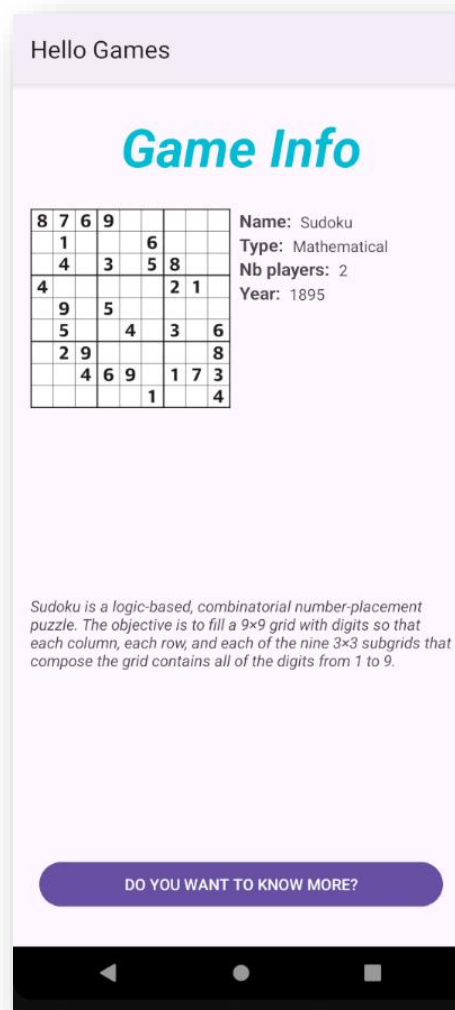
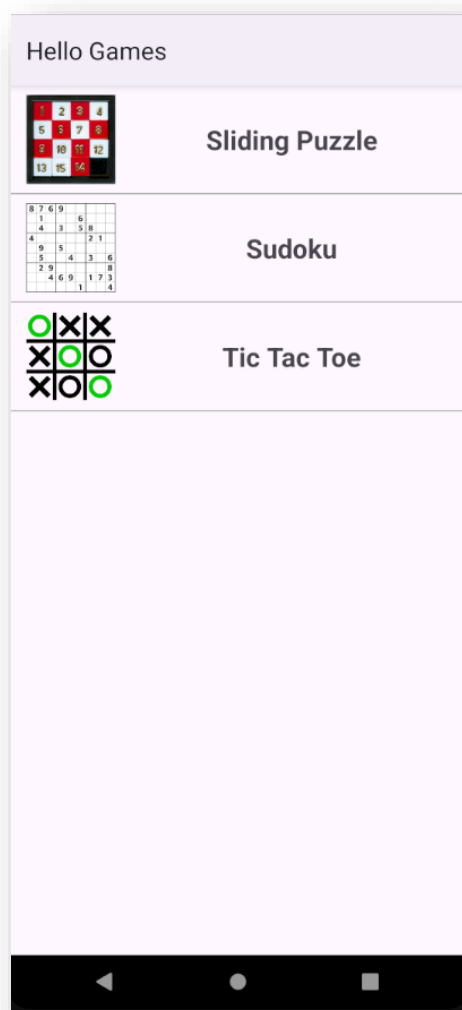


Android: Practicals

Game info app

⇒ Create a new Hello Games application. This is a very simple application with only two screens:



First screen, the game list.

Get a list of games from the WebService

GET

<https://www.surleweb.xyz/api/game/list.json>

Pick 3 random in the list (3 new random each time the app is started and the list is loaded) and display them as shown.

Upon clicking one of the games, open a second screen with details for the selected game.

Second screen, game details (as you can see).

GET

<https://www.surleweb.xyz/api/game/details<id>.json>

(<id> replaced by game id, see retrofit documentation to add parameter in path <https://square.github.io/retrofit/>)

As written above, display details for the selected game.

Upon clicking on the button, open a browser either on Google search for the game, or on the info url provided in game details.

Use Glide library

The Glide library is used to load a remote picture into an ImageView very simply from its URL.

Like Retrofit and for the same reason, Glide requires the Internet permission to be added in project manifest.xml.

```
<!-- Internet access permission for Retrofit and Glide -->
<uses-permission android:name="android.permission.INTERNET"/>
```

Add the library as a dependency in your app module build.gradle.kts file.

```
// Include the dependency in your app module build.gradle file
implementation("com.github.bumptech.glide:glide:4.14.2")
```

Now you can use the library in your activity.

```
// Use it in your activity

// Bind ImageView object to the display UI ImageView
val targetImageView: ImageView =
    findViewById(R.id.activity_demo_img_portrait)

// Load remote image into target ImageView
Glide
    // current Activity instance is also a context object
    .with(this@MainActivity)
    // image url
    .load("http://www.server.com/pic.png")
    // target ImageView
    .into(targetImageView)
```