

# JAVA EN ANDROID

3

Oscar Chávez-Bosquez

<http://chavezbosquez.github.io/diplomado/android.html>

# Hoy veremos

---

1. Login app
2. Calculadora (layout)
3. Calculadora (programación)

# Calculadorapp (*layout*)

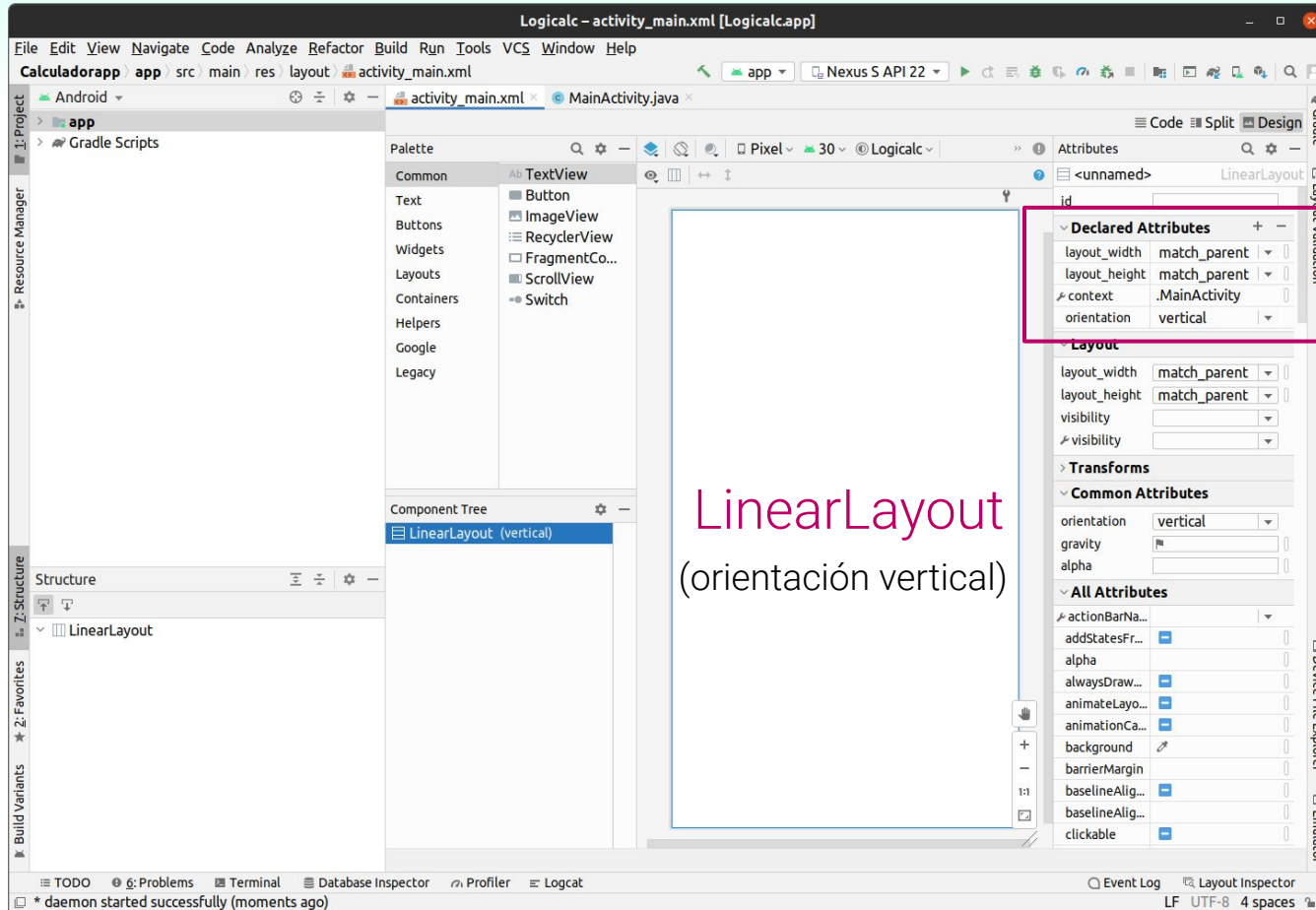
---

# Nuevo proyecto

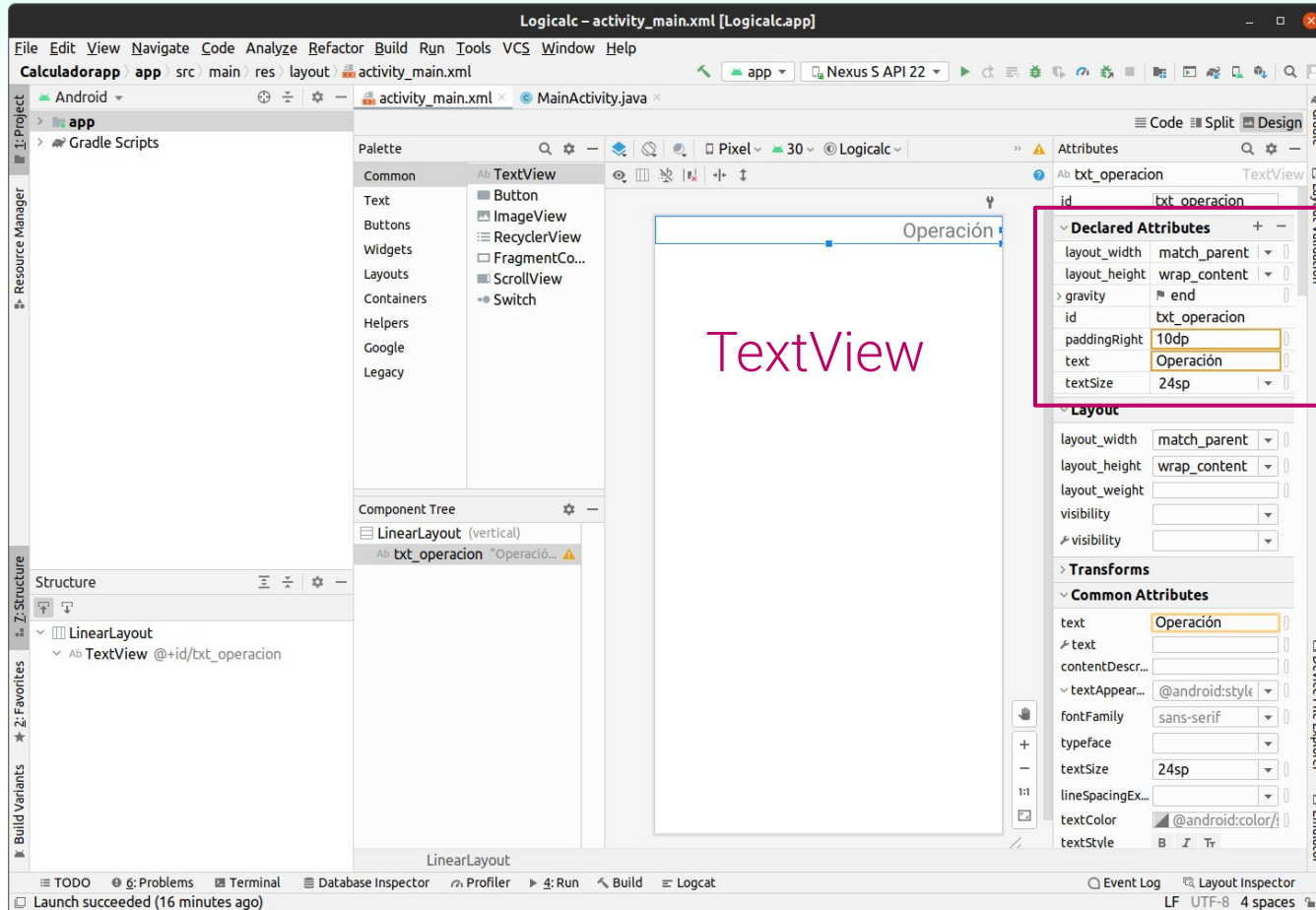
1. Cerrar proyecto actual
2. Create New Project
3. Empty Activity
4. Calculadorapp

