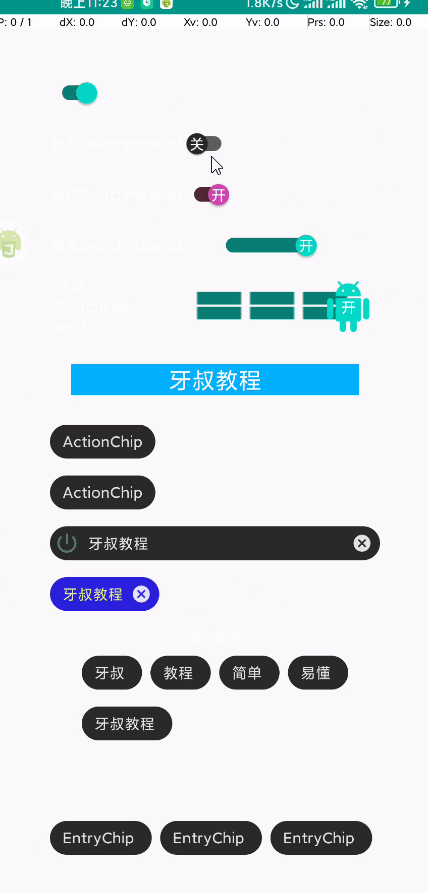
牙叔教程 简单易懂

**效果**



**文章底部有源码下载链接**

**环境**

手机: Mi 11 Pro

Android版本: 11

Autojs版本: 9.0.15

**参考**

[Android Material 常用组件详解（四）—— SwitchMaterial、Chip、ChipGroup 使用详解](https://blog.csdn.net/weixin_42046829/article/details/110220160)

**自行修改请参考**

[autojs-修改java代码-为我所用](https://www.yuque.com/yashujs/bfug6u/ittz45)

[autojs Material组件使用详解](https://www.yuque.com/yashujs/bfug6u/loprn0)

**名人名言**

思路是最重要的, 其他的百度, bing, stackoverflow, github, 安卓文档, autojs文档, 最后才是群里问问  
--- 牙叔教程

**声明**

部分内容来自网络  
本教程仅用于学习, 禁止用于其他用途

**bilibili**

[牙叔教程](https://space.bilibili.com/26079586)

**微信公众号 牙叔教程**



**QQ群**

747748653  


**完整源码 立即查看**

"ui";

/\*

\* @version: 1.0

\* @Date: 2022-01-03 16:34:02

\* @LastEditTime: 2022-01-05 23:21:50

\* @LastEditors: 牙叔

\* @Description:

\* @FilePath: \autojs-slider\main.js

\* @名人名言: 牙叔教程 简单易懂

\* @bilibili: 牙叔教程

\* @公众号: 牙叔教程

\* @QQ群: 747748653

\*/

engines.all().map((ScriptEngine) => {

if (engines.myEngine().toString() !== ScriptEngine.toString()) {

ScriptEngine.forceStop();

}

});

importClass(android.content.res.ColorStateList);

importClass(android.view.View);

importClass(android.graphics.Color);

importClass(com.google.android.material.chip.ChipGroup);

importClass(com.google.android.material.chip.Chip);

importClass(android.graphics.drawable.BitmapDrawable);

/\* -------------------------------------------------------------------------- \*/

