



# Annotations



Where?

Daniel-San, I saw your  
PR. Why are you not using  
Annotations?

Daniel-San, I tried to  
pass 123, I got a  
***RuntimeException***.  
How you can improve that?

```
private fun setButtonIcon(buttonIconRes: Int) {  
    testButton.setBackgroundResource(buttonIconRes)  
}
```



```
setButtonIcon(123)
```



I don't  
know.  
How?



Daniel-San, please use  
Annotations.

Just add **@DrawableRes** in your argument. It will help other workmates.

```
private fun setButtonIcon(@DrawableRes buttonIconRes: Int) {  
    testButton.setBackgroundResource(buttonIconRes)  
}
```

```
setButtonIcon(123)
```

Expected resource of type drawable

[Provide feedback on this warning](#)

[More actions...](#)

```
private fun setButton  
testButton.setBac
```


```
private final fun setButtonIcon(  
    @DrawableRes buttonIconRes: Int  
): Unit  
com.example.annotations4.MainActivity  
Annotations4.app.main
```



Nice!

Daniel-San, there are many other Annotations like that to signalize **Strings**, **Colors**, **Ids**...





Daniel-San, time  
to create your  
own annotation.

If we don't have  
an annotation,  
and we need?

Dan:

You can create other kinds of annotations such as using `@IntDef`, `@StringDef`, ...

```
@Retention(AnnotationRetention.SOURCE)
@LongDef(
    LoadingSleepTime.NAP_MODE,
    LoadingSleepTime.BIG_NAP_MODE,
    LoadingSleepTime.HIBERNATE_MODE
)
annotation class LoadingSleepTime {
    companion object {
        const val NAP_MODE = 1000L
        const val BIG_NAP_MODE = 1500L
        const val HIBERNATE_MODE = 5000L
    }
}
```



Daniel-San,  
let's test:

```
private fun setLoadingSleepTime(  
    @LoadingSleepTime sleepMode: Long  
) {  
    Handler(Looper.myLooper()!!).postDelayed({  
        // hide loader  
    }, sleepMode)  
}
```

setLoadingSleepTime(1500L)

setLoadingSleepTime(Loa

Must be one of: LoadingSleepTime.NAP\_MODE, LoadingSleepTime.BIG\_NAP\_MODE, LoadingSleepTime.HIBERNATE\_MODE

Change to LoadingSleepTime.BIG\_NAP\_MODE (1500) ↵ ↵ ↵ More actions... ↵ ↵

```
private fun setLoadingSleep  
    @LoadingSleepTime sleep  
{
```

```
private final fun setLoadingSleepTime(  
    @LoadingSleepTime sleepMode: Long  
) : Unit  
    com.example.annotations4.MainActivity  
    Annotations4.app.main
```

setLoadingSleepTime>LoadingSleepTime.BIG\_NAP\_MODE)





By Moro