

INSTITUTO FEDERAL DE
EDUCAÇÃO, CIÊNCIA E TECNOLOGIA
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Programação para Dispositivos Móveis

Aula - Resources

Caxias - MA

Roteiro

Resources (strings, colors,
styles, etc)

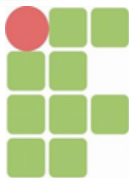


Resources

Fundamentos

- Todos os **resources** de um projeto ficam na pasta **res/**;

```
MyProject/  
  src/  
    MainActivity.java  
  res/  
    drawable/  
      graphic.png  
    layout/  
      main.xml  
      info.xml  
    mipmap/  
      icon.png  
    values/  
      strings.xml
```



Resources

<https://developer.android.com/guide/topics/resources/providing-resources.html?hl=pt-br>

Cores

- Você define cores de acordo com o estado da View.

Drawable

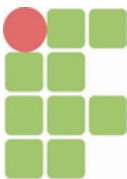
- Recursos gráficos que podem ser bitmaps ou XML.

Layout

- Você pode definir vários layouts para sua UI e alterná-los de acordo com o estado da aplicação.

Menu

- Assim como os layouts para sua UI, você pode definir “layouts de menu” para usá-los na sua aplicação (método `onCreateOptionsMenu()` da sua Activity).



Resources

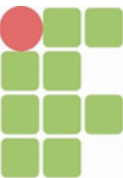
<https://developer.android.com/guide/topics/resources/providing-resources.html?hl=pt-br>

Strings

- Permite definir strings e utilizá-las por todo o seu projeto concentrando-as em apenas um lugar, caso queira modificá-las depois; Permite também a internacionalização do seu App, sendo utilizada na tradução da sua aplicação.

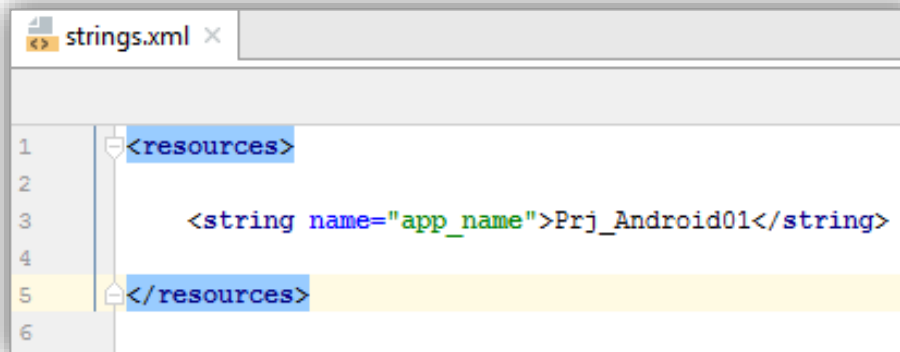
Estilo

- Define aparência e formato dos elementos da sua UI;
- Parecido com o do CSS: concentrar estilização em um único arquivo.



