解决方案一：

// 监听键盘的事件

private class OnGlobalLayoutListener implements ViewTreeObserver.OnGlobalLayoutListener {

private View decorView;

boolean isVisibleForLast = false;

public IKeyBoardVisibleListener getListener() {

return listener;

}

// decorView 屏幕

private IKeyBoardVisibleListener listener;

OnGlobalLayoutListener(View decorView, final IKeyBoardVisibleListener listener) {

this.decorView = decorView;

this.listener = listener;

}

@Override

public void onGlobalLayout() {

Rect rect = new Rect();

decorView.getWindowVisibleDisplayFrame(rect);

//计算出可见屏幕的高度

int displayHeight = rect.bottom - rect.top;

//获得屏幕整体的高度

int height = decorView.getHeight() - rect.top;

//获得键盘高度

int keyboardHeight = height - displayHeight;

boolean visible = (double) displayHeight / height < 0.8;

if (visible != isVisibleForLast) {

listener.onSoftKeyBoardVisible(visible, keyboardHeight, displayHeight + rect.top);

}

isVisibleForLast = visible;

}

}

/\*\*

\* 键盘变化回调

\*/

public interface IKeyBoardVisibleListener{

/\*\*

\* @param visible 键盘是否打开

\* @param windowBottom 可见窗体底部坐标

\* @param visibleHeight 可见窗体高度

\*/

void onSoftKeyBoardVisible(boolean visible , int windowBottom, int visibleHeight);

}

解决方案二：

使用FrameLayout布局，在其中设置相应的属性（【android:fitsSystemWindows="true"】 manifest文件中设置的属性有：【android:windowSoftInputMode="stateHidden|adjustResize"】 ）

【getWindow().setSoftInputMode(WindowManager.LayoutParams.SOFT\_INPUT\_ADJUST\_RESIZE | WindowManager.LayoutParams.SOFT\_INPUT\_STATE\_HIDDEN);】