

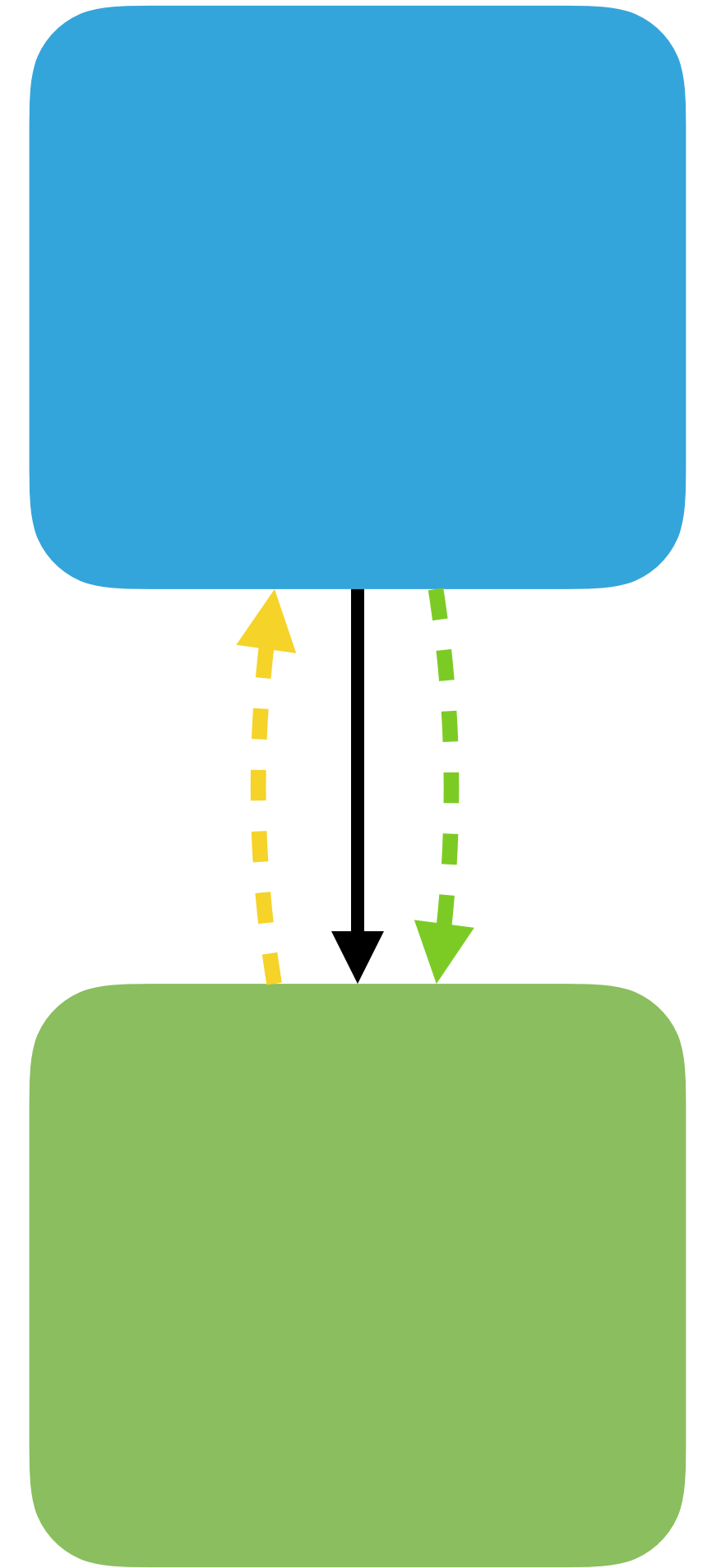
# MOBILE APPLICATION DEVELOPMENT

ANDROID (2017)