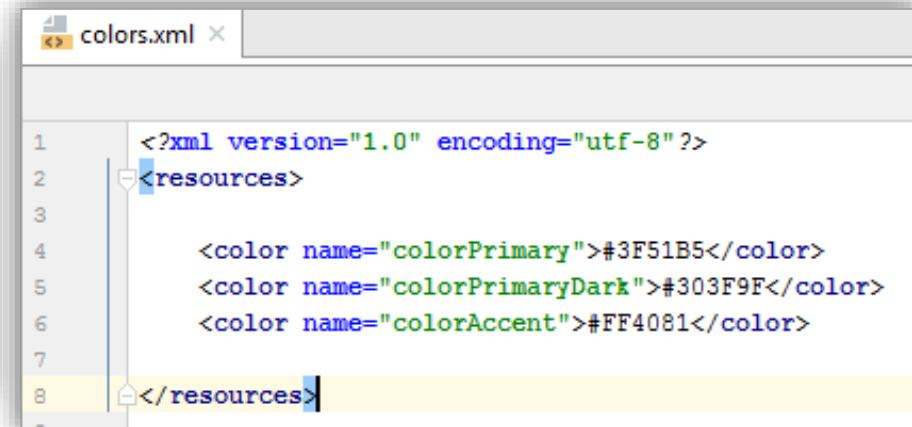
Resources

Project Default



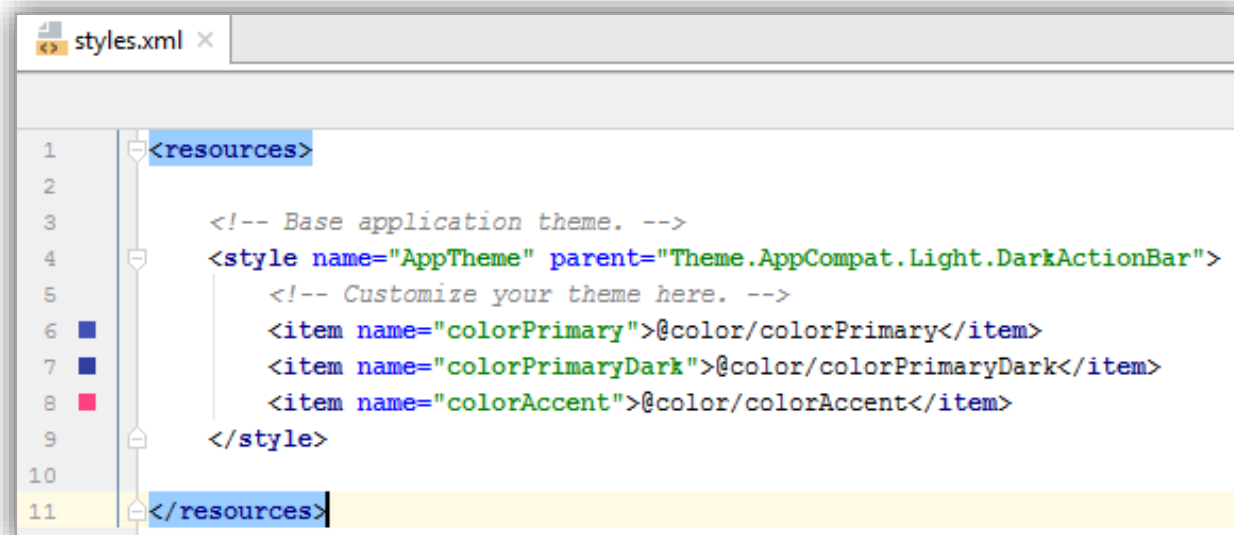
The screenshot shows the 'strings.xml' file in an IDE. The file contains a single string resource named 'app_name' with the value 'Prj_Android01'. The XML structure is as follows:

```
1 <resources>
2
3     <string name="app_name">Prj_Android01</string>
4
5 </resources>
```



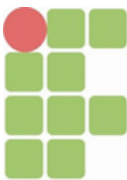
The screenshot shows the 'colors.xml' file in an IDE. The file contains three color resources: 'colorPrimary' (hex #3F51B5), 'colorPrimaryDark' (hex #303F9F), and 'colorAccent' (hex #FF4081). The XML structure is as follows:

```
1 <?xml version="1.0" encoding="utf-8"?>
2 <resources>
3
4     <color name="colorPrimary">#3F51B5</color>
5     <color name="colorPrimaryDark">#303F9F</color>
6     <color name="colorAccent">#FF4081</color>
7
8 </resources>
```



The screenshot shows the 'styles.xml' file in an IDE. The file contains a single style resource named 'AppTheme' that inherits from 'Theme.AppCompat.Light.DarkActionBar'. It includes three color items: 'colorPrimary', 'colorPrimaryDark', and 'colorAccent'. The XML structure is as follows:

```
1 <resources>
2
3     <!-- Base application theme. -->
4     <style name="AppTheme" parent="Theme.AppCompat.Light.DarkActionBar">
5         <!-- Customize your theme here. -->
6         <item name="colorPrimary">@color/colorPrimary</item>
7         <item name="colorPrimaryDark">@color/colorPrimaryDark</item>
8         <item name="colorAccent">@color/colorAccent</item>
9     </style>
10
11 </resources>
```