// 'Theme\_MaterialComponents',

// 'Theme\_MaterialComponents\_BottomSheetDialog',

// 'Theme\_MaterialComponents\_Bridge',

// 'Theme\_MaterialComponents\_CompactMenu',

// 'Theme\_MaterialComponents\_DayNight',

// 'Theme\_MaterialComponents\_DayNight\_BottomSheetDialog',

// 'Theme\_MaterialComponents\_DayNight\_Bridge',

// 'Theme\_MaterialComponents\_DayNight\_DarkActionBar',

// 'Theme\_MaterialComponents\_DayNight\_DarkActionBar\_Bridge',

// 'Theme\_MaterialComponents\_DayNight\_Dialog',

// 'Theme\_MaterialComponents\_DayNight\_DialogWhenLarge',

// 'Theme\_MaterialComponents\_DayNight\_Dialog\_Alert',

// 'Theme\_MaterialComponents\_DayNight\_Dialog\_Alert\_Bridge',

// 'Theme\_MaterialComponents\_DayNight\_Dialog\_Bridge',

// 'Theme\_MaterialComponents\_DayNight\_Dialog\_FixedSize',

// 'Theme\_MaterialComponents\_DayNight\_Dialog\_FixedSize\_Bridge',

// 'Theme\_MaterialComponents\_DayNight\_Dialog\_MinWidth',

// 'Theme\_MaterialComponents\_DayNight\_Dialog\_MinWidth\_Bridge',

// 'Theme\_MaterialComponents\_DayNight\_NoActionBar',

// 'Theme\_MaterialComponents\_DayNight\_NoActionBar\_Bridge',

// 'Theme\_MaterialComponents\_Dialog',

// 'Theme\_MaterialComponents\_DialogWhenLarge',

// 'Theme\_MaterialComponents\_Dialog\_Alert',

// 'Theme\_MaterialComponents\_Dialog\_Alert\_Bridge',

// 'Theme\_MaterialComponents\_Dialog\_Bridge',

// 'Theme\_MaterialComponents\_Dialog\_FixedSize',

// 'Theme\_MaterialComponents\_Dialog\_FixedSize\_Bridge',

// 'Theme\_MaterialComponents\_Dialog\_MinWidth',

// 'Theme\_MaterialComponents\_Dialog\_MinWidth\_Bridge',

// 'Theme\_MaterialComponents\_Light',

// 'Theme\_MaterialComponents\_Light\_BarSize',

// 'Theme\_MaterialComponents\_Light\_BottomSheetDialog',

// 'Theme\_MaterialComponents\_Light\_Bridge',

// 'Theme\_MaterialComponents\_Light\_DarkActionBar',

// 'Theme\_MaterialComponents\_Light\_DarkActionBar\_Bridge',

// 'Theme\_MaterialComponents\_Light\_Dialog',

// 'Theme\_MaterialComponents\_Light\_DialogWhenLarge',

// 'Theme\_MaterialComponents\_Light\_Dialog\_Alert',

// 'Theme\_MaterialComponents\_Light\_Dialog\_Alert\_Bridge',

// 'Theme\_MaterialComponents\_Light\_Dialog\_Bridge',

// 'Theme\_MaterialComponents\_Light\_Dialog\_FixedSize',

// 'Theme\_MaterialComponents\_Light\_Dialog\_FixedSize\_Bridge',

// 'Theme\_MaterialComponents\_Light\_Dialog\_MinWidth',

// 'Theme\_MaterialComponents\_Light\_Dialog\_MinWidth\_Bridge',

// 'Theme\_MaterialComponents\_Light\_LargeTouch',

// 'Theme\_MaterialComponents\_Light\_NoActionBar',

// 'Theme\_MaterialComponents\_Light\_NoActionBar\_Bridge',

// 'Theme\_MaterialComponents\_NoActionBar',

// 'Theme\_MaterialComponents\_NoActionBar\_Bridge',

// activity.setTheme(com.google.android.material.R$style.Theme\_MaterialComponents\_DayNight\_DarkActionBar);

activity.setTheme(com.google.android.material.R$style.Theme\_MaterialComponents\_NoActionBar);

/\* -------------------------------------------------------------------------- \*/

ui.layout(

<vertical margin="50">

<com.google.android.material.switchmaterial.SwitchMaterial

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:checked="true"

android:enabled="true"

/>

<com.google.android.material.switchmaterial.SwitchMaterial

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:checked="true"

android:enabled="true"

android:text="我是SwitchMaterial"

android:textOff="关"

android:textOn="开"

app:showText="true"

/>

<com.google.android.material.switchmaterial.SwitchMaterial

id="SwitchMaterial"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:checked="true"

android:enabled="true"

android:text="我是SwitchMaterial"

android:textOff="关"

android:textOn="开"

app:showText="true"

/>

<com.google.android.material.switchmaterial.SwitchMaterial

app:switchMinWidth="100dp"

app:switchPadding="30dp"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:checked="true"

android:enabled="true"

android:text="我是SwitchMaterial"

android:textOff="关"

android:textOn="开"

app:showText="true"

/>

<com.google.android.material.switchmaterial.SwitchMaterial

id="SwitchMaterial2"

app:switchMinWidth="200dp"

app:switchPadding="30dp"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:checked="true"

android:enabled="true"

android:text="我是SwitchMaterial"

android:textOff="关"

android:textOn="开"

app:showText="true"

margin="6"

/>

<text

id="title"

margin="20"

text="牙叔教程"

textSize="22sp"

textColor="#fbfbfe"

bg="#00afff"

w="\*"

gravity="center"

></text>

<com.google.android.material.chip.Chip

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:text="ActionChip"

/>

<com.google.android.material.chip.Chip

id="Chip"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:text="ActionChip"

/>

<scroll id="scroll"></scroll>

<com.google.android.material.chip.Chip

android:id="@+id/Chip2"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:checkable="true"

android:clickable="true"

android:focusable="true"

app:chipBackgroundColor="@color/bg\_chip\_state\_list"

app:chipText="牙叔教程"

/>

<LinearLayout

android:layout\_width="match\_parent"

android:layout\_height="match\_parent"

android:gravity="center"

android:orientation="vertical"

tools:context=".SecondFragment"

>

<TextView android:layout\_width="wrap\_content" android:layout\_height="wrap\_content" android:text="横向排列" />

<com.google.android.material.chip.ChipGroup

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

id="chipGroup"

app:singleSelection="true"

>

<com.google.android.material.chip.Chip

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:text="牙叔 "

android:checkable="true"

android:clickable="true"

android:focusable="true"

/>

<com.google.android.material.chip.Chip

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:text="教程 "

android:checkable="true"

android:clickable="true"

android:focusable="true"

/>

<com.google.android.material.chip.Chip

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:text="简单 "

android:checkable="true"

android:clickable="true"

android:focusable="true"

