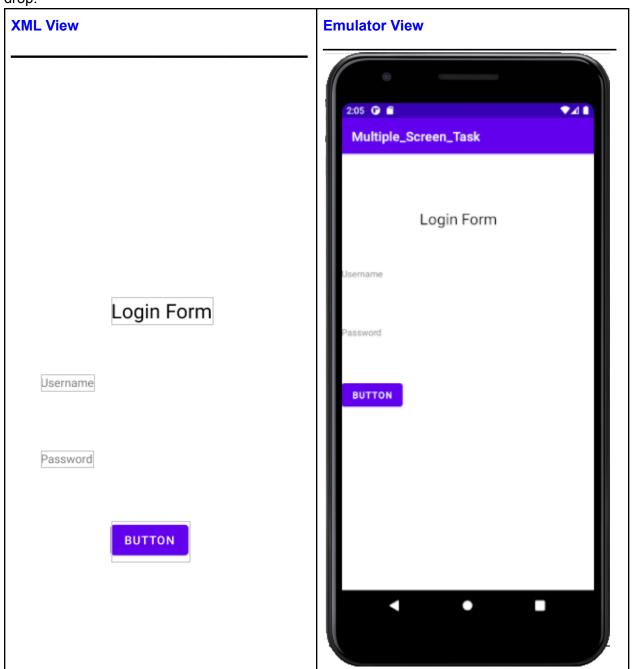
To set the values of elements added in xml.



❖ Multiple Screen Task:

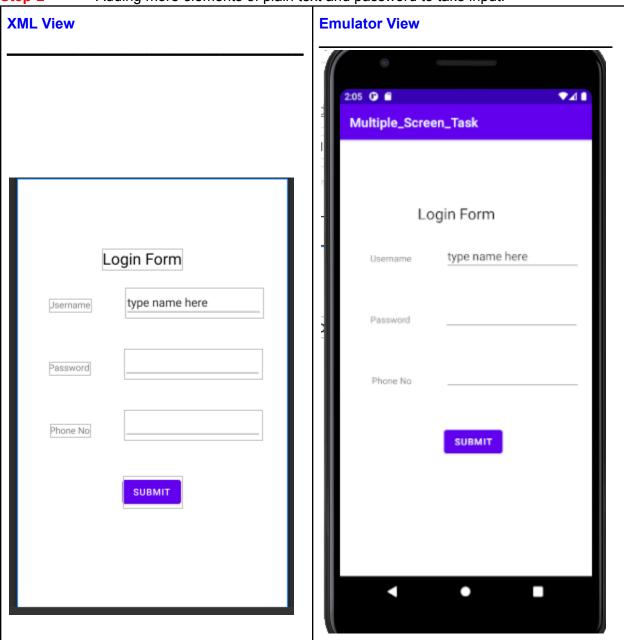
Screen-1

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



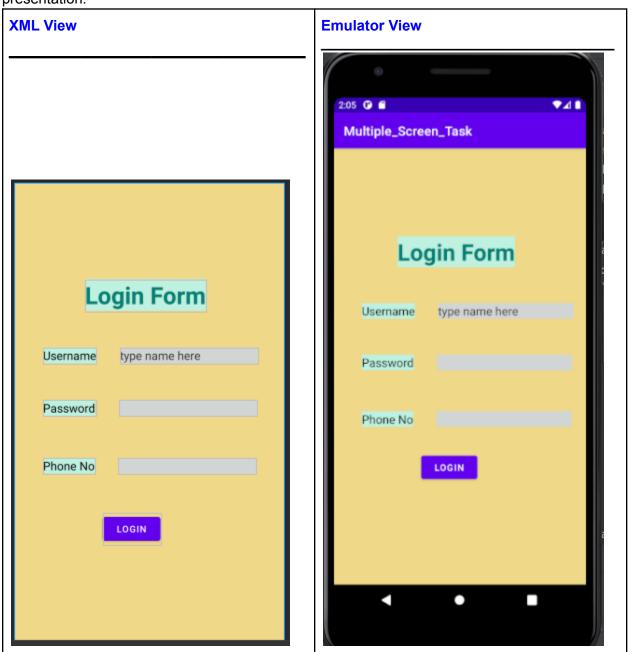
Screen-2

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



Screen-3

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



Final Screen view taking input:



LECTURE#5

❖ View Group:

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

• Layouts:

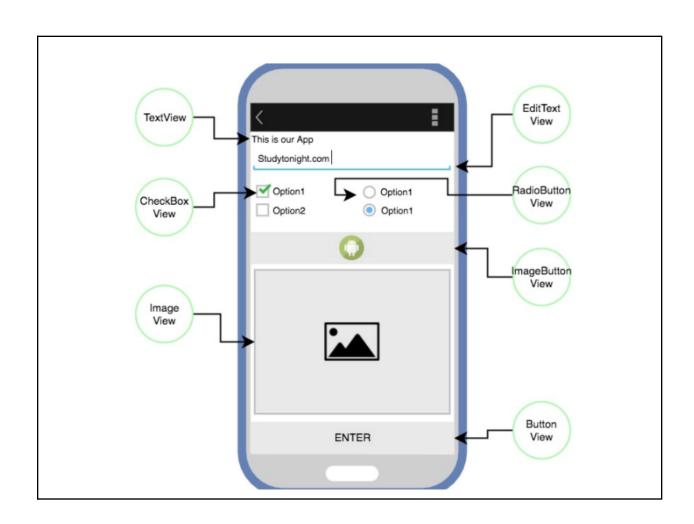
View group objects are called "**layouts**" can be one of many types that provide a different layout structure, such as LinearLayout or ConstraintLayout.

❖ 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:

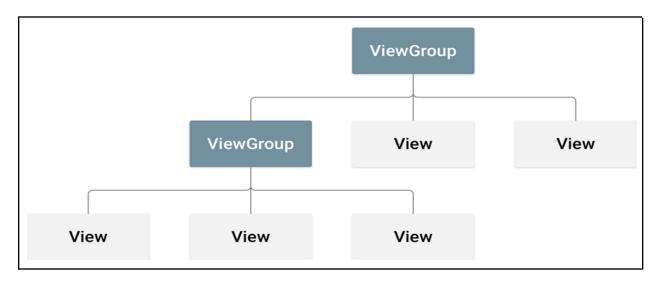
The View objects are usually called **"widgets"** and can be one of many subclasses, such as Button or TextView.



Root Element:

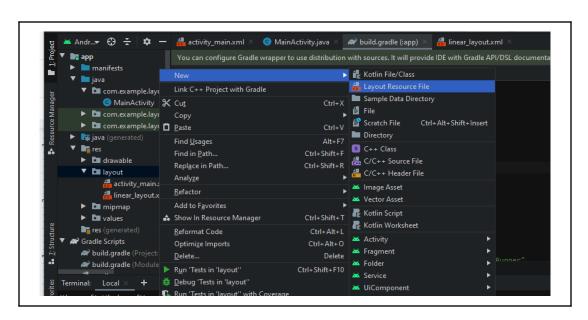
Each layout file must contain exactly one **root element**, which must be a **View or ViewGroup** object. Once you've defined the root element, you can add additional layout objects or widgets as child elements to gradually build a View hierarchy that defines your layout. For example, here's an XML layout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

Constraint Layout is the root element by default.

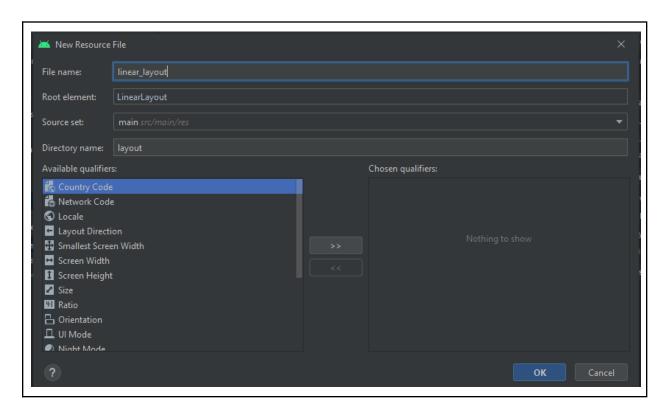


Layouts Practice:

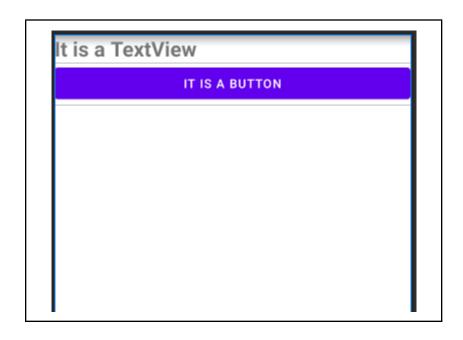
- **Step-1** Create a new project with empty template.
- **Step-2** Add a new resource file.



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.

Layout Parametres:

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

Constraint Layout:

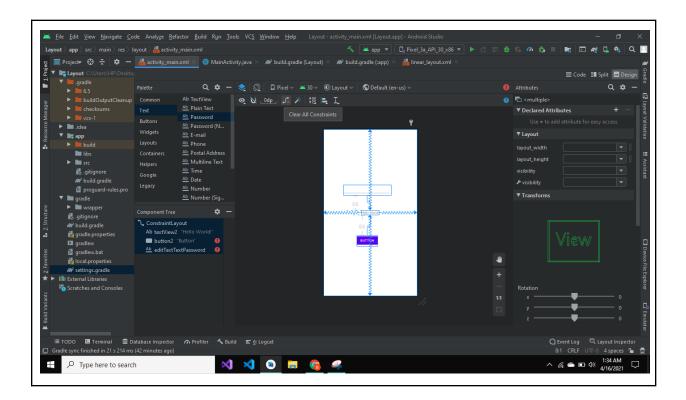
In Constraint Layout, you can connect all the view components to each other and place them on screen.

 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:

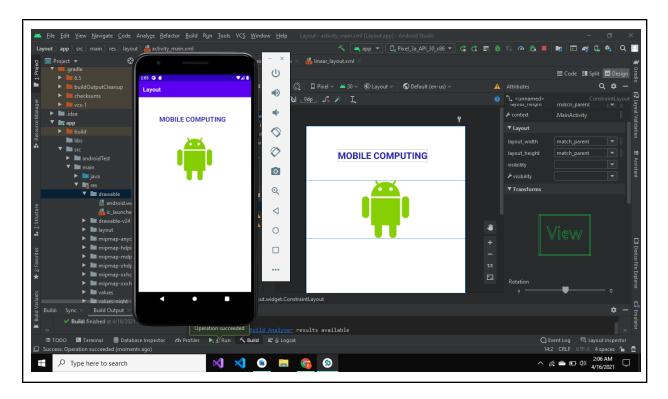
Step-1 Select all on xml design layout by ctrl+a

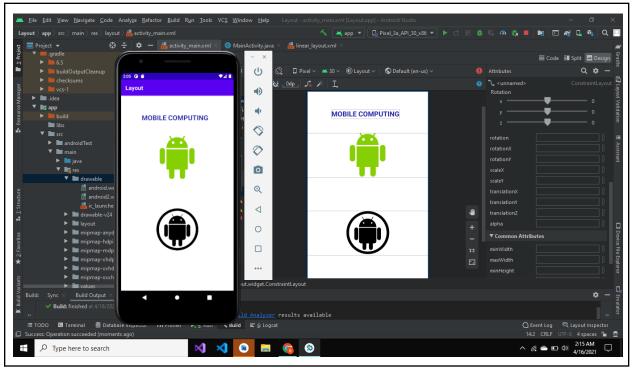
Step-2 Select the option Clear All constraints.



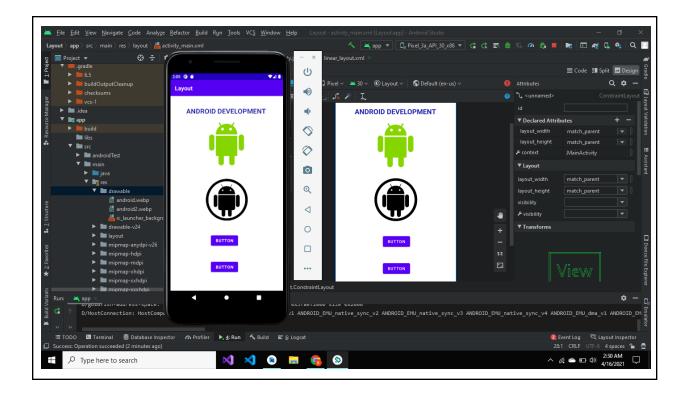
* Adding Image in Android Layout:

- **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.

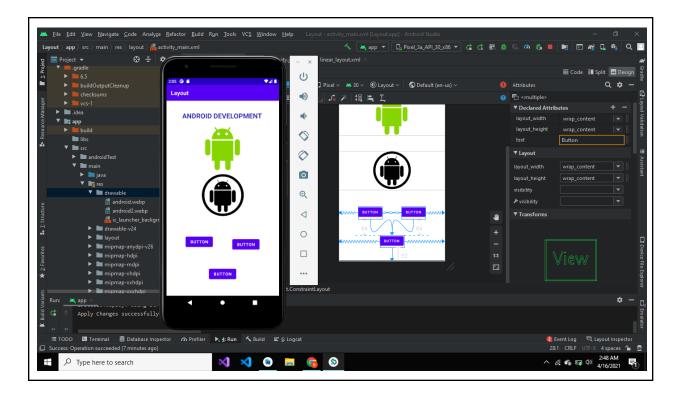




Adding buttons with alignment:



❖ Buttons using Layout Constraint Center-Horizontally:







Making Instances for buttons:

Reminder place details

LECTURE#6

* Activity:

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

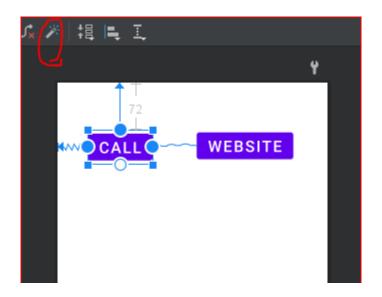
- Typically fills the screen, but can be embedded in other Activity or appear as floating window.
- Java class, typically one Activity in one file.

❖ 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.

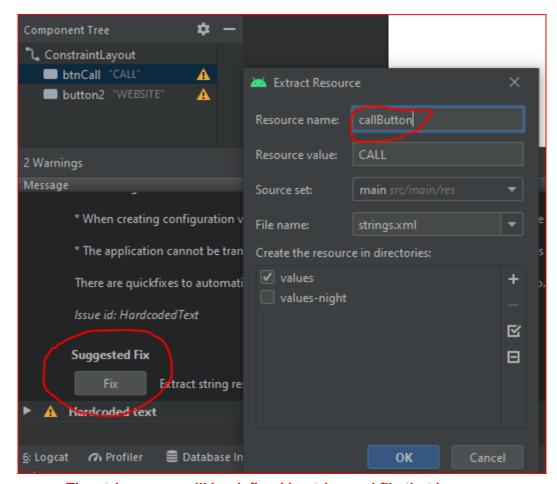
To Set Constraints Automatically:

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

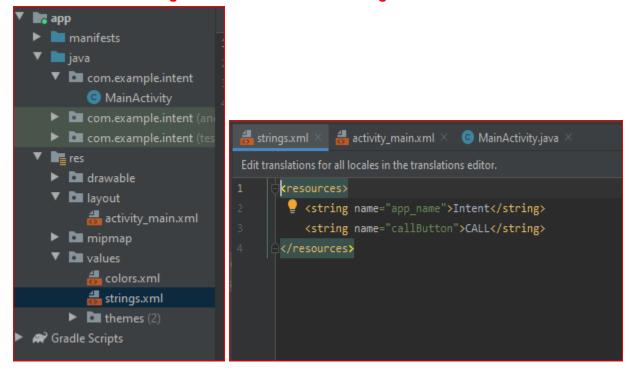


To define String Resources:

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

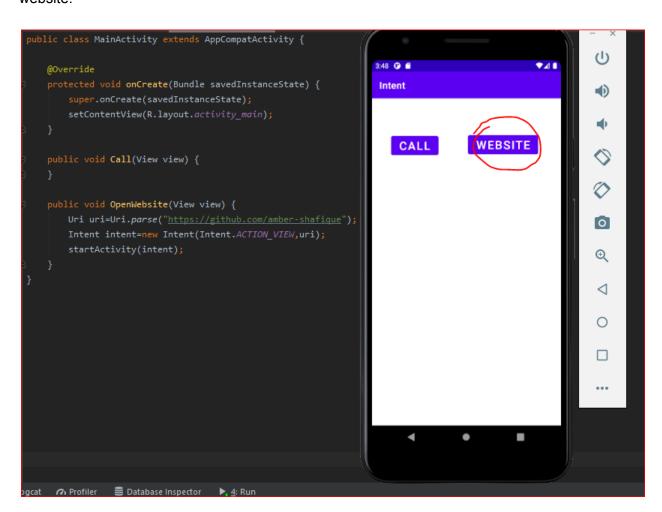


1. To open Website using Intent:

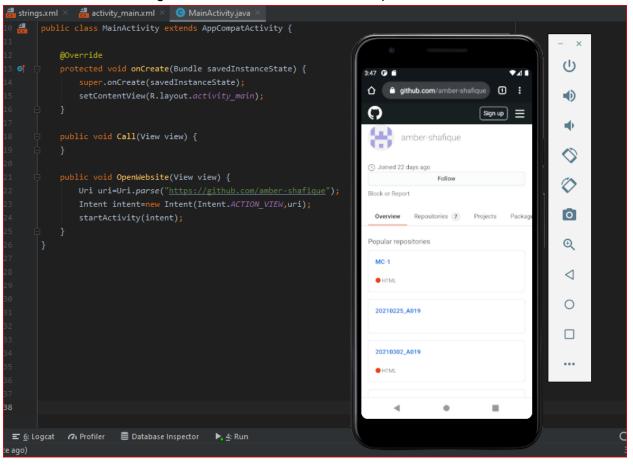
```
Uri uri=Uri.parse("https://github.com/amber-shafique");
Intent intent=new Intent(Intent.ACTION_VIEW,uri);
startActivity(intent);
```

Step-1 Add the above code onClick 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

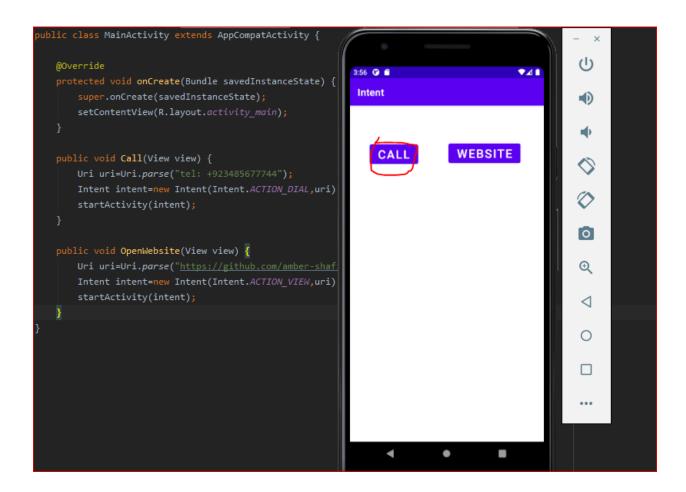


2. To Dial a Call using Intent:

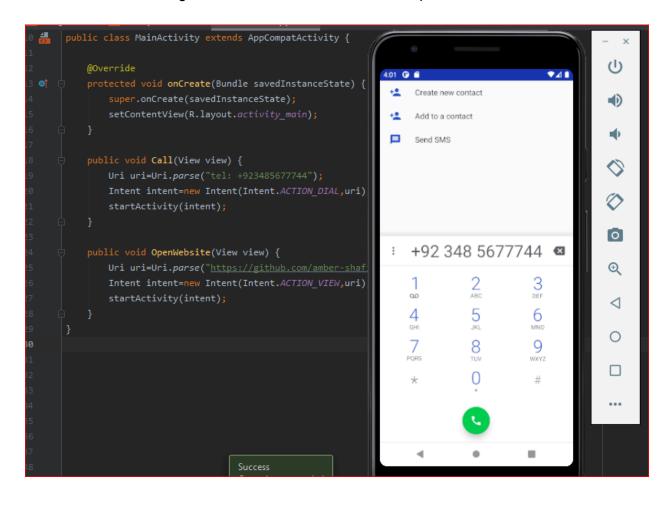
```
Uri uri=Uri.parse("tel: +923485677744");
Intent intent=new Intent(Intent.ACTION_DIAL,uri);
startActivity(intent);
```

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

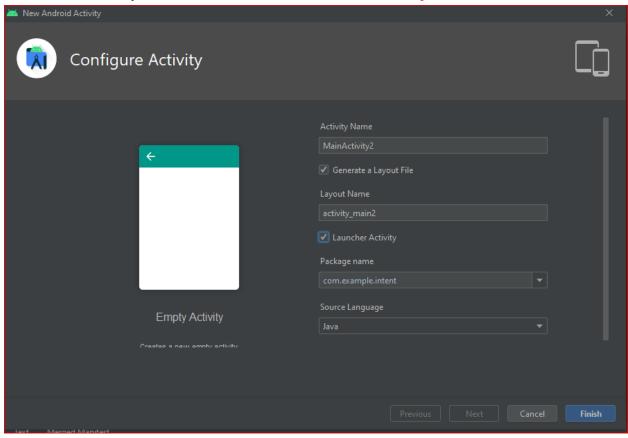


Setting another Activity as Launcher Activity:

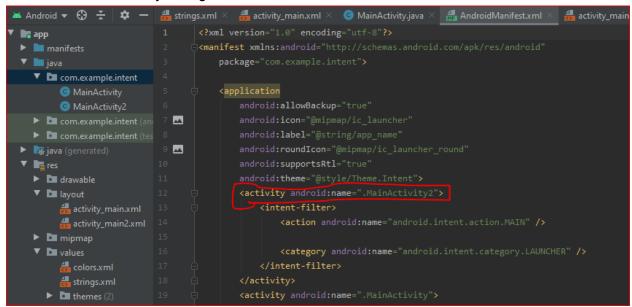
By default launching activity in AndoidManifest.xml file.

```
k?xml version="1.0" encoding="utf-8"?>
📑 арр
                                  <manifest xmlns:android="http://schemas.android.com/apk/res/android"</pre>
manifests
   com.example.intent
                                     <application
       MainActivity
                                         android:label="Intent"
▼ 📭 res
                          9 🔼
  drawable
                                         android:supportsRtl="true"
   ▼ 🖿 layout
                                         android:theme="@style/Theme.Intent">
       activity_main.xml 12
                                             <intent-filter>
    mipmap
  ▼ 🖿 values
       🚜 colors.xml
                                                 <category android:name="android.intent.category.LAUNCHER" />
       🚜 strings.xml
                                             </intent-filter>
     themes (2)
Gradle Scripts
```

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



Launcher Activity changes in AndoidManifest.xml file



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.

