



Introdução ao Android

SPINNER

SPLASHSCREEN

PASSAGEM DE DADOS ENTRE VIEWS

Criar App com Spinner e Toast

□ Passo 1 – criar arrays

```
private String [] nomeCarros = new String[]{"BMW", "Ferrari", "Mercedes Benz", "Porsche"};  
private int[] imagensCarros = {R.drawable.bmw2, R.drawable.ferrari2, R.drawable.mercedes2, R.drawable.porsche2};  
  
private TextView titulo;  
private Spinner sp;  
private ImageView img;
```

Criar App com Spinner e Toast

□ Passo 2 – Associar elementos

```
titulo = findViewById(R.id.titulo);  
sp = findViewById(R.id.spinnerCarros);  
img = findViewById(R.id.img);  
  
ArrayAdapter<String> adapter = new ArrayAdapter<String>( context: this, android.R.layout.simple_spinner_dropdown_item,nomeCarros);  
//adapter.setDropDownViewResource(android.R.layout.simple_spinner_dropdown_item);  
sp.setAdapter(adapter);
```

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□ Passo 3 – Criar eventos de Spinner

```
sp.setOnItemSelectedListener(new AdapterView.OnItemSelectedListener() {  
    @Override  
    public void onItemSelected(AdapterView<?> parent, View view, int position, long id) {  
        img.setImageResource(imagensCarros[position]);  
        String nome = (String)sp.getSelectedItem();  
        showInfo(view);  
    }  
  
    @Override  
    public void onNothingSelected(AdapterView<?> adapterView) {  
    }  
});
```

Criar App com Spinner e Toast

□ Passo 4 – Mostrar mensagem Toast

```
public void showInfo(View view){  
    String nome = (String)sp.getSelectedItem();  
    long id = sp.getSelectedItemId();  
    int posicao = sp.getSelectedItemPosition();  
  
    Toast.makeText( context: this, text: "Marca: "+nome+" id: "+id+" posicao: "+posicao, Toast.LENGTH_SHORT).show();  
}
```

Passagem de dados entre activitys

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1ª Activity:

```
Intent i = new Intent(Activity.this, NewActivity.class);  
i.putExtra("key", value);  
startActivity(i);
```

2ª Activity:

```
Bundle extras = getIntent().getExtras();  
if (extras != null) {  
    String value = extras.getString("key");  
}
```

Implementar splashscreen

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```
public class Principal extends AppCompatActivity {  
    private static int SPLASH_TIME_OUT = 4000;  
    Button medidas, pesos, moedas;  
  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.activity_principal);  
  
        new Handler().postDelayed(new Runnable() {  
            @Override  
            public void run() {  
                Intent homeIntent = new Intent(MainActivity.this, HomeActivity.class);  
                startActivity(homeIntent);  
                finish();  
            }  
        }, SPLASH_TIME_OUT);  
    }  
}
```