## LECTURE 06: LISTENERS

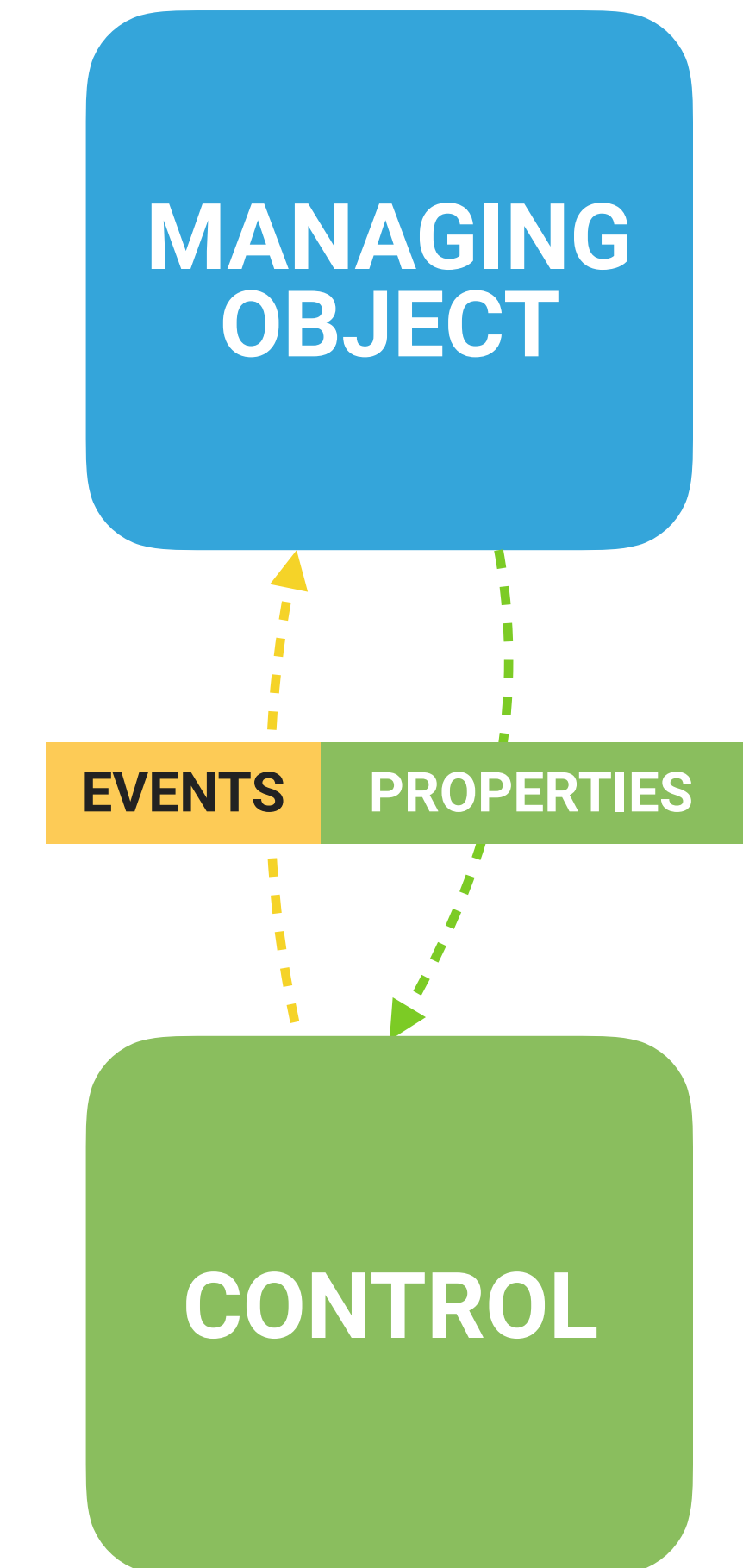
# LISTENERS

- ▶ Listeners are classes or objects which listen for events.
- ▶ Generally, the 'listening' methods are defined by an interface.
  - ▶ Many listeners are instances of anonymous types (objects).
  - ▶ The interface defines events, and specific instances implement reactions to those events for a particular purpose.
- ▶ Listeners allow objects and classes which have no explicit knowledge of one another to communicate in a standardized way, which helps keep units of code discrete and focused.



## CONTROL INTERACTIONS

- ▶ Controls are part of a chain of events.
- ▶ Controls have their properties set by managing objects/classes.
- ▶ Controls generate events, which are handled elsewhere.
- ▶ Setting properties is an explicit action that must be special-cased.
- ▶ Event handling is not always explicitly defined, or even defined at all.
  - ▶ Controls may generate unhandled events.
  - ▶ Controls may be used in non-interactive contexts to represent data.
  - ▶ Controls use listener interfaces to handle the forwarding of events.