# Diseño

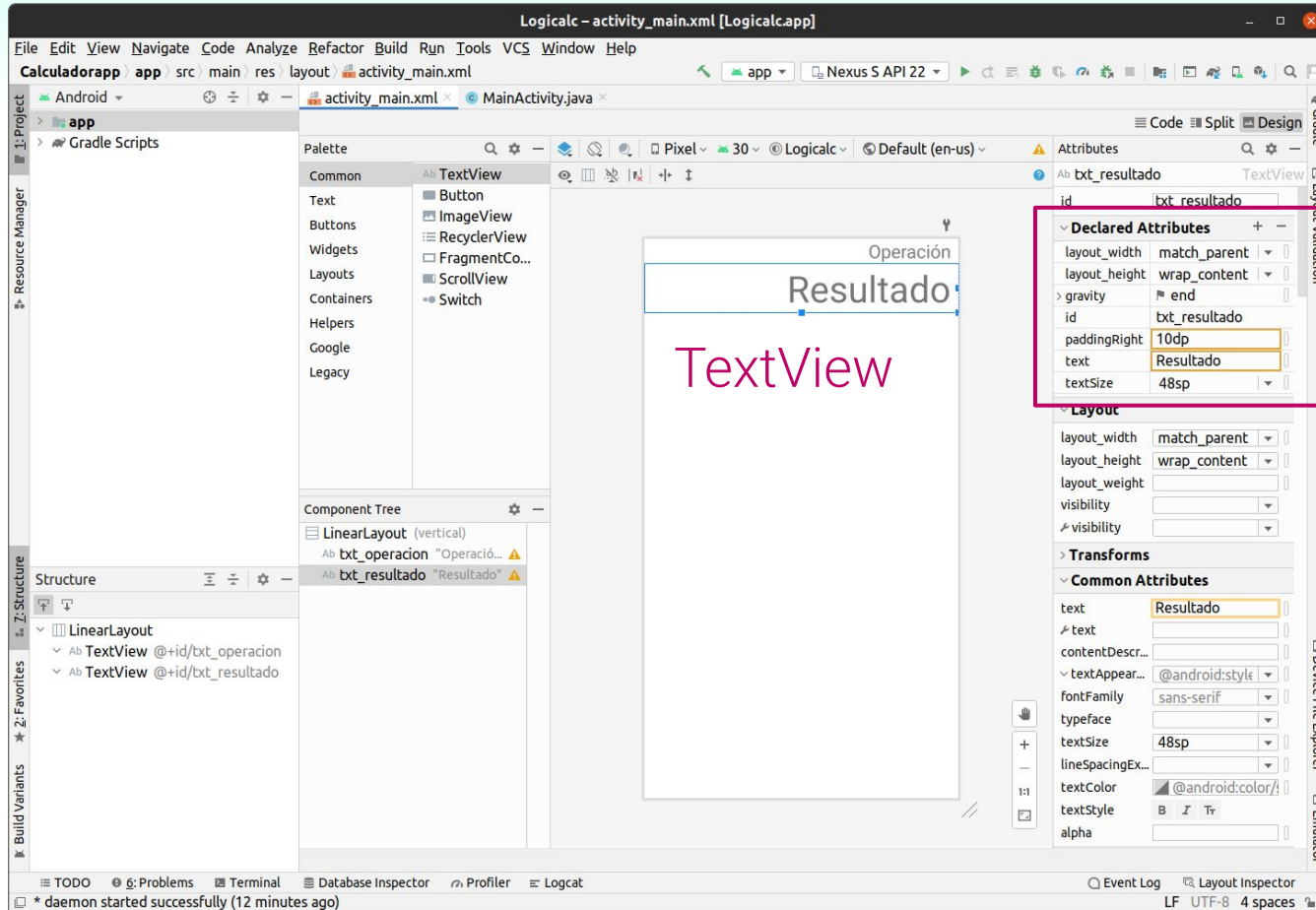
# activity\_main.xml



# activity\_main.xml

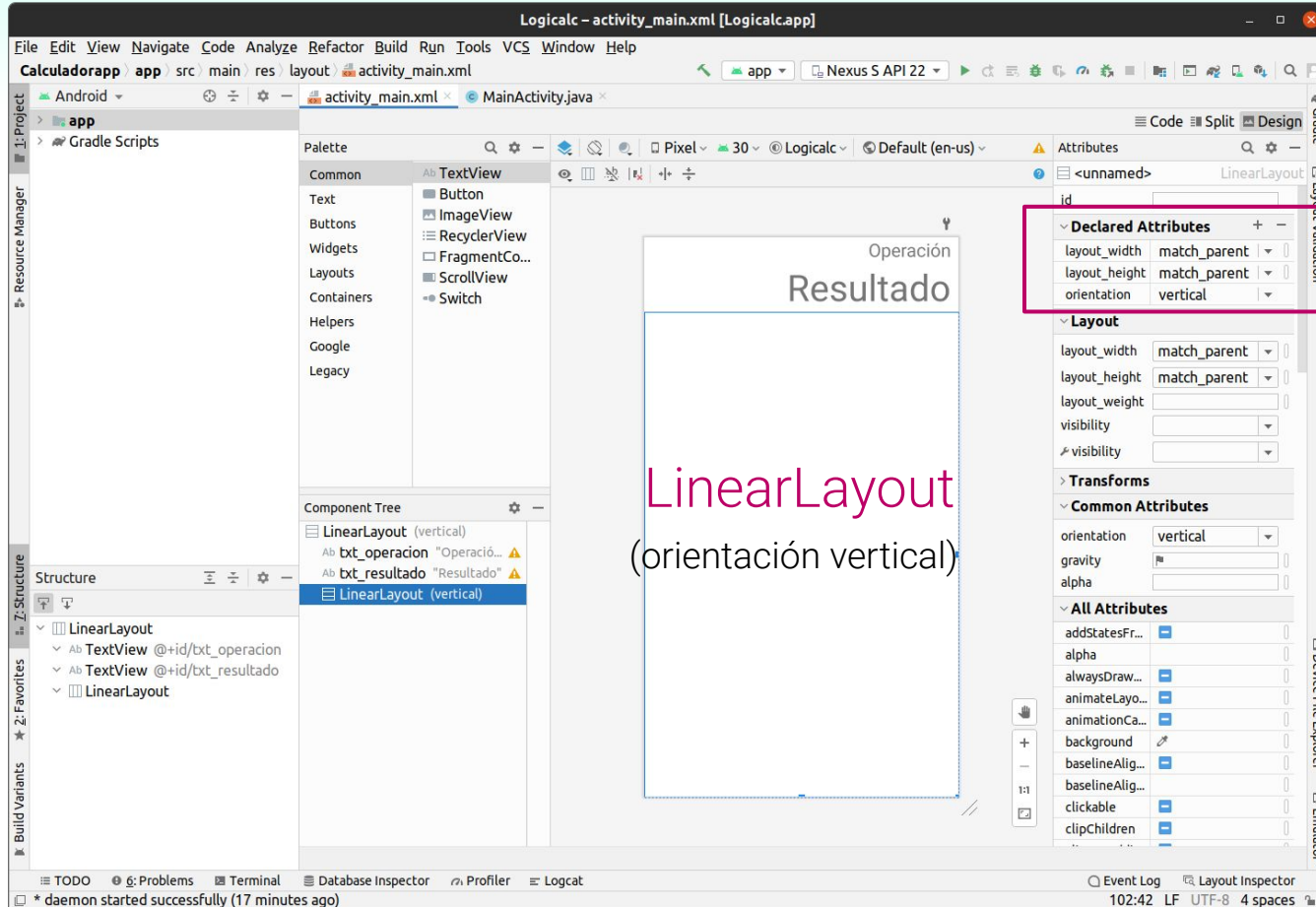


# activity\_main.xml

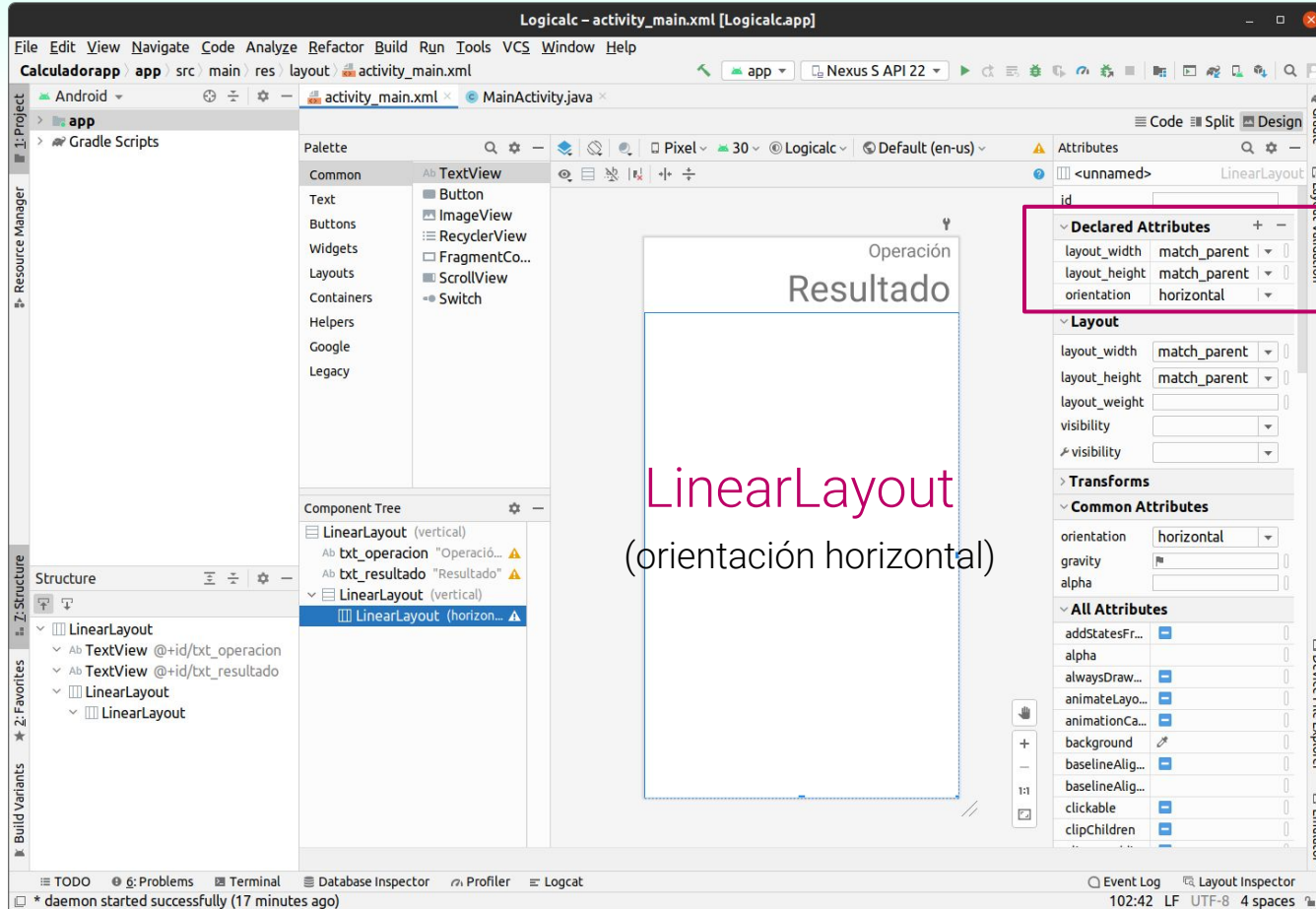




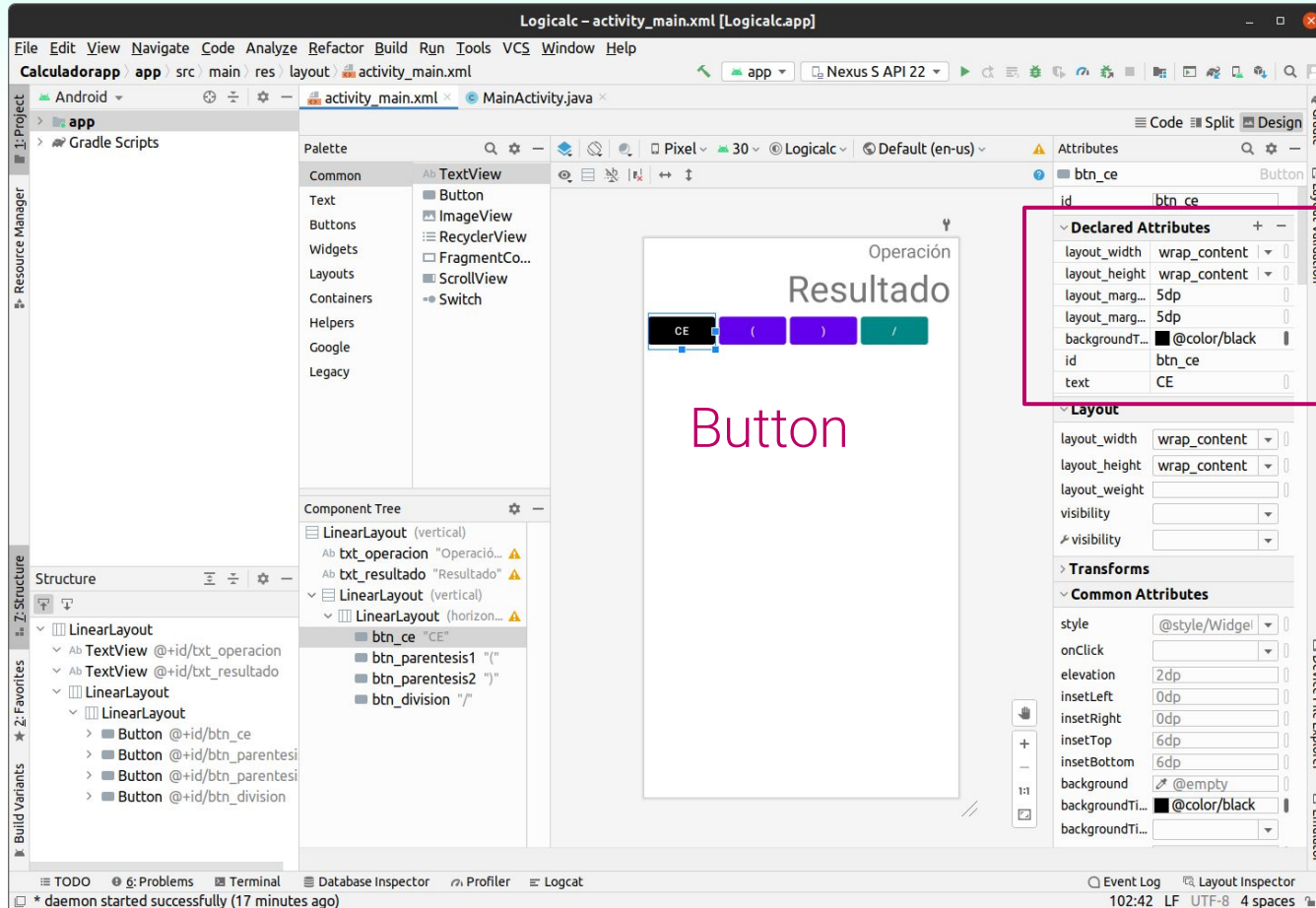
# activity\_main.xml



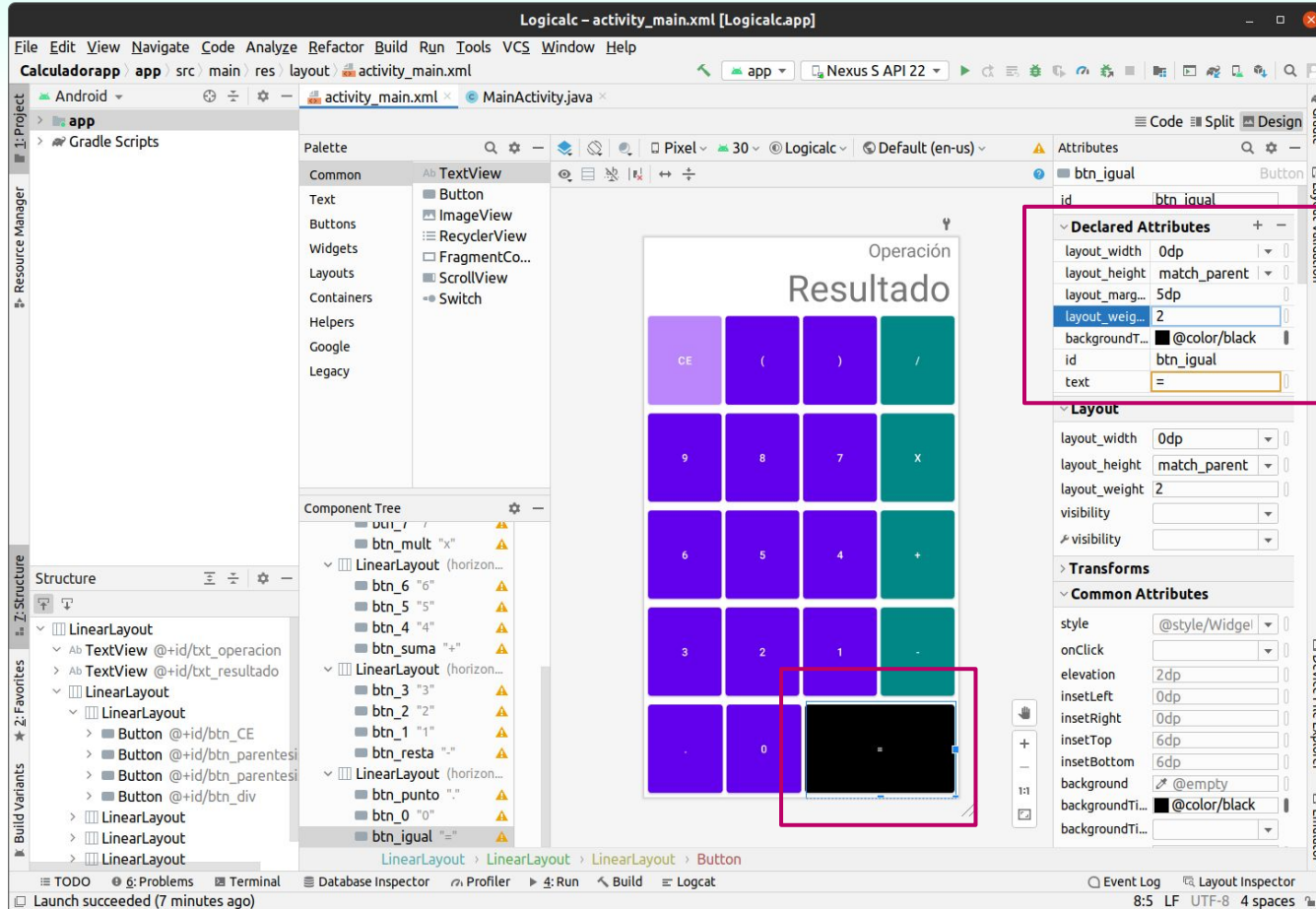
# activity\_main.xml



# activity\_main.xml



# activity\_main.xml



# Calculadorapp (programación)

---

# 1. Acceso a los **TextView**

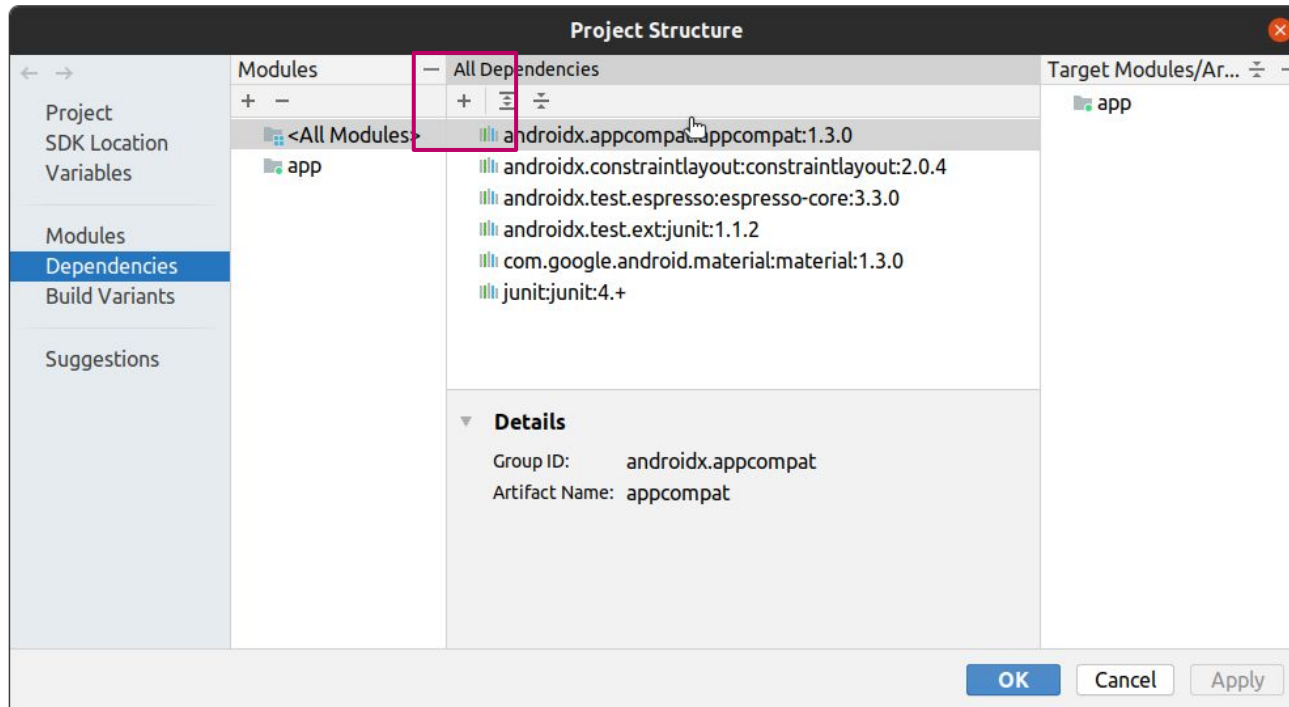
```
public class MainActivity extends AppCompatActivity {  
