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Android UI 优化

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- 重用布局 `<include/>`
- 按需加载 Views
- Drawables
- 让 ListView 滑动更顺畅

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include 使用场景



普通写法

login.xml

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    .....>
    .....
    <LinearLayout android:orientation="vertical"
        android:layout_width="fill_parent"
        android:layout_height="wrap_content"
        android:gravity="center" >
        <TextView
            android:id="@+id/tvWarmtPromptTitle"
            android:layout_width="fill_parent"
            android:layout_height="wrap_content" />
        <TextView
            android:id="@+id/tvWarmtPromptContent"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:layout_gravity="center" />
    </LinearLayout>
</LinearLayout>
```

include 写法

login.xml

```
<LinearLayout .....>
```

```
.....
```

```
<include  
    layout="@layout/help" />
```

```
</LinearLayout>
```

help.xml

```
<LinearLayout android:orientation="vertical"  
    android:layout_width="fill_parent"  
    android:layout_height="wrap_content"  
    android:gravity="center" >
```

```
<TextView  
    android:id="@+id/tvWarmtPromptTitle"  
    android:layout_width="fill_parent"  
    android:layout_height="wrap_content" />
```

```
<TextView  
    android:id="@+id/tvWarmtPromptContent"  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:layout_gravity="center" />
```

```
</LinearLayout>
```

普通写法

```
protected void onCreate() {  
    setContentView(R.layout.list_normal);  
}
```

list_normal.xml

```
<LinearLayout xmlns:android="..."  
    android:layout_width="match_parent"  
    android:layout_height="match_parent"  
    android:orientation="horizontal" >  
  
    <ListView  
        android:id="@+id/list"  
        android:layout_width="match_parent"  
        android:layout_height="match_parent"  
    />  
  
</LinearLayout>
```

merge 写法

```
protected void onCreate() {  
    setContentView(R.layout.list_merge);  
}
```

list_merge.xml

```
<merge xmlns:android="..." >  
  
    <ListView  
        android:id="@+id/list"  
        android:layout_width="match_parent"  
        android:layout_height="match_parent"  
    />  
  
</merge>
```


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ViewStub 使用场景



ViewStub 场景实例

```
View importPanel = ((ViewStub) findViewById(R.id.sms_controller)).inflate();
```

main.xml

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    >
    ...

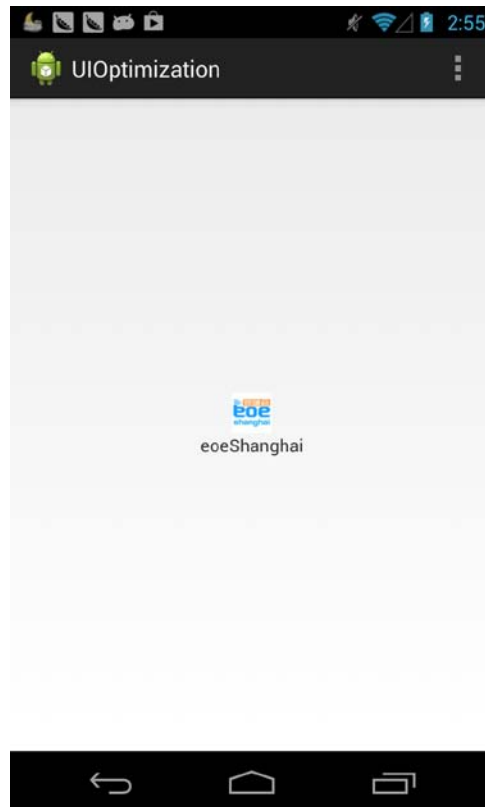
    <ViewStub
        android:id="@+id/sms_controller"
        android:layout="@layout/sms_controller_stub"
        android:layout_width="wrap_content"
        android:layout_height="fill_parent"
        />
    ...

</LinearLayout>
```

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Compound Drawables

```
<TextView  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:drawableTop="@drawable/eeoShanghai"  
    android:text="eeoShanghai"  
>
```



Bitmap.recycle()

内存区域分为两块：一部分是 Java 部分的，另一部分是 C 部分；
后者垃圾回收器无法自动回收。

```
if (bitmap != null && !bitmap.isRecycled()) {  
    bitmap.recycle();  
    bitmap = null;  
}
```

Bitmap 压缩

图片过大，会导致 OutOfMemory；可以通过压缩图片进而达到减少内存消耗。

```
BitmapFactory.Options options = new BitmapFactory.Options();
options.inJustDecodeBounds = true;
BitmapFactory.decodeFile(filePath, options);
// 通过 options.outWidth 和 options.outHeight
// 得知原始图片的长宽，然后算出压缩比例，假定为 2。
```

```
options.inJustDecodeBounds = false;
options.inSampleSize = 2;
bitmap = BitmapFactory.decodeFile(filePath, options);
imageView.setImageBitmap(bitmap);
```

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使用工作线程

让主线程从繁重的处理中脱离出来，例如：磁盘读写、网络请求、数据库查询等。Android 中推荐：AsyncTask

```
// Using an AsyncTask to load the slow images in a background thread
new AsyncTask<ViewHolder, Void, Bitmap>() {
    private ViewHolder v;

    @Override
    protected Bitmap doInBackground(ViewHolder... params) {
        v = params[0];
        return mFakeImageLoader.getImage();
    }

    @Override
    protected void onPostExecute(Bitmap result) {
        super.onPostExecute(result);
        if (v.position == position) {
            // If this item hasn't been recycled already, hide the
            // progress and set and show the image
            v.progress.setVisibility(View.GONE);
            v.icon.setVisibility(View.VISIBLE);
            v.icon.setImageBitmap(result);
        }
    }
}.execute(holder);
```

View Holder

在滑动时，会频繁的调用到 `findViewById()`，可以通过 View Holder 进行优化。

```
static class ViewHolder {  
    TextView text;  
    TextView timestamp;  
    ImageView icon;  
    ProgressBar progress;  
    int position;  
}
```

```
ViewHolder holder = new ViewHolder();  
holder.icon = (ImageView) convertView.findViewById(R.id.listitem_image);  
holder.text = (TextView) convertView.findViewById(R.id.listitem_text);  
holder.timestamp = (TextView) convertView.findViewById(R.id.listitem_timestamp);  
holder.progress = (ProgressBar) convertView.findViewById(R.id.progress_spinner);  
convertView.setTag(holder);
```

Thanks!

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