



Tech Lab 03 - Moving Images

Introductions

- Mobile Monday Cleveland
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Overview

- Second in a series of four
 - Session 1 - Basic Introduction
 - Session 2 - Simple Contact Book
 - Session 3 - Simple Graphics
 - Session 4 - Interface with Twitter
- All sessions will build on previous material
- All materials and source code available on GitHub @ <https://github.com/swcguild/MobileMonday>

Objectives

- Create a Custom View
- Import images
- Create a custom class for images that move
- Create a class that manages the location and velocity of our moving images and draws them to the screen

Assumptions

- Java SDK and Android Studio are installed and configured
- You have gone through the material for Tech Lab 01 and 02 (or equivalent)
 - Available on GitHub @ <https://github.com/swcguild/MobileMonday>

Project Creation

- File → New Project...
- Application Name - MovingImages
- Minimum SDK - IceCreamSandwich
- Add Blank Activity
- Configure Activity - Use defaults
- Display new project

Approach

- This application is relatively simple so we'll code it together during the presentation

Importing Images

- Find an image 50x50 to 100x100 px
- PNG images with transparent backgrounds work best
- Save image file to res/drawable folder

MovingImage Class

- Very simple class to hold values
- No getters/setters - we'll use direct access to members for ease and performance
- Holds:
 - X location
 - Y location
 - X velocity
 - Y velocity
 - Image

activity_main.xml

- Need to add reference to our custom view component (which we'll create in the next step)
- This adds our custom view to the UI

AnimatedView Class

- Extend ImageView
- Create Member Variables
- Modify Constructor
- Implement onDraw Method
- Build and Run

Future Sessions

- Session 4: May 11th, 2015
 - Connect to Twitter