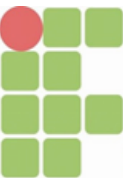
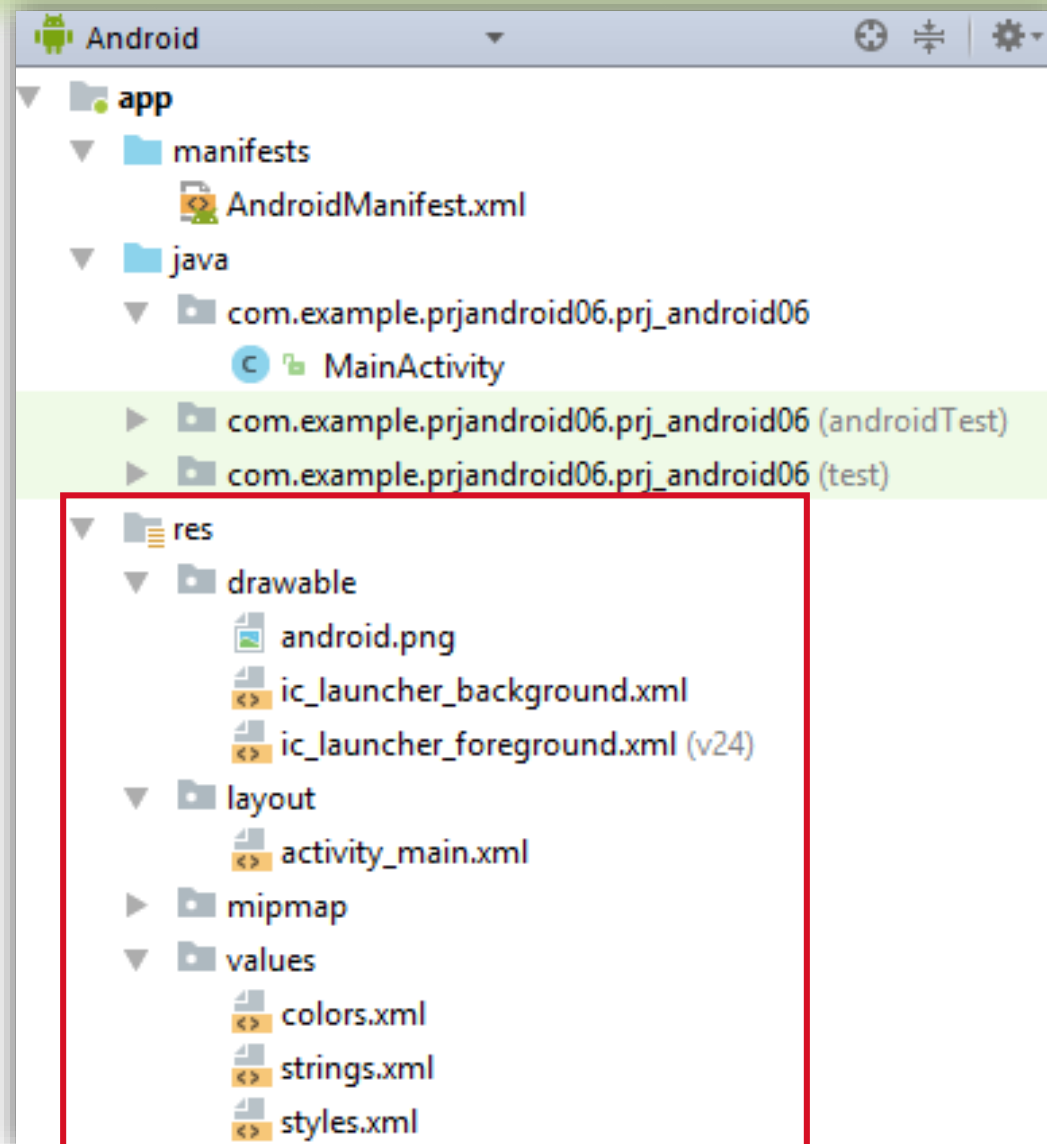