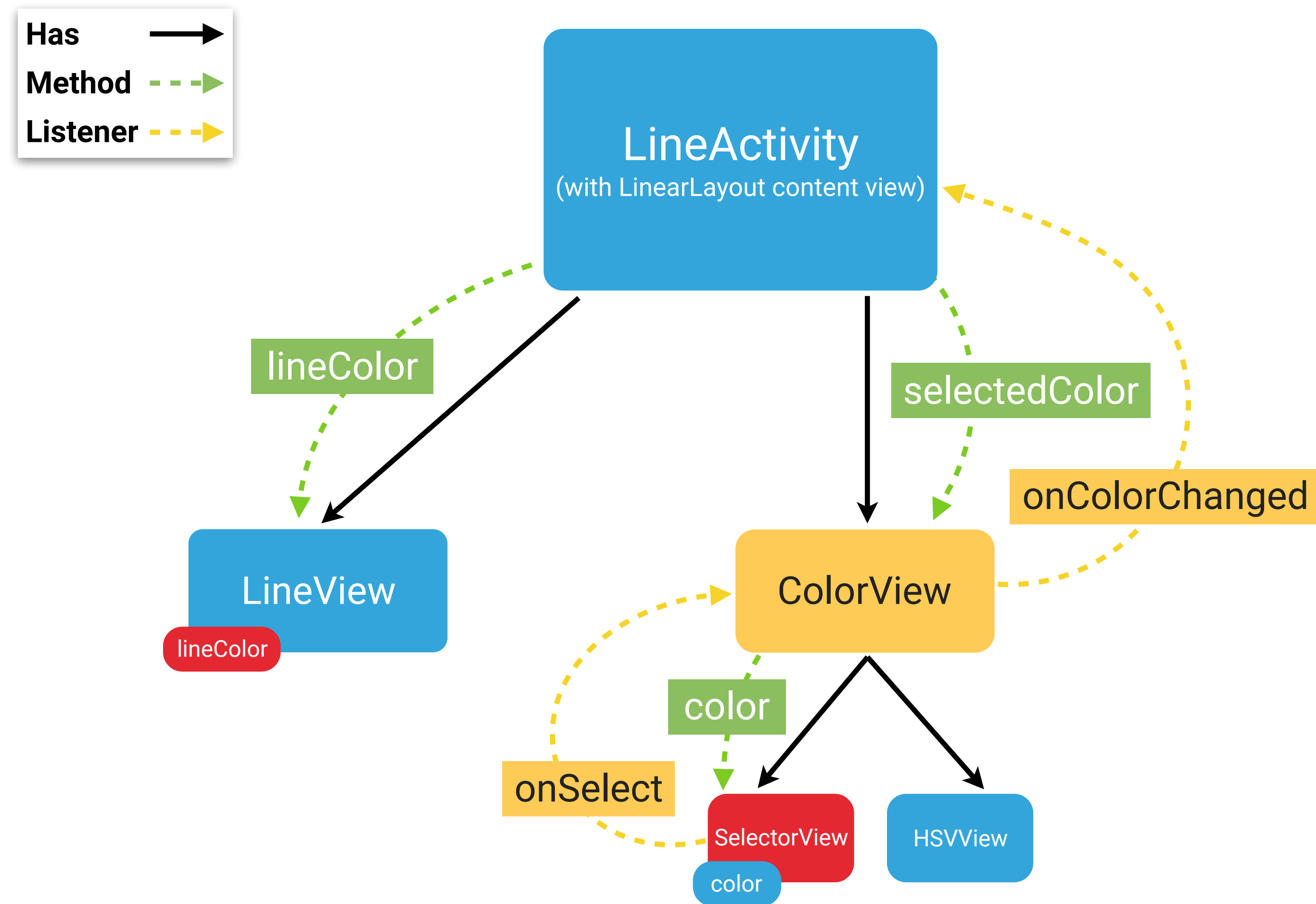


## LISTENER EXAMPLE: LINE SETTINGS

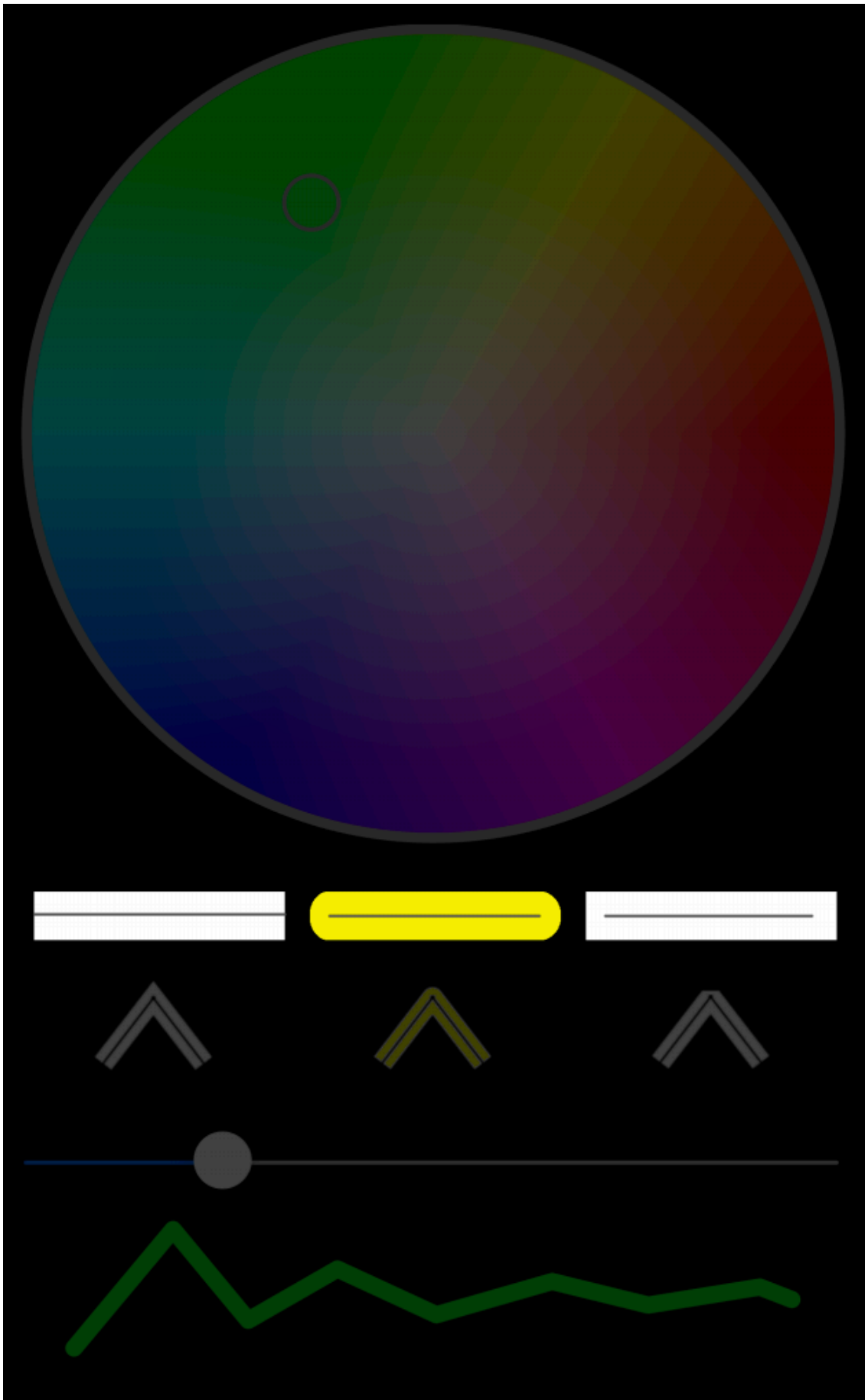
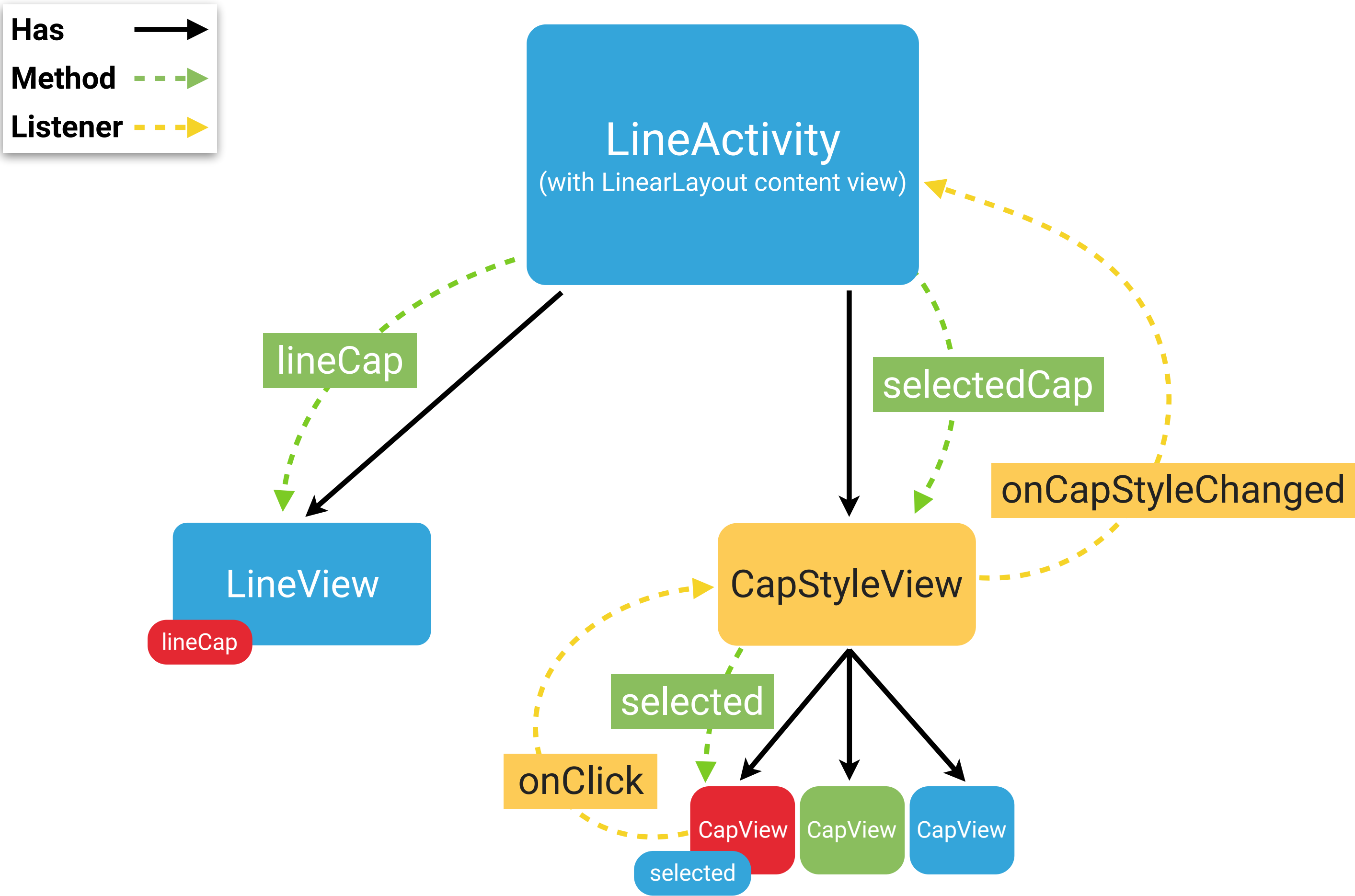
- ▶ Need to allow the user to customize the appearance and shape of a line they are going to draw.
- ▶ This requires a number of attributes to be customizable:
  - ▶ The color of the line.
  - ▶ The line join and cap styles.
  - ▶ The line width.
- ▶ This is a complex control, which is made up of other controls. The combined control manages the line settings.



# LISTENER EXAMPLE: LINE COLOR CONTROL

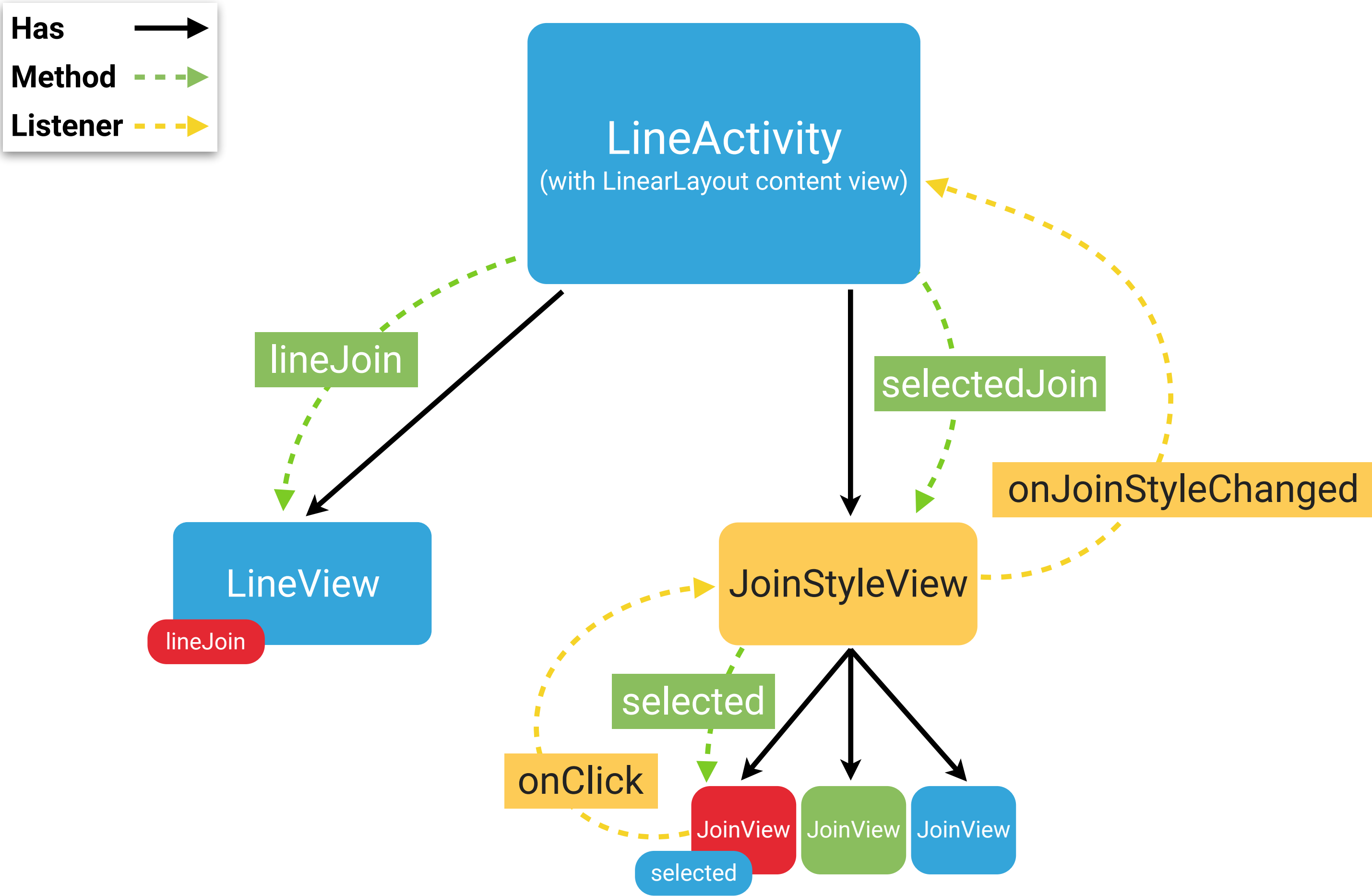


# LISTENER EXAMPLE: LINE CAP CONTROL

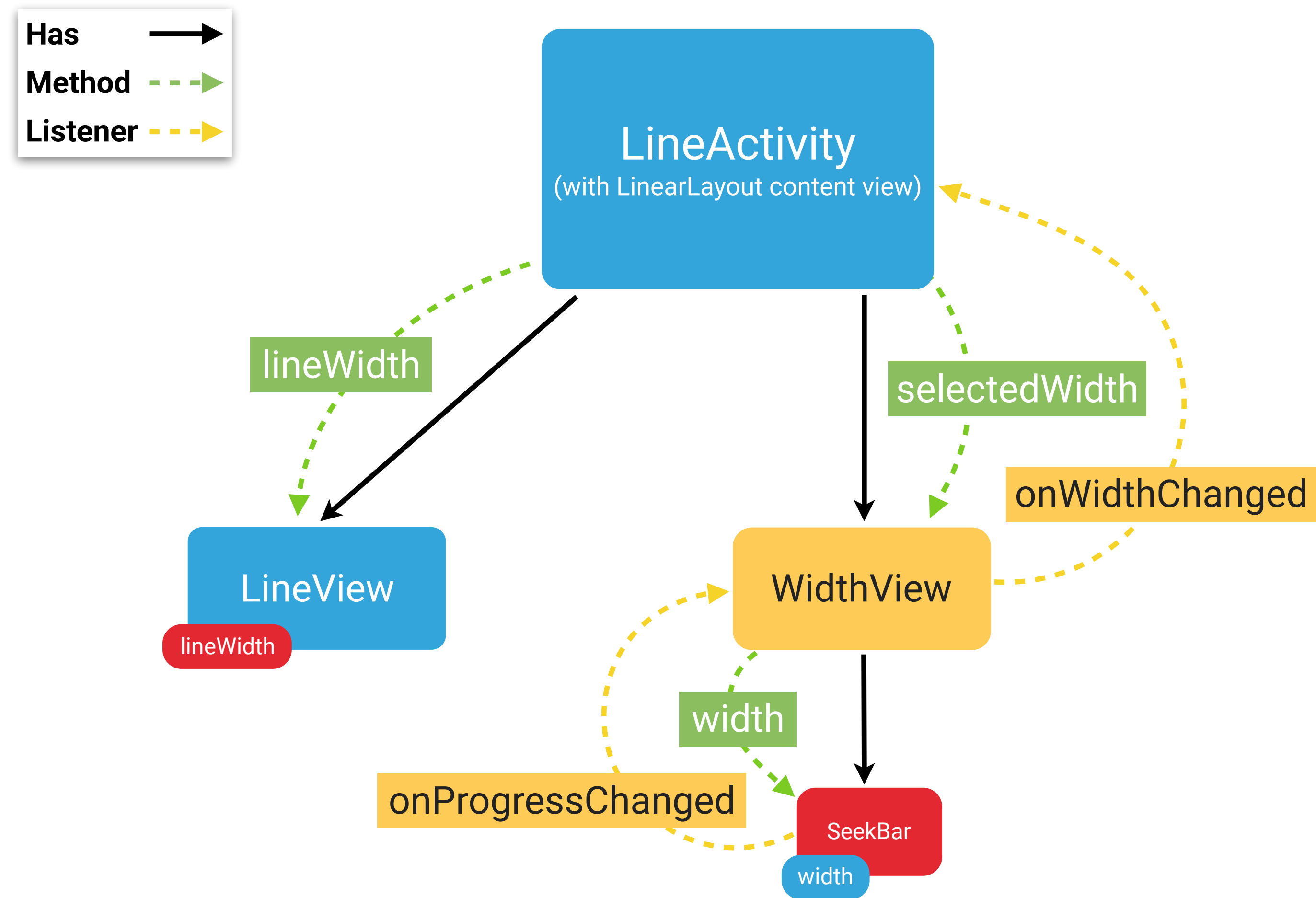




# LISTENER EXAMPLE: LINE JOIN CONTROL



# LISTENER EXAMPLE: LINE WIDTH CONTROL





## LISTENER STRUCTURE

- ▶ A listener (represented by the yellow line) is established in 6 parts:
  - ▶ B defines an interface the listener must implement.
  - ▶ B defines a getter/setter for the listener property.
  - ▶ B calls method(s) on the listener property for events.
  - ▶ A implements the listener interface.
  - ▶ A defines the method(s) the listener interface requires.
  - ▶ A sets itself as the listener for B's event(s).