    TextView txtOperacion;  
    TextView txtResultado;  
  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.activity_main);  
        txtOperacion = findViewById(R.id.txt_operacion);  
        txtResultado = findViewById(R.id.txt_resultado);  
        txtOperacion.setText("");  
        txtResultado.setText("");  
    }  
}
```

## 2. Funcionalidad de los Button

```
public class MainActivity extends AppCompatActivity implements View.OnClickListener {  
    ...  
    Button btnCE;  
    Button btn1;  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
        ...  
        btnCE = findViewById(R.id.btn_CE);  
        btn1 = findViewById(R.id.btn_1);  
        btnCE.setOnClickListener(this);  
        btn1.setOnClickListener(this);  
    }  
    private void setOperacion(String caracter) {  
        String s = txtOperacion.getText().toString();  
        txtOperacion.setText(s + " " + caracter);  
    }  
    @Override  
    public void onClick(View v) {  
        if (v == btn1) {  
            this.setOperacion("1");  
        }  
    }  
}
```

### 3. Importar biblioteca externa

- File → Project structure





### 3. Importar biblioteca externa

Add Library Dependency

Module 'app'

Step 1.

Use the form below to find the library to add. This form uses the repositories specified in the project's build files (Google, Maven Central, JCenter)

rhino-android

Search

Enter a search query or fully-qualified coordinates (e.g. guava\* or com.google.\*:guava\* or com.google.guava:guava:26.0)

| Group ID                  | Artifact Name | Repository ^           | Versions |
|---------------------------|---------------|------------------------|----------|
| ai.picovoice              | rhino-android | Maven Central          | 1.1.1    |
| com.faendir.rhino         | rhino-android | Maven Central          | 1.1      |
| com.faendir.rhino_android | rhino-android | Maven Central, JCenter | 1.0      |
| io.apisense               | rhino-android | Maven Central, JCenter |          |

Library: io.apisense:rhino-android:1.1.1

Step 2.

Assign your dependency to a configuration by selecting one of the configurations below.

[Open Documentation](#)

implementation

OK

Cancel

### 3. Calcular resultado

```
private void calcularResultado() {  
    String operacion = txtOperacion.getText().toString();  
    Double resultado = null;  
    ScriptEngine motor = new ScriptEngineManager().getEngineByName("rhino");  
    try {  
        resultado = (Double)motor.eval(operacion);  
    } catch (ScriptException e) {  
        Toast.makeText(this, "Operación no válida", Toast.LENGTH_SHORT).show();  
    }  
    if (resultado != null) {  
        txtResultado.setText(resultado.toString());  
    }  
}
```

Hasta la próxima...