Roteiro



Prj_Android06

Prj_Android06

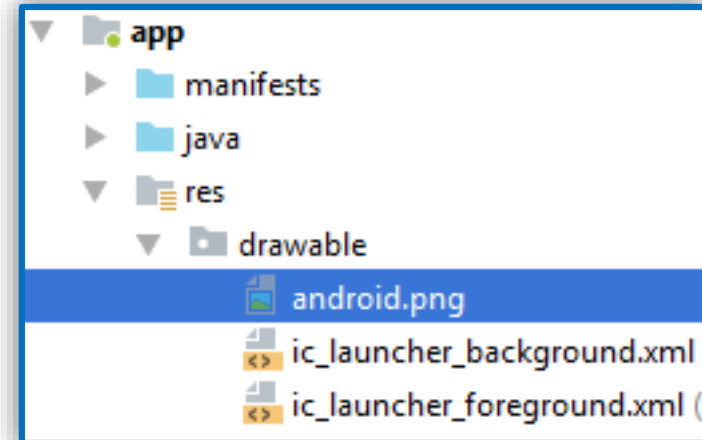


Prj_Android06

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <color name="colorPrimary">#3F51B5</color>
    <color name="colorPrimaryDark">#303F9F</color>
    <color name="colorAccent">#FF4081</color>

    <color name="colorTextoTopo">#FF4081</color>
    <color name="colorTextoBotao">#FFFFFF</color>
    <color name="colorFundo">#66CDAA</color>
</resources>
```

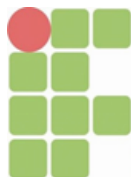
color.xml



*copiar no diretório Drawble
a imagem

```
<resources>
    <string name="app_name">Prj_Android06</string>
    <string name="btn_sair">Sair</string>
    <string name="txt_topo">Seja Bem Vindo(a)! </string>
</resources>
```

string.xml



Prj_Android06

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingLeft="20dp"
    android:background="@color/colorFundo">

    <TextView
        android:id="@+id/txt_titulo"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="@string/txt_topo"
        android:textSize="25dp"
        android:textColor="@color/colorTextoTopo"
        android:layout_centerHorizontal="true"
        android:layout_marginTop="50dp" />
```

activity_main.xml



Prj_Android06

activity_main.xml

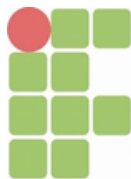
```
<Button
    android:id="@+id/btn_sair"
    android:layout_width="130dp"
    android:layout_height="wrap_content"
    android:layout_marginTop="420dp"
    android:layout_centerHorizontal="true"
    android:text="@string/btn_sair"
    android:textColor="@color/colorTextoBotao"
    android:textStyle="bold"
    android:textSize="20dp"
    android:background="@color/colorPrimary" />
<ImageView
    android:id="@+id/img_view"
    android:src="@drawable/android"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginTop="100dp"
    android:layout_centerHorizontal="true" />
</RelativeLayout>
```



Prj_Android06

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.example.prjandroid06.prj_android06">
    <application
        android:allowBackup="true"
        android:icon="@drawable/android"
        android:label="@string/app_name"
        android:roundIcon="@mipmap/ic_launcher_round"
        android:supportsRtl="true"
        android:theme="@style/AppTheme">
        <activity android:name=".MainActivity">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>
</manifest>
```

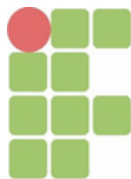
AndroidManifest.xml



Prj_Android06

```
public class MainActivity extends AppCompatActivity {  
    private Button btn_sair;  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.activity_main);  
  
        btn_sair = (Button)findViewById(R.id.btn_sair);  
  
        btn_sair.setOnClickListener(new View.OnClickListener() {  
            @Override  
            public void onClick(View view) {  
                finish();  
            }  
        });  
    }  
}
```

MainActivity.java



Roteiro

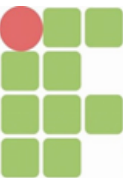


Praticando...

Praticando

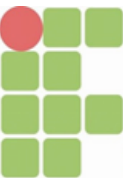
Prj_Android_Extra05

- Modificar o [Prj_Android06](#), e transformar [AndroidManifest.xml](#) (sem o botão SAIR) em tela inicial (ou seja, **Splash**) tocando um som, por 5 segundos, em seguida, direcionar para uma Tela Principal, que conterá um botão SAIR, para finalizar aplicação.



Roteiro

Referências



Referências

- DEITEL, P.; DEITEL, H.; DEITEL, A. **Android 6 - Para Programadores - Uma Abordagem Baseada em Aplicativos**. 2.ed. Bookman, 2015.
- Site oficial “**Android Developer**”. Disponível em:
<<http://developer.android.com/index.html>>.

