

# User Interface (2)

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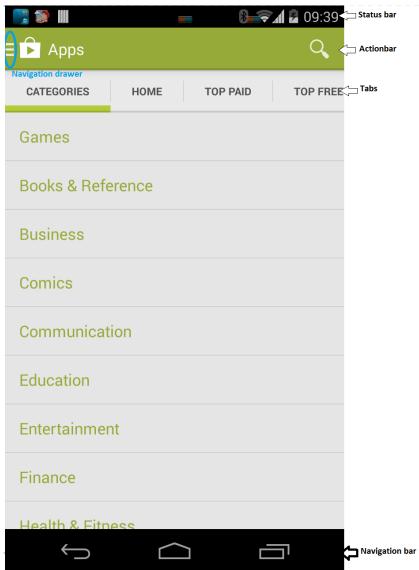
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## Outline

- 1. Toast
- 2. Notification
- 3. Dialog
- 4. Menu
- 5. Action Bar
- 6. Settings

## Overview



### Toast

Show a short message without block current UI



```
Context context = getApplicationContext();
CharSequence text = "Mesasge saved as draft";
int duration = Toast.LENGTH_SHORT;
Toast toast = Toast.makeText(context, text, duration);
toast.show();
```

### Notification

Show information on notification bar



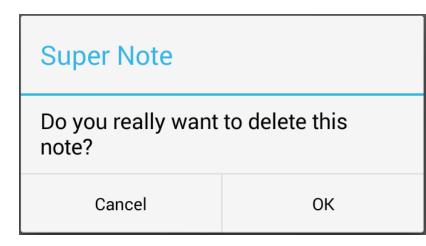
NotificationCompat.Builder mBuilder = new NotificationCompat.Builder(
this).setSmalllcon(R.drawable.ic\_launcher)
.setContentTitle("Super Note")
.setContentText("Notes are synced with cloud");
// Creates an explicit intent for an Activity in your app
Intent resultIntent = new Intent(this, MainActivity.class);
PendingIntent resultPendingIntent = PendingIntent.getActivity(getApplicationContext(), 0, resultIntent, 0);
mBuilder.setContentIntent(resultPendingIntent);
NotificationManager nm = (NotificationManager) getSystemService(Context.NOTIFICATION\_SERVICE);
// mld allows you to update the notification later on.
nm.notify(1, mBuilder.build());



## Dialog

A small window that prompts the user to make a decision or enter additional information

```
AlