## Mobile Applications Development

Higher Diploma in Science in Computer Science



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# Donate Android v4

# Further donation-android / donation-service integration

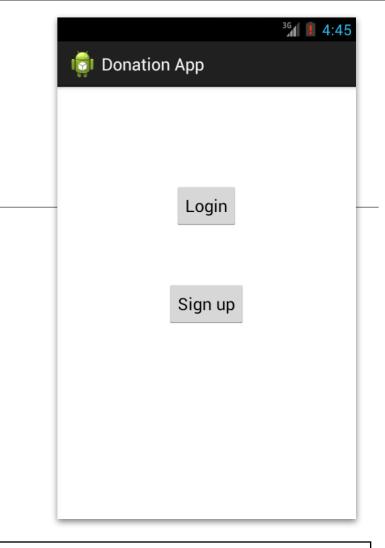
- The v3 application uses two aspects of the donation play service:
  - Let users log in who are already 'registered' online
  - Display a list of donations downloaded form the web service
- Incorporate the following features:
  - when users sign up, their details are send to the donation-service play app
  - when a donation is made, it is sent to the donation-service play app
- The facilities are already in the play app for this, so you will only be making changes to the android application.

#### donationServiceAvailable

- Maintain a flag to indicate if the donation service is available or not
- Update this when we attempt to access the service

```
public class DonationApp extends Application
{
   public boolean donationServiceAvailable = false;
   //...
}
```

```
public class Welcome extends Activity implements Response<User>
 DonationApp app;
                                                          Welcome
 @Override
 public void onCreate(Bundle savedInstanceState)
   super.onCreate(savedInstanceState);
   setContentView(R.layout.activity_welcome);
   app = (DonationApp) getApplication();
   DonationServiceAPI.getUsers(this, this, "Retrieving list of users");
 }
 void serviceUnavailableMessage()
 {
   Toast toast = Toast.makeText(this,
                                 "Donation Service Unavailable. Try again later",
                                Toast.LENGTH_LONG);
   toast.show();
 public void loginPressed (View view)
   if (app.donationServiceAvailable)
     startActivity (new Intent(this, Login.class));
    else
      serviceUnavailableMessage();
 public void signupPressed (View view)
   if (app.donationServiceAvailable)
      startActivity (new Intent(this, Signup.class));
    else
      serviceUnavailableMessage();
```



```
@Override
public void setResponse(List<User> aList)
{
    app.users = aList;
    app.donationServiceAvailable = true;
}

@Override
public void errorOccurred(Exception e)
{
    app.donationServiceAvailable = false;
    serviceUnavailableMessage();
}

@Override
public void setResponse(User anObject)
{}
}
```

## \_ogin

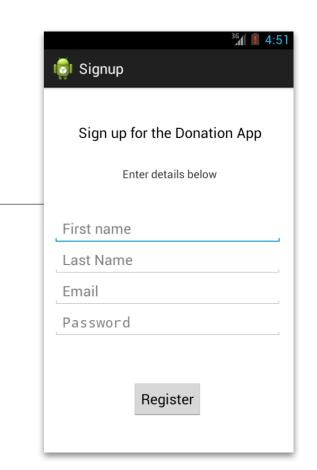
```
Login to Donation
You must be reigstered

Email

Password
```

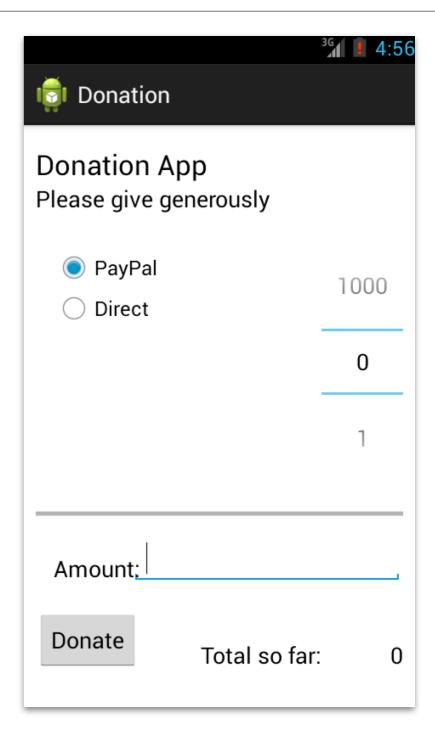
```
public class Login extends Activity
 @Override
                                                                                      Sign in
 protected void onCreate(Bundle savedInstanceState)
   super.onCreate(savedInstanceState);
   setContentView(R.layout.activity_login);
 }
 public void signinPressed (View view)
   DonationApp app = (DonationApp) getApplication();
   TextView email
                       = (TextView) findViewById(R.id.loginEmail);
   TextView password = (TextView) findViewById(R.id.loginPassword);
   if (app.validUser(email.getText().toString(), password.getText().toString()))
      startActivity (new Intent(this, Donate.class));
   else
      Toast toast = Toast.makeText(this, "Invalid Credentials", Toast.LENGTH_SHORT);
      toast.show();
```

```
public class Signup extends Activity implements Response<User>
 private DonationApp app;
 @Override
 protected void onCreate(Bundle savedInstanceState)
   super.onCreate(savedInstanceState);
   setContentView(R.layout.activity_signup);
   app = (DonationApp) getApplication();
 public void registerPressed (View view)
   TextView firstName = (TextView) findViewById(R.id.firstName);
   TextView lastName = (TextView) findViewById(R.id.lastName);
   TextView email
                      = (TextView) findViewById(R.id.Email);
   TextView password = (TextView) findViewById(R.id.Password);
   User user = new User (firstName.getText().toString(), lastName.getText().toString(),
                         email.getText().toString(), password.getText().toString());
   DonationServiceAPI.createUser(this, this, "Registering new user", user);
```



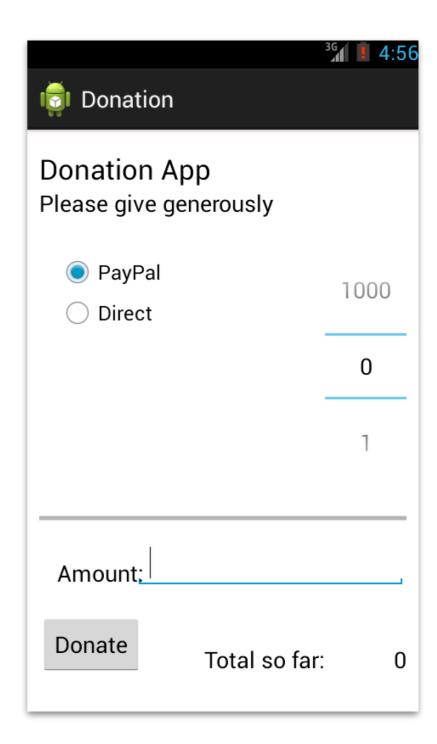
```
public class Donate extends Activity implements Response<Donation>
 private RadioGroup
                       paymentMethod;
 private ProgressBar
                      progressBar;
 private NumberPicker amountPicker;
                       amountText:
  private TextView
  private TextView
                       amountTotal;
  private DonationApp app;
 @Override
  protected void onCreate(Bundle savedInstanceState)
    super.onCreate(savedInstanceState);
   setContentView(R.layout.activity_donate);
   app = (DonationApp) getApplication();
    paymentMethod = (RadioGroup)
                                  findViewById(R.id.paymentMethod);
    progressBar
                 = (ProgressBar) findViewById(R.id.progressBar);
    amountPicker = (NumberPicker) findViewById(R.id.amountPicker);
                                   findViewById(R.id.amountText);
    amountText
                 = (TextView)
    amountTotal = (TextView)
                                   findViewById(R.id.amountTotal);
    amountPicker.setMinValue(0);
    amountPicker.setMaxValue(1000);
    progressBar.setMax(app.target);
 @Override
 public boolean onCreateOptionsMenu(Menu menu)
   getMenuInflater().inflate(R.menu.donate, menu);
    return true;
 }
 @Override
  public boolean onOptionsItemSelected(MenuItem item)
    switch (item.getItemId())
      case R.id.menuReport : startActivity (new Intent(this, Report.class));
                             break:
     case R.id.menuLogout : startActivity (new Intent(this, Welcome.class));
                             break;
    return true;
```

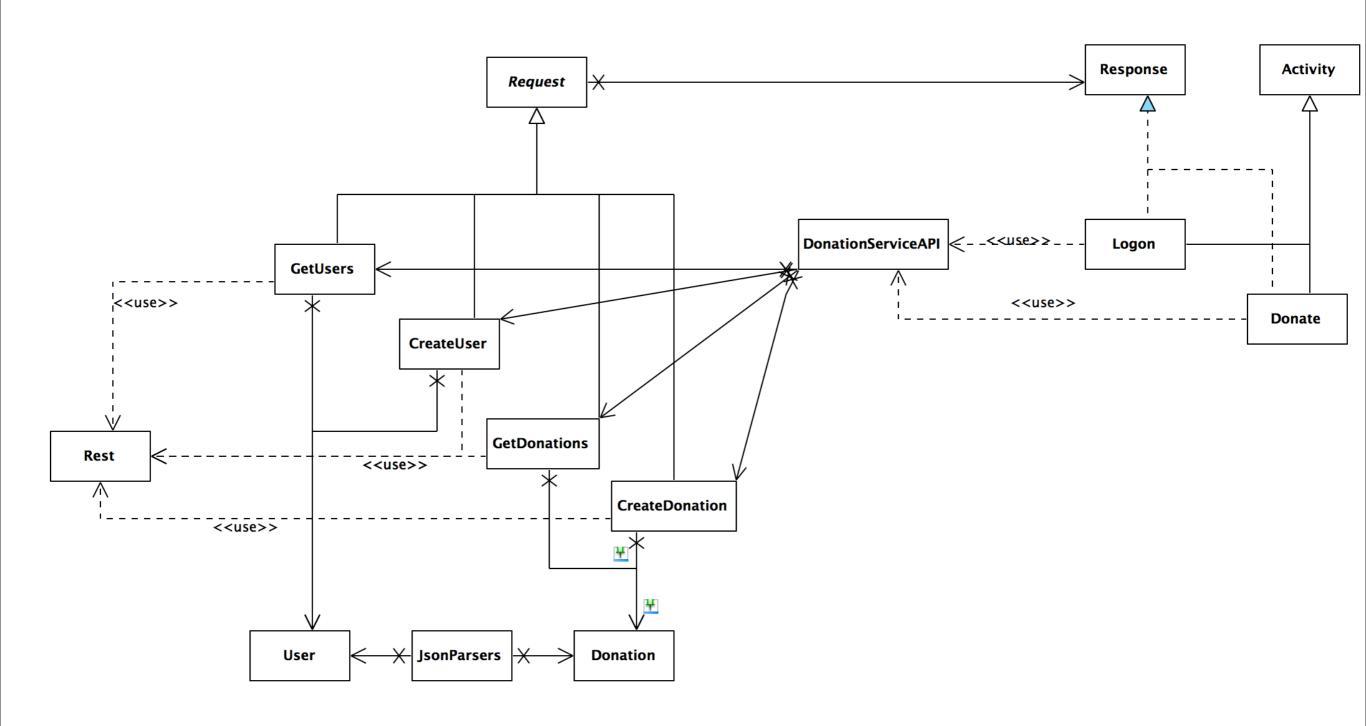
#### Donate

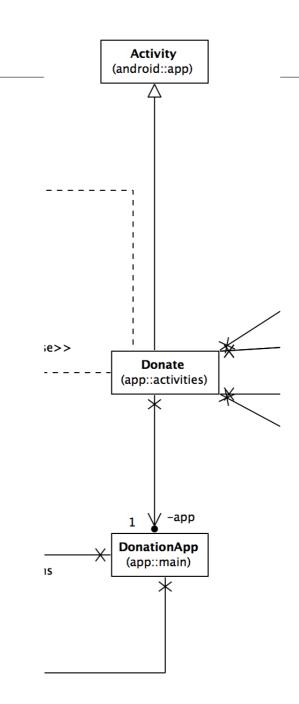


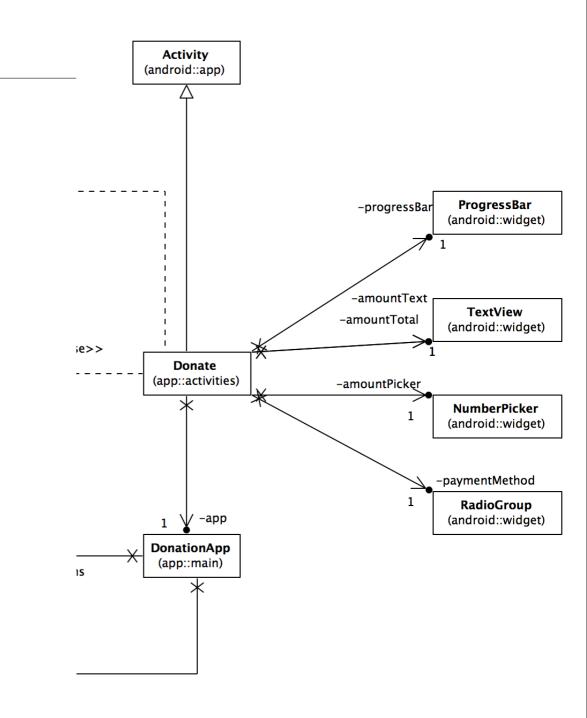
```
public class Donate extends Activity implements Response<Donation>
 public void donateButtonPressed (View view)
    String method = paymentMethod.getCheckedRadioButtonId() == R.id.PayPal
                    ? "PayPal" : "Direct";
    int donatedAmount = amountPicker.getValue();
    if (donatedAmount == 0)
     String text = amountText.getText().toString();
     if (!text.equals(""))
        donatedAmount = Integer.parseInt(text);
    if (donatedAmount > 0)
     DonationServiceAPI.createDonation(this, this,
                                        "Registering new donation...",
                                        new Donation(donatedAmount, method));
  @Override
  public void setResponse(Donation acceptedDonation)
    Toast toast = Toast.makeText(this, "Donation Accepteed", Toast.LENGTH_SHORT);
    toast.show();
    app.newDonation(acceptedDonation);
    progressBar.setProgress(app.totalDonated);
    String totalDonatedStr = "$" + app.totalDonated;
    amountTotal.setText(totalDonatedStr);
    amountText.setText("");
    amountPicker.setValue(0);
  @Override
  public void errorOccurred(Exception e)
    Toast toast = Toast.makeText(this,
                                 "Donation Service Unavailable. Try again later",
                                 Toast.LENGTH_LONG);
   toast.show();
  @Override
  public void setResponse(List<Donation> aList)
  {}
```

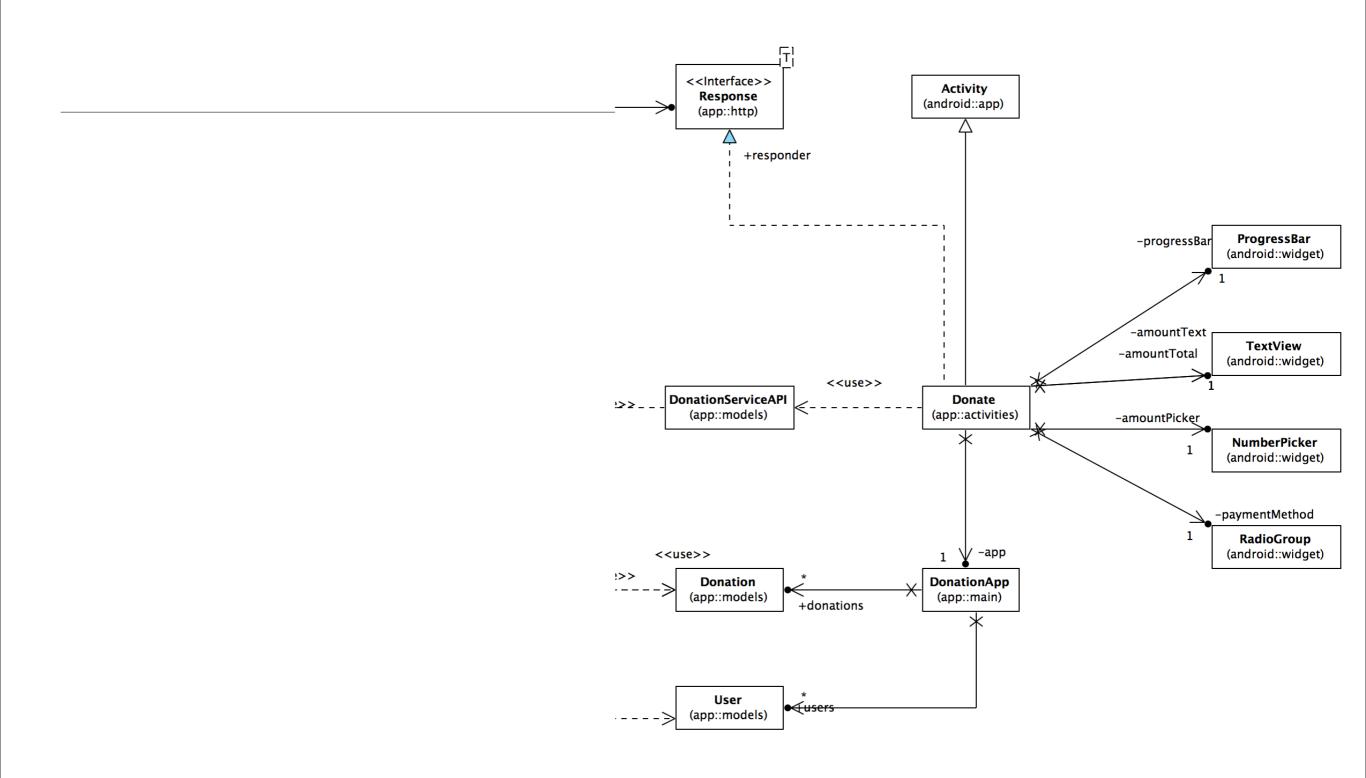
#### Donate

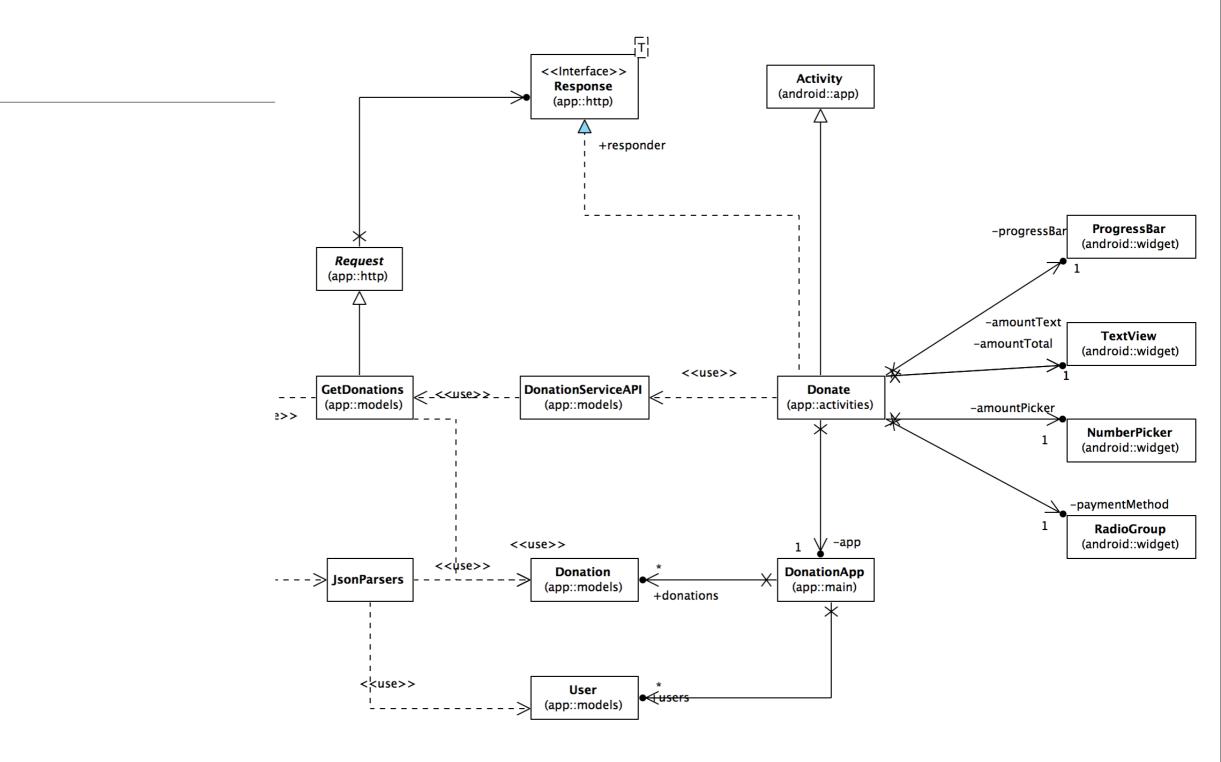


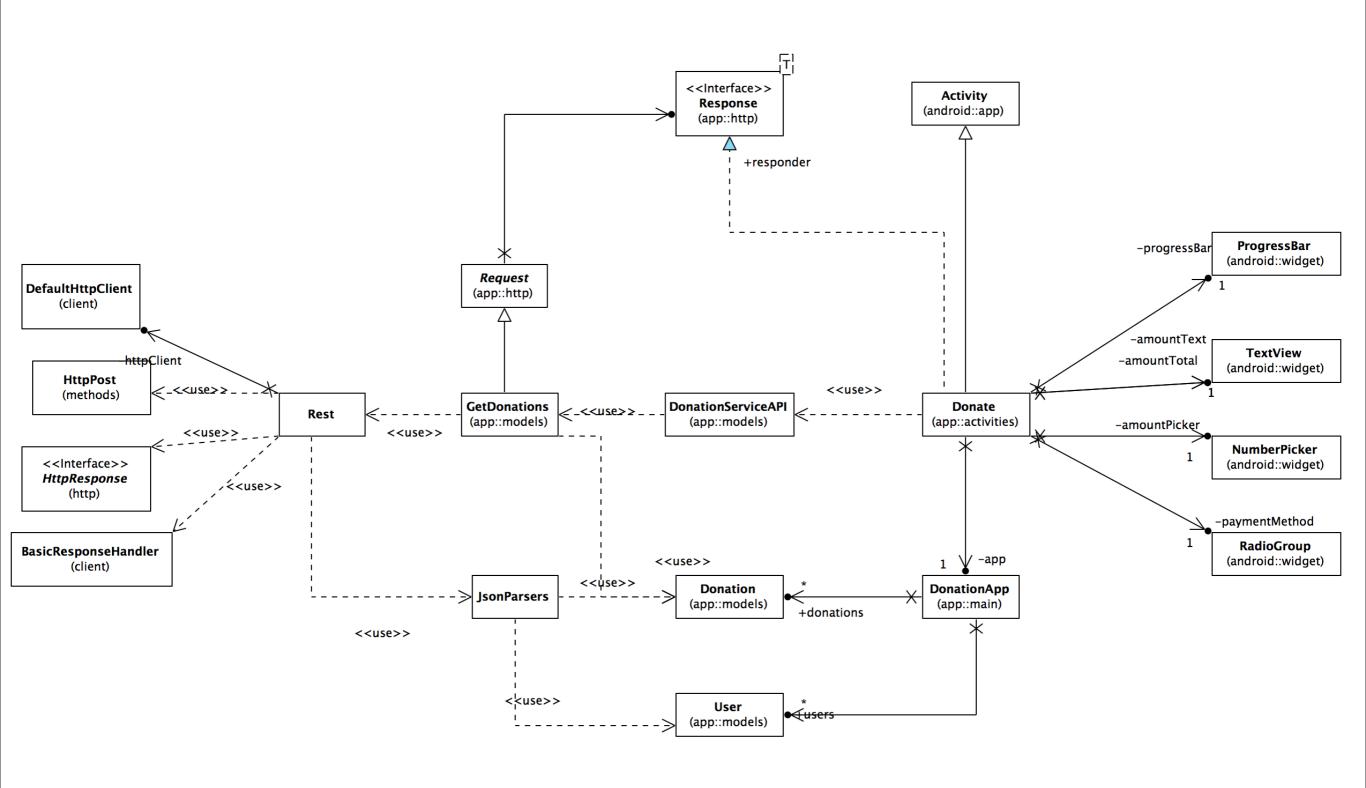




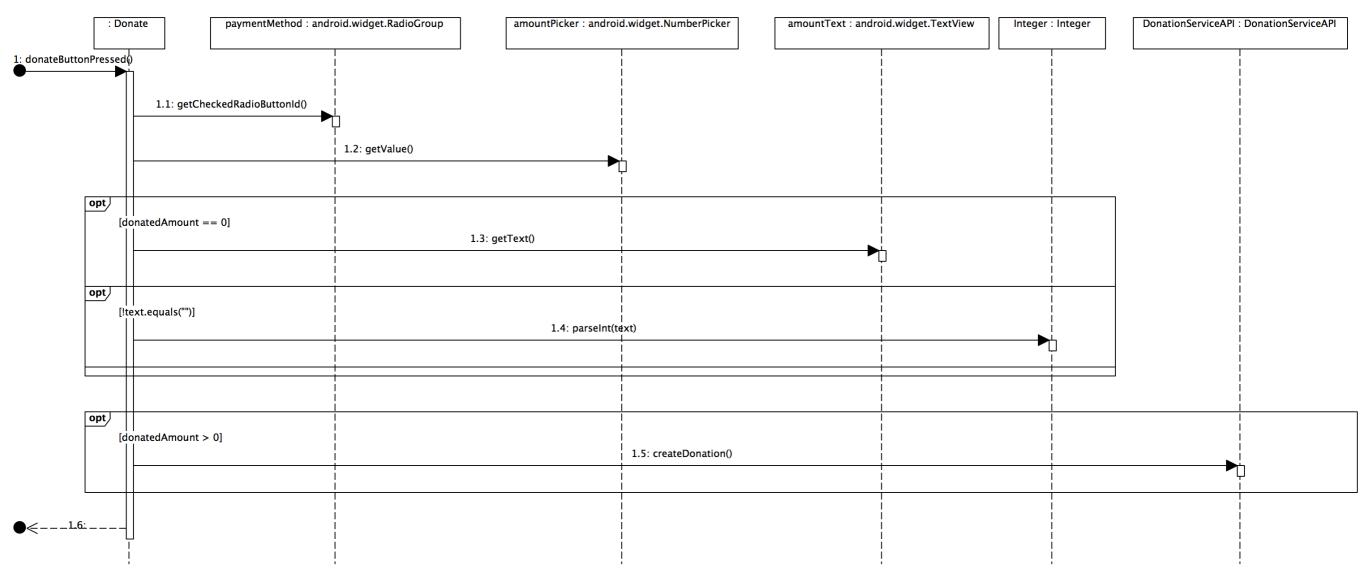






