# **Android UI Adapters**

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#### **Topics**

- AdapterView & Adapter
- AdapterView responsibilities
- ListActivity, ListView, and ListAdapter
- Spinner
- Gallery

# AdapterView & Adapter Adapter

# What is AdapterView Class?

- The AdapterView is a child class of ViewGroup
  - > A special kind of container of view objects (list items)
- Typically you are going to use subsclasses of AdapterView class instead of using it directly
- Example subclasses of AdapterView class
  - > ListView
  - > Spinner
  - > Gallery
- An AdapterView access the data through Adapter object
  - Instead of accessing data directly itself

# What is an Adapter?

- An Adapter object acts as a bridge between an AdapterView object and the underlying data for that view.
  - > The Adapter provides access to the data items.
- The Adapter is also responsible for making a View for each item in the data set.
- Types of Adatpers they implements ListAdatper interface
  - > ArrayAdatper
  - > CursorAdatper
  - > There are a few more

# **Adapter Class Hierarchy**

- BaseAdatper abstract class implements ListAdapter and SpinnerAdatper interfaces
- ArrayAdapter and CursorAdapter classes are subclasses of BaseAdapter class
- You can create a custom adaptor by extending BaseAdapter class

# AdapterView Responsibilities

#### AdapterView Responsibilities

- Two main responsibilities of AdapterView
  - Filling the layout with data (it received through the help of an Adapter)
  - Handling user selections when a user selects an item, perform some action

# Filling the Layout with Data

 Inserting data into the layout is typically done by binding the AdapterView class to an Adapter, which retrieves data from an external source (perhaps a list that the code supplies or query results from the device's database).

# **Handling User Selections**

 You handle the user's selection by setting the class's AdapterView.OnItemClickListener member to a listener and catching the selection changes



#### ListView Class

- A child class of AdapterView class
- Shows items in a vertically scrolling list.
- The items come from the ListAdapter associated with this view



# **Two Choices of Activity Class**

- Option #1 Your activity extends Activity class
  - You have to create ListView object yourself from resource file just like any other View object
- Option #2 Your activity extends ListActivity class
  - ListView object gets created by the ListActivity's contructor, so you don't need to create it yourself

# **Option #1 - Extending Activity Class**

```
public class HelloListView extends Activity {
  @Override
  public void onCreate(Bundle savedInstanceState) {
     super.onCreate(savedInstanceState);
     setContentView(R.layout.main);
    // Since HelloListView extends Activity (instead of ListActivity),
    // we have to create ListView object ourselves.
     ListView Iv =(ListView)findViewById(R.id.listview);
    ArrayAdapter<String> arrayAdapter = new ArrayAdapter<String>(
             this.
                                  // Application context
             R.layout.list item, // layout description for each list item
             COUNTRIES);
     Iv.setAdapter(arrayAdapter);
```

# **Example of ListView Layout**

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent">
    <ListView
        android:id="@+id/listview"
        android:layout_width="fill_parent"
        android:layout_height="wrap_content"/>
</LinearLayout>
```

#### **Example of List Item Layout**

```
<?xml version="1.0" encoding="UTF-8"?>
```

<TextView xmlns:android="http://schemas.android.com/apk/res/android"</pre>

android:layout\_width="fill\_parent"

android:layout\_height="fill\_parent"

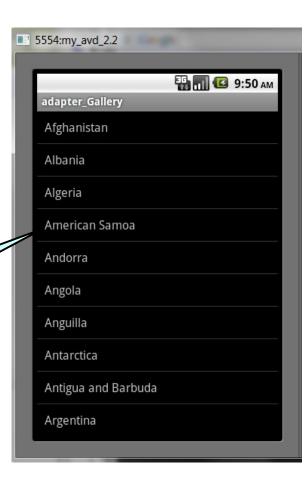
android:padding="10dp"

android:textSize="16sp"

>

</TextView>

List Item Layout

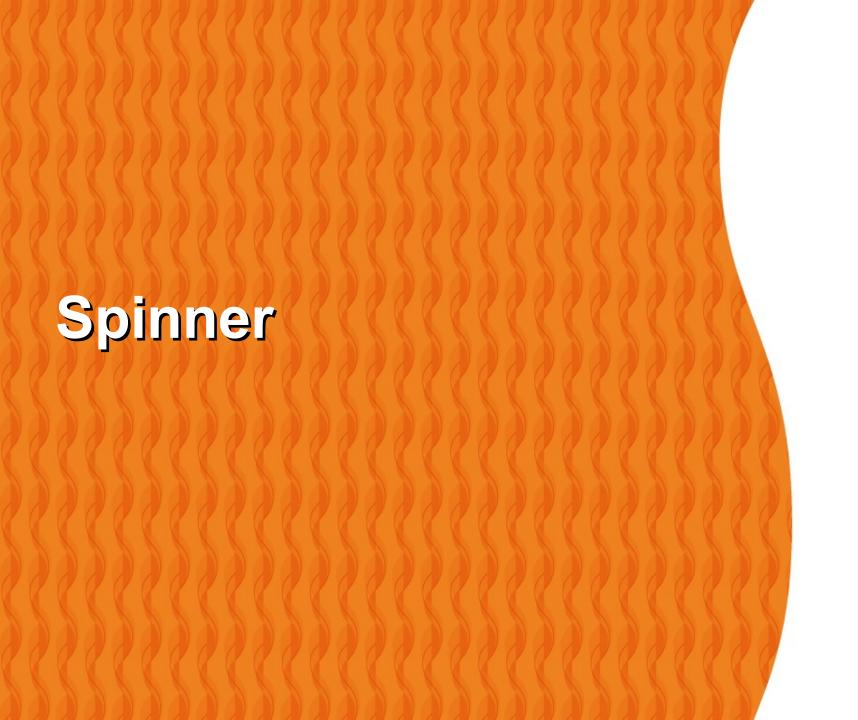


# Option #2: ListActivity Activity class

- Android-provided utility class specially designed for displaying a list of items by binding to a data source such as an array or Cursor, and exposes event handlers when the user selects an item.
  - ListActivity hosts a ListView object that can be bound through an adatper to different data sources, typically either an array or a Cursor holding query results.
  - > setListAdapter(ListAdatper adapter) method automatically creates ListView object from the ListAdapter object
- Has a default layout that consists of a single, full-screen list in the center of the screen

# **Option #2: Extending ListActivity**