/>

<com.google.android.material.chip.Chip

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:text="易懂 "

android:checkable="true"

android:clickable="true"

android:focusable="true"

/>

<com.google.android.material.chip.Chip

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:text="牙叔教程 "

android:checkable="true"

android:clickable="true"

android:focusable="true"

/>

</com.google.android.material.chip.ChipGroup>

<text

id="content"

android:layout\_width="200dp"

android:layout\_height="60dp"

textColor="#2e62cd"

textSize="30sp"

/>

<HorizontalScrollView android:layout\_width="match\_parent" android:layout\_height="wrap\_content">

<com.google.android.material.chip.ChipGroup

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

app:singleLine="true"

id="chipGroup2"

>

<com.google.android.material.chip.Chip

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:text="EntryChip "

android:checkable="true"

android:clickable="true"

android:focusable="true"

/>

<com.google.android.material.chip.Chip

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:text="EntryChip "

android:checkable="true"

android:clickable="true"

android:focusable="true"

/>

<com.google.android.material.chip.Chip

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:text="EntryChip "

android:checkable="true"

android:clickable="true"

android:focusable="true"

/>

<com.google.android.material.chip.Chip

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:text="EntryChip "

android:checkable="true"

android:clickable="true"

android:focusable="true"

/>

</com.google.android.material.chip.ChipGroup>

</HorizontalScrollView>

</LinearLayout>

</vertical>

);

//ChipGroup中设置选中监听-- 只有单选的chipGroup才可以使用

// ui.chipGroup2.setOnCheckedChangeListener(function (a, b) {

// log("a = " + a);

// log("b = " + b);

// });

ui.chipGroup.setSingleSelection(true);

ui.chipGroup.setOnCheckedChangeListener(

new ChipGroup.OnCheckedChangeListener({

onCheckedChanged: function (chipGroup, i) {

let chip = chipGroup.findViewById(i);

if (chip != null) log("Chip is " + chip.getText().toString());

log("OnCheckedChangeListener", "Called");

ui.content.setText(chip.getText().toString());

},

})

);

ui.post(function () {

let ids = ui.chipGroup2.getCheckedChipIds();

log(ids);

}, 3000);

let view = ui.SwitchMaterial;

view.setTrackTintList(getColorStateList());

view.setThumbTintList(getColorStateList());

let view2 = ui.SwitchMaterial2;

var imgId = context.getResources().getIdentifier("ic\_android\_black\_48dp", "drawable", context.getPackageName());

var drawable = context.getResources().getDrawable(imgId);

view2.setThumbDrawable(drawable);

imgId = context.getResources().getIdentifier("ic\_view\_module\_black\_48dp", "drawable", context.getPackageName());

drawable = context.getResources().getDrawable(imgId);

view2.setTrackDrawable(drawable);

let view3 = ui.Chip;

r = view3.setChipDrawable.toString();

createChip(ui.scroll);

let view4 = ui.Chip2;

view4.setChipBackgroundColor(getColorStateList());

view4.setTextColor(getColorStateList());

view4.setCloseIconVisible(true);

view4.setOnClickListener({

onClick: function (v) {

log("onClick");

},

});

view4.setOnCheckedChangeListener(function (buttonView, isChecked) {

var hintStr = "";

if (isChecked) {

hintStr = "选中";

} else {

hintStr = "取消选中";

}

toastLog(hintStr);

});

view4.setOnCloseIconClickListener(function () {

toastLog("关闭按钮 被点击");

});

function createChip(chipGroup) {

let chip = new Chip(activity);

chip.text = "牙叔教程";

chip.setCloseIconVisible(true);

var imgId = context

.getResources()

.getIdentifier("ic\_power\_settings\_new\_black\_48dp", "drawable", context.getPackageName());

var drawable = context.getResources().getDrawable(imgId);

drawable.setTintList(getColorStateList());

chip.chipIcon = drawable;

chipGroup.addView(chip, chipGroup.childCount - 1);

chip.setOnCloseIconClickListener(

new View.OnClickListener({

onClick: function (v) {

log("onClick");

chipGroup.removeView(chip);

},

})

);

}

/\* -------------------------------------------------------------------------- \*/

function getColorStateList() {

var colorList = [rndColor(), rndColor(), rndColor(), rndColor()];

var colorStateList = createColorStateList(colorList[0], colorList[1], colorList[2], colorList[3]);

return colorStateList;

}

function createColorStateList(normal, pressed, focused, unable) {

var colors = [pressed, focused, normal, focused, unable, normal];

var states = new Array();

states[0] = [android.R.attr.state\_pressed, android.R.attr.state\_enabled];

states[1] = [android.R.attr.state\_enabled, android.R.attr.state\_focused];

states[2] = [android.R.attr.state\_enabled];

states[3] = [android.R.attr.state\_focused];

states[4] = [android.R.attr.state\_window\_focused];

states[5] = [];

var colorList = new ColorStateList(states, colors);

return colorList;

}

function rndColor() {

return colors.rgb(random(0, 255), random(0, 255), random(0, 255));

}

function printObj(obj) {

var arr = [];

for (var k in obj) {

arr.push(k);

}

arr.sort();

log(arr);

}