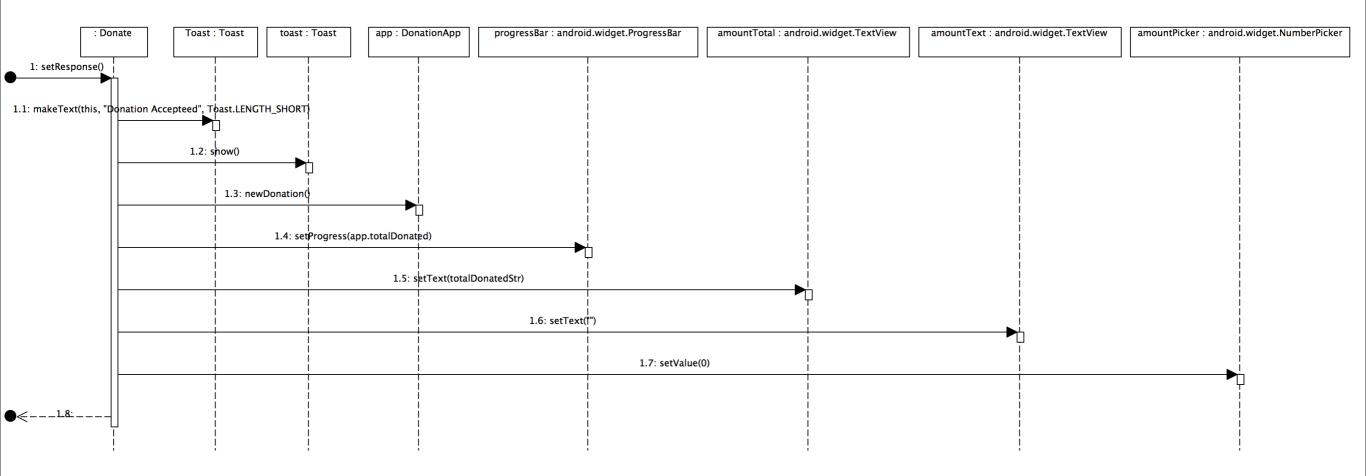


#### donateButtonPressed

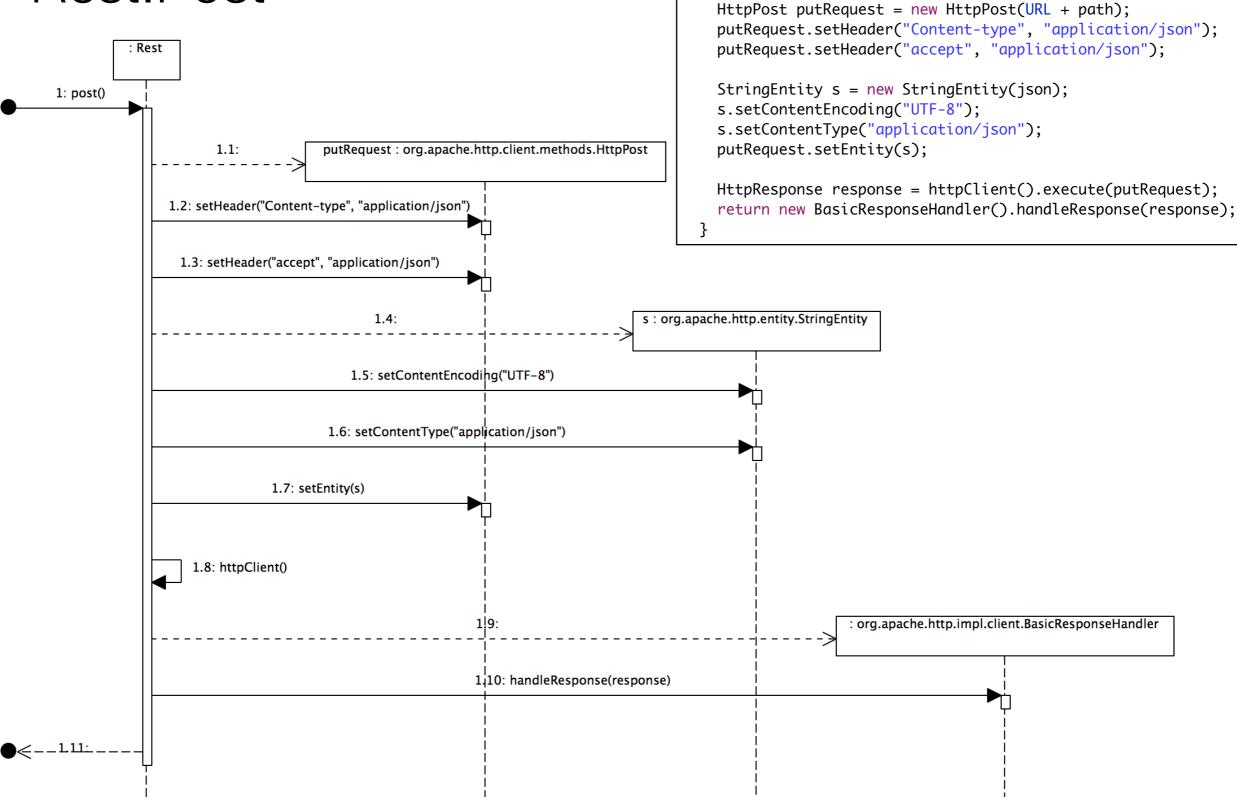


## setResponse

```
@Override
public void setResponse(Donation acceptedDonation)
{
    Toast toast = Toast.makeText(this, "Donation Accepteed", Toast.LENGTH_SHORT);
    toast.show();
    app.newDonation(acceptedDonation);
    progressBar.setProgress(app.totalDonated);
    String totalDonatedStr = "$" + app.totalDonated;
    amountTotal.setText(totalDonatedStr);
    amountText.setText("");
    amountPicker.setValue(0);
}
```



