스마트폰 프로그래밍 Assign #3

(제목 : Event Handling)

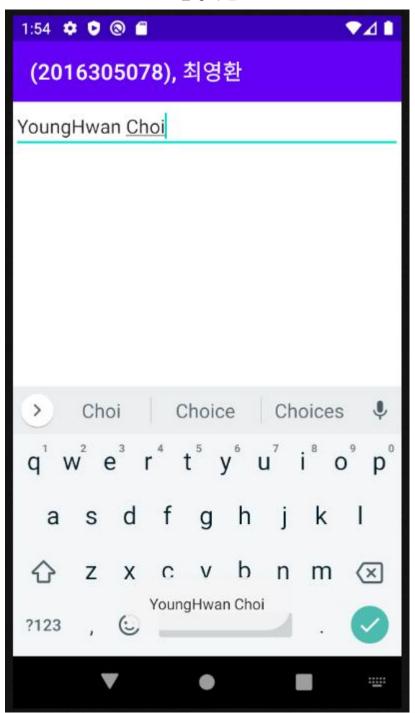
학번: 2016305078

성명: 최 영 환

제출일자 : 2021.9.22

본인은 타인이나 다른 매체를 도용하지 않았음을 확인합니다 <본인사인>

<실행화면>



<MainActivity.java>

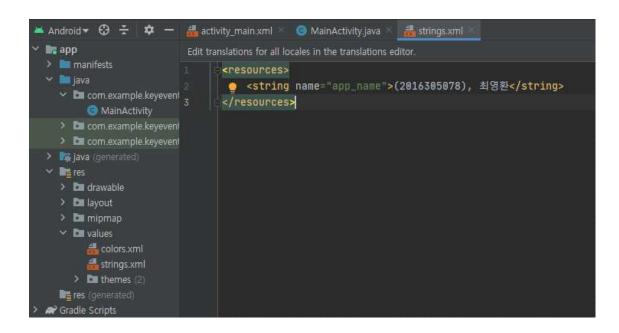
```
🛎 Android• 😝 🛨 💠 — 🚜 activity_main.xml 🔻 🔞 MainActivity.java 📉 🚜 strings.xml
                               package com.example.keyeventtest;
                               import androidx.appcompat.app.AppCompatActivity;
                               import android.os.Bundle;
                               import android.view.KeyEvent;
                               import android.view.View;
    > 🖿 com example keyever –
                               import android.widget.EditText;
                               import android.widget.Toast;

→ Image
res

    > 🖿 drawable
                        16 🚜 | public class MainActivity extends AppCompatActivity {
    > 🖿 layout
    values
                              protected void onCreate(Bundle savedInstanceState) {
        acolors.xml
                                      final EditText eText;
                                      super.onCreate(savedInstanceState);
                                      setContentView(R.layout.activity_main);
> A Gradle Scripts
                                       eText = (EditText) findViewById(R.id.edittext);
                                       eText.setOnKeyListener(new View.OnKeyListener() {
                                           public boolean onKey(View v, int keyCode, KeyEvent event) {
                                               Toast.makeText(getApplicationContext(), str,
```

```
package com.example.keyeventtest;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.view.KeyEvent;
import android.view.View;
import android.widget.EditText;
import android.widget.Toast;
public class MainActivity extends AppCompatActivity {
     @Override
     protected void onCreate(Bundle savedInstanceState) {
         final EditText eText;
         super.onCreate(savedInstanceState);
```

