

A TimeBanking application

Lab3 – Ads management

Learning objectives

- Managing lists, cards
- Using fragments
- Using the android Navigation component
- Improve the UX using animations and other form of feedback

Description

You will extend (or rewrite, at your choice) the app created in the previous lab to allow a user to advertise his offered time slots. Each advertisement consists of a basic set of data (that can be extended):

- Offered service
- Date, time, duration of the offered time slot
- Location
- Restrictions, if any

The main page of this section contains a list of offers. If no offer is present, a message is shown. The list can be edited by clicking on the edit icon of an item, thus allowing the advertisement to enter in “edit mode”.

In edit mode, if the user taps the back button the changes are persisted.

The main page contains a floating action button that allows users to create a new advertisement, using the same view for editing an existing one.

The app should contain a navigation drawer for switching between the two different sections: user profile and advertisements.

The project will be kept on GitHub as a private repository.

Steps

1. Open the project created in the previous lab or create a new one if you prefer.

2. Create the MainActivity, based on the Navigation Drawer template
 - a. The purpose of this activity is to host all the screens related to the application (the list of offered time slot advertisements by the current user, the details of a single offered time slot, the editor screen for creating/modifying a single advertisement, the user profile and the corresponding editor screen). All screens will be implemented as fragments and the activity will act as a coordinator, relying on the Navigation library for switching among different screens.
 - b. All data managed by the application will be persisted in the local file system, as plain files for the images and with the format you used in the previous lab for the structured data, so that, when the app is started again, no content is lost. Each fragment will be responsible for reading or writing the content it manages.
3. Create the TimeSlotDetailsFragment.
 - a. The purpose of this class is to display the details of a time slot advertisement: these should comprise, at least, the following items:
 - i. Title
 - ii. Description of offered service
 - iii. Date, time
 - iv. Duration of the offered time slot
 - v. Location
 - vi. Add any other extra data items as relevant to the application that your group is conceiving
 - b. The screen must be responsive to different screen sizes and different orientations: check that everything works as expected choosing different device presets, both in landscape and in portrait mode.
 - c. This view has a menu item that allows editing the advertisement.
 - d. Commit the project. Push it onto the remote repository.
4. Create a second fragment named TimeSlotEditFragment that allows the user to edit the content of an offered time slot advertisement
 - a. The layout file will mimic the previous one with some exceptions: all *TextViews* will be replaced by corresponding *EditTexts* or the corresponding material design component, *TextInputLayout*; the date must be chosen with a *DatePicker*.
 - b. Use the MVVM architecture to store data and handle their graphical

representation, sharing the same model among the view and edit mode.

- c. If the user rotates the device, data entered so long should not be lost.
 - d. If the user clicks on the back button, when in edit mode, changes must be persisted and a navigation to the relevant screen takes place.
 - e. Commit the project. Push it onto the remote repository.
5. Create a third fragment named `TimeSlotListFragment`
- a. Its purpose is to show a list of advertisements. You will manage this list using a `RecyclerView`. A floating action button (FAB) will be part of this layout. Mark it as “home” in the navigation graph
 - b. The single time offer will be shown as *CardViews*, each one representing a compact representation of the time slot information. The card will provide a button to edit the content. By clicking anywhere on the card (except on the button) a navigation to the `TimeSlotDetailsFragment` will take place.
 - c. If the list is empty, a message must be shown.
 - d. If the FAB is pressed, a navigation to the `TimeSlotEditFragment` will take place, allowing a new trip to be added to the list. If the new trip is saved, the list will have to be updated accordingly. How can you ensure it? (take into consideration that fragment instances may be reused by the system, instead of being re-created)
 - e. Commit the project. Push it onto the remote repository.
6. Convert the `ShowProfileActivity` and `EditProfileActivity` of the previous lab into fragments respectively named `ShowProfileFragment` and `EditProfileFragment`.
- a. The layout can probably be reused as it is, the logic of the activity must be adapted to deal with the Navigation library
 - b. The same considerations for passing data along the navigation previously mentioned apply.
 - c. Commit the project. Push it on the remote repository
7. Implement the drawer navigation, showing in the `headerLayout` an extract of the user profile and provide links to the `TimeSlotListFragment` and to the `ShowProfileFragment`. More links will be added here in future labs.
- a. Improve the navigation experience introducing animations when

switching from different sections and/or with feedback to the user (e.g. Snackbars when an action is performed).

- b. Commit the project. Push it on the remote repository

Summary

Navigation components

To use the Android *navigation library*, you need to do some setup:

- Add dependencies for `navigation-fragment-ktx` and `navigation-ui-ktx` in the module-level `build.gradle` file.
- Add an `ext` variable for the `navigationVersion` in the project-level `build.gradle` file.

Navigation destinations are fragments, activities, or other app components that the user navigates to. A *navigation graph* defines the possible paths from one navigation destination to the next.

- To create a navigation graph, create a new Android resource file of type Navigation. This file defines the navigation flow through the app. The file is in the `res/navigation` folder, and it's typically called `navigation.xml`.
- To see the navigation graph in the Navigation Editor, open the `navigation.xml` file and click the Design tab.
- Use the Navigation Editor to add destinations such as fragments to the navigation graph.
- To define the path from one destination to another, use the Navigation Graph to create an action that connects the destinations. In the `navigation.xml` file, each of these connections is represented as an `action` that has an `ID`.

A *navigation host fragment*, usually named `NavHostFragment`, acts as a host for the fragments in the navigation graph:

- As the user moves between destinations defined in the navigation graph, the `NavHostFragment` swaps the fragments in and out and manages the fragment back stack.
- In the `activity_main.xml` layout file, the `NavHostFragment` is represented by a `fragment` element with the name `android:name="androidx.navigation.fragment.NavHostFragment"`.


