Lappeenrannan teknillinen yliopisto

School of Business and Management

Sofware Development Skills

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LEARNING DIARY, LISTS, LAYOUTS AND IMAGES MODULE

**LEARNING DIARY**

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The third video was called “Lists, Layouts, and Images” on the course’s Moodle pages. I felt like this video was much more difficult than the previous ones, which probably tells that these are the kind of things I should revise some more. I didn’t completely internalize and understand every detail, but I’ll try to explain the main things in the project that we did.

The main activity has a ListView, which shows a list of items that we defined in string.xml resource file. The ListView has an adapter set for it, which from what I understood, kind of manages and sets up the item data that we defined for the list. A stackoverflow answer says that adapters are essentially a bridge between UI components and the data source.

Theres an onItemClick listener on the ListView items, which starts another activity with an intent. The intent also passed ITEM\_INDEX to the other activity, so that it knows which image to show. If the other activity gets a valid index (!= -1) then it will get the corresponding image from the drawable resources and scales it if necessary and sets that image for the ImageView. I didn’t fully understand the scaling image method, but it seemed to work, since my images had a huge resolution but on the emulator they fit the screen perfectly.