

FIT2081 Mobile application development - S1 2021

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Started on Monday, 10 May 2021, 8:40 PM

State Finished

Completed on Monday, 10 May 2021, 11:15 PM

Time taken 2 hours 34 mins

Grade 8.75 out of 10.00 (88%)

Print friendly format

Question 1
Complete

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Mark 8.75 out of 10.00

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Question 1

Q1 - If you have an activity that uses constraint layout with id="layout 21_s1", write a piece of code that shows in a toast the distance in pixel between a click event that cours on the activity and the left edge of the screen. (20m)

packagecom.example.workshopW10;

importandroidx.appcompat.app.AppCompatActivity;

import androidx.constraintlayout.widget.ConstraintLayout;

import android.os.Bundle;

import android.view.MotionEvent;

import android.view.View;

import android.widget.Toast;

publicclassMainActivityextendsAppCompatActivity {

ConstraintLayout constraintLayout;

@Override

protectedvoidonCreate(BundlesavedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity_main);

```
View constraintLayout = findViewById(R.id.layout_21_s1);
            view.setOnTouchListener(new View.OnTouchListener(){
               @Override
               publicbooleanonTouch(Viewv, MotionEventevent) {
                  int action = event.getActionMasked();
                  float xCoord = event.getX();
                  float yCoord = event.getY();
                  String message =String.format("(X,Y) coordinates = (%.2f, %.2f)", xCoord, yCoord);
                  switch (action){
                      case (MotionEvent.ACTION_UP):
                          Snackbar mySnackBar=Snackbar.make(frameLayout,message, Snackbar.LENGTH_SHORT);
                          mySnackBar.show();
                          break;
                      }
                      return true;
             });
                               enment Project Exam Help
               @Override
               publicbooleanon Touch(Viewy, MotionEventevent) {
                      int action = event getActionMasked();
                      float xCoord = event.getRawX();
                      String mets ge String. ermat "Distancei?
                      Toast myToast= Toast.makeText (getBaseContext(), message,
Toast.LENGTH_SHORT);
                      switch (action){
                         case (MotionEvent.ACTION_UP ):
                             myToast.show();
                             break;
                         case (MotionEvent.ACTION_DOWN):
                             myToast.show();
                             break;
                         case (MotionEvent.ACTION_MOVE):
                             myToast.show();
                             break;
                        }
                        return true;
                  }
             });
        }
}
```

Comment:

(Q1=90% Q2=100% Q3=71%)

Question 2

Complete

Not graded

Question 2

Q2 - Briefly explain the role of the getActionMasked's output. (5m)

int i=motionEvent.getActionMasked;

The getActionMasked() method returns an integer number (constant) that represents the type of the current event. The action is then compared with pre-defined constant values to determine the type of the current event.

In int i = motionEvent.getActionMasked(), getActionMasked() will return just an event (up, down, move) information without showing any other event information i.e all other information will be masked out.

The role of getActionMasked() is that it will be used to check whether the click event is UP, DOWN, MOVE and based on that output.

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Question 3

Complete

Not graded

Question 3

Q3- The following piece of code is designed to show a toast with each Action Up event. But, it shows nothing. Find and explain the problem, then fix it. (7m)

Action UP event that can not occur without having any prior DOWN and MOVE event, so UP can only come after DOWN or MOVE event. To solve this problem, I need to add the Down and Move section to this code.

view.setOnTouchListener(new View.OnTouchListener() {

```
@Override
```

```
public boolean onTouch(View v, MotionEvent event) {
```

int action = event.getActionMasked();

switch(action){

case(MotionEvent.ACTION_DOWN):

Toast.makeText(self,"Action DOWN",Toast.LENGTH_SHORT).show();

return true;

 $case (Motion Event. ACTION_MOVE):$

Toast.makeText(self,"Action MOVE",Toast.LENGTH_SHORT).show();

```
return true;

case(MotionEvent.ACTION_UP):

Toast.makeText(self,"Action UP",Toast.LENGTH_SHORT).show();

return true;

default:

return false;
}

}
});
```

Question **4**Not answered

Not graded

Question 4

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Question **5**Not answered

Not graded

Question 5

■ Week 9: Workshop Quiz

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