To define which fragment is displayed when the user taps a view (for example a button), set the `onClick` listener for the view:

- In the `onClick` listener, call `findNavController().navigate()` on the view.
- Specify the `ID` of the `action` that leads to the destination.

Conditional navigation navigates to one screen in one case, and to a different screen in another case. To create conditional navigation:

- Use the Navigation Editor to create a connection from the starting fragment to each of the possible destination fragments.
- Give each connection a unique `ID`.
- In the click-listener method for the `View`, add code to detect the conditions. Then call `findNavController().navigate()` on the view, passing in the `ID` for the appropriate action.

The options menu

The *options menu* is a menu that the user accesses from the app bar by tapping the icon with the three vertical dots . To create an options menu with a menu item that displays a fragment, make sure the fragment has an ID. Then define the options menu and code the `onOptionsItemSelected()` handler for the menu items.

1. Make sure the fragment has an ID:

- Add the destination fragment to the navigation graph and note the ID of the fragment. (You can change the ID if you like.)

2. Define the options menu:

- Create an Android resource file of type Menu, typically named `options_menu.xml`. The file is stored in the Res > Menu folder.
- Open the `options_menu.xml` file in the design editor and drag a Menu Item widget from the Palette pane to the menu.
- For convenience, make the ID of the menu item the same as the ID of the fragment to display when the user clicks this menu item. This step is not required, but it makes it easier to code the `onClick` behavior for the menu item.

3. Code the `onClick` handler for the menu item:

- In the fragment or activity that displays the options menu, in `onCreateView()`, call `setHasOptionsMenu(true)` to enable the options menu.
- Implement `onCreateOptionsMenu()` to inflate the options menu:

```
override fun onCreateOptionsMenu(menu: Menu?, inflater: MenuInflater?)  
{
```

```

        super.onCreateOptionsMenu(menu, inflater)

        inflater?.inflate(R.menu.options_menu, menu)
    }

```

- Override the `onOptionsItemSelected()` method to take the appropriate action when the menu item is clicked. The following code displays the fragment that has the same ID as the menu item. (This code only works if the menu item and the fragment have identical ID values.)


```

override fun onOptionsItemSelected(item: MenuItem?): Boolean {
    return NavigationUI.onNavDestinationSelected(item!!,
        view!!.findNavController())
        || super.onOptionsItemSelected(item)
}

```

The navigation drawer

The *navigation drawer* is a panel that slides out from the edge of the screen. There are two ways for the user to open the navigation drawer:

- Swipe from the starting edge (usually the left) on any screen.
- Use the drawer button (three lines)  on the app bar at the top of the app.

To add a navigation drawer to your app:

1. Add dependencies to `build.gradle (app)`.
2. Make sure each destination fragment has an ID.
3. Create the menu for the drawer.
4. Add the drawer to the layout for the fragment.
5. Connect the drawer to the navigation controller.
6. Set up the drawer button in the app bar.

These steps are explained in more detail below.

1. Add dependencies to `build.gradle`:

- The navigation drawer is part of the Material Components for Android library. Add the Material library to the `build.gradle (app)` file:

```
dependencies {  
  
    ...  
  
    implementation  
    "com.google.android.material:material:$supportlibVersion"  
  
    ...  
}
```

2. Give each destination fragment an ID:

- If a fragment is reachable from the navigation drawer, open it in the navigation graph to make sure that it has an ID.

3. Create the menu for the drawer:

- Create an Android resource file of type Menu (typically called `navdrawer_menu`) for a navigation drawer menu. This creates a new `navdrawer_menu.xml` file in the `Res > Menu` folder.
- In the design editor, add Menu Item widgets to the Menu.

4. Add the drawer to the layout for the fragment:

- In the layout that contains the navigation host fragment (which is typically the main layout), use `<androidx.drawerlayout.widget.DrawerLayout>` as the root view.
- Add a `<com.google.android.material.navigation.NavigationView>` view to the layout.

5. Connect the drawer to the navigation controller:

- Open the activity that creates the navigation controller. (The main activity is typically the one you want here.) In `onCreate()`, use `NavigationUI.setupWithNavController()` to connect the navigation drawer with the navigation controller:

```
val binding = DataBindingUtil.setContentView<ActivityMainBinding>(
    this, R.layout.activity_main)

NavigationUI.setupWithNavController(binding.navView, navController)
```

6. Set up the drawer button in the app bar:

- In `onCreate()` in the activity that creates the navigation controller (which is typically the main activity), pass the drawer layout as the third parameter to `NavigationUI.setupActionBarWithNavController()`:

```
val binding = DataBindingUtil.setContentView<ActivityMainBinding>(
    this, R.layout.activity_main)

NavigationUI.setupActionBarWithNavController(
    this, navController, binding.drawerLayout)
```

- To make the Up button work with the drawer button, edit `onSupportNavigateUp()` to return `NavigationUI.navigateUp()`. Pass the navigation controller and the drawer layout to `navigateUp()`.

```
override fun onSupportNavigateUp(): Boolean {

    val navController = this.findNavController(R.id.myNavHostFragment)

    return NavigationUI.navigateUp(navController, drawerLayout)

}
```

Submission rules

- Lab must be submitted by next lab
- The functionalities implemented in your code as well as the design of the user interface will be evaluated
- Before submitting, clean the project using *Build -> Clean Project*
- Create a zip file with your project and name it groupXX_lab3.zip
- Upload it on the Polito web portal (only one student of the group must upload it); for multiple uploads, only the most recent file will be evaluated