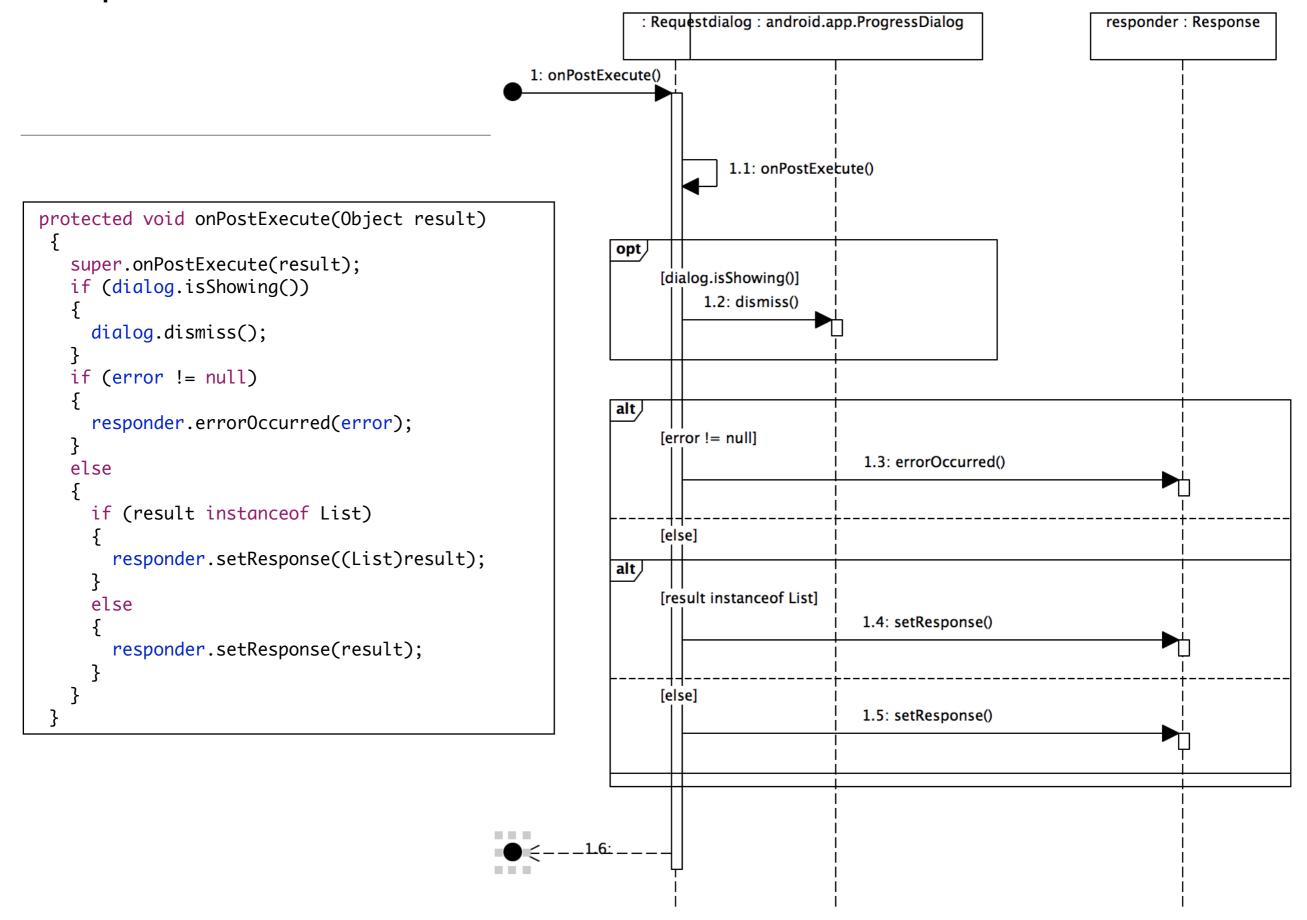
### Rest.Post



public static String post(String path, String json) throws Exception

```
public abstract class Request extends AsyncTask<Object, Void, Object>
  public Response
                           responder;
                                                                           Request.onPreExecute()
  public ProgressDialog
                           dialog;
  public Context
                           context;
  public String
                           message;
  public Exception
                           error;
  public Request(Context context, Response responder, String message)
    this.responder = responder;
    this.context = context;
    this.message = message;
                                                                    : Request
                                                                                                            dialog: android.app.ProgressDialog
  @Override
  protected void onPreExecute()
                                                          1: onPreExecute()
    super.onPreExecute();
    this.dialog = new ProgressDialog(context, 1);
    this.dialog.setMessage(message);
                                                                            1.1: onPreExecute()
    this.dialog.show();
                                                                                   this.dialog: android.app.ProgressDialog
                                                                           1.2:
                                                                                       1.3: setMessage(message)
                                                                                            1.4: show()
                                                        ●<---1.5:---
```

## Request.onPostExecute





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