```
public class HelloListView extends ListActivity {
  // Array as a data source
  static final String[] COUNTRIES = new String[] {
     "Yemen", "Yugoslavia", "Zambia", "Zimbabwe"
   };
  @Override
  public void onCreate(Bundle savedInstanceState) {
     super.onCreate(savedInstanceState);
    // Create an adapter from Array data source object
    ArrayAdapter<String> arrayAdapter = new ArrayAdapter<String>(
                          // Application context
         this.
         R.layout.list item, // layout description for each list item
         COUNTRIES); // String array of countries defined
    // Notice that this does not load a layout file for the Activity (which you
    // usually do with setContentView(int)). Instead, setListAdapter(ListAdapter)
    // automatically adds a ListView to fill the entire screen of the ListActivity.
    setListAdapter(arrayAdapter);
```



# **Spinner Class**

- A child class of AdapterView class
- Displays one child at a time and lets the user pick among them.
- The items in the Spinner come from the Adapter associated with this view
- There is NO special SpinnerActivity class, so you have to create Spinner object yourself

# **Example of Spinner**

```
public class HelloSpinner extends Activity {
  /** Called when the activity is first created. */
  @Override
  public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.main);
    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);
    spinner.setOnItemSelectedListener(new MyOnItemSelectedListener());
```

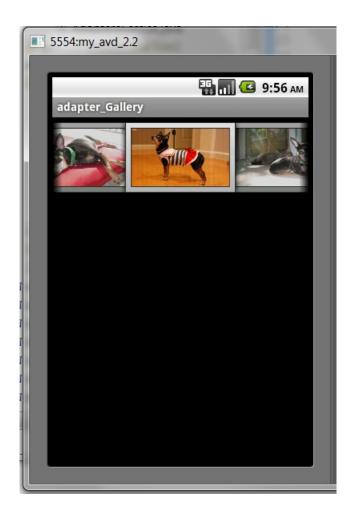
# **Example of Spinner Layout**

```
<?xml version="1.0" encoding="UTF-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
  android:orientation="vertical"
  android:padding="10dip"
  android: layout width="fill parent"
  android:layout height="wrap content">
  <TextView
     android:layout width="fill_parent"
     android:layout_height="wrap_content" android:layout_marginTop="10dip"
     android:layout_marginBottom="10dip" android:text="@string/planet_prompt"
  <Spinner
     android:id="@+id/spinner"
     android:layout width="fill parent"
     android:layout height="wrap content"
     android:prompt="@string/planet prompt"
</LinearLayout>
```



# **Gallery Class**

- A child class of AdapterView class
- A view that shows items in a centerlocked, horizontally scrolling list.



# **Example of Gallery**

```
public class HelloGallery extends Activity {
  @Override
  public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.main);
    Gallery g = (Gallery) findViewById(R.id.gallery);
    g.setAdapter(new ImageAdapter(this));
    g.setOnItemClickListener(new OnItemClickListener() {
      Toast.makeText(HelloGallery.this, "" +
           position, Toast.LENGTH SHORT).show();
```

# **Example of Gallery Layout**

```
<?xml version="1.0" encoding="utf-8"?>
<Gallery xmlns:android="http://schemas.android.com/apk/res/android"
    android:id="@+id/gallery"
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
/>
```

# Thank you!



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