<string.xml>



<resources>

<string name="app_name">(2016305078), 최영환 </string></resources>

<activity_main.xml>

```
atrings.xml
  📭 арр
                                <?xml version="1.0" encoding="utf-8"?>
                                <LinearLayout
     Com.example.keyevent
                                    xmlns:android="http://schemas.android.com/apk/res/android"
         MainActivity
                                    android:layout_width="match_parent"
                                    android:layout_height="match_parent"
   ✓ Ires
     > 🗖 drawable
     > 🖿 layout
                                    <EditText
     > Imipmap

✓ □ values

                                        android:layout_width="match_parent"
         acolors.xml
         ## strings.xml
                                        android:layout_height="wrap_content"
                                        android:hint="여기에 텍스트를 입력하시오
       > 🗖 themes (2)
    res (generated)
                                        android:inputType="text"
> A Gradle Scripts
<?xml version ="1.0" encoding ="utf-8"?>
<LinearLayout
```

```
Pxml version ="1.0" encoding ="utf-8"?>
LinearLayout

xmlns:android="http://schemas.android.com/apk/res/android"

xmlns:tools="http://schemas.android.com/tools"

xmlns:app="http://schemas.android.com/apk/res-auto"

android:layout_width="match_parent"

android:layout_height="match_parent"

tools:context=".MainActivity">

<EditText

android:layout_width="match_parent"

android:layout_width="match_parent"

android:layout_height="wrap_content"

android:hint="여기에 텍스트를 입력하시오."

android:inputType="text"

/>

</LinearLayout >
```

<실행화면>



<MainActivity.java>

```
🛎 Android 🕶
                       ⊕ ÷ • − # activity_main.xml × • MainActivity.java × # strings.xml
                                             package com.example.rotationtest;
        MainActivity
                                      📭 🏭 public class MainActivity extends AppCompatActivity 🧜
                                              protected void onCreate(Bundle savedInstanceState) {
                                                    super.onCreate(savedInstanceState);
    🗸 🖿 drawable
                                                   setContentView(R.layout.activity_main);
        ic_launcher_foreground.xml (v24)
                                                Button btn = (Button) findViewById(R.id.button);
                                                    ImageView img = (ImageView) findViewById(R.id.imageView);
      values
        🗂 strings xml
                                                            float degree = imq.getRotation();
 @ Gradle Scripts
                                                             img.setRotation(degree + 10.0f);
```

```
package com.example.rotationtest;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.ImageView;
public class MainActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        Button btn = (Button) findViewByld(R.id.button);
        ImageView img = (ImageView) findViewById(R.id.imageView);
        // 클릭 시 마다 이벤트 처리
        btn.setOnClickListener(new View.OnClickListener() {
            @Override
```

```
public void onClick(View v) {

// 클릭 시 마다 현재의 각도를 얻어옴

float degree = img.getRotation();

// 10도 회전

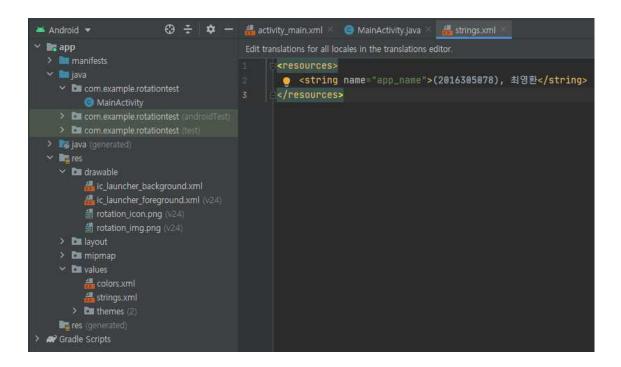
img.setRotation(degree +10.0f);

}

});

}
```

<string.xml>



<resources>

<string name ="app_name">(2016305078), 최영환 </string >
</resources>

<activity_main.xml>

```
        Android
        Image: sqr py
        Image: sqr py
```

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</p>
   xmlns:app="http://schemas.android.com/apk/res-auto"
   xmlns:tools="http://schemas.android.com/tools"
   android:layout_width="match_parent"
   android:layout_height="match_parent"
    android:orientation="vertical"
   android:gravity="center"
   tools:context=".MainActivity">
    <Button
        android:id="@+id/button"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:drawableLeft="@drawable/rotation_icon"
        android:drawableRight="@drawable/rotation_icon"
        android:text="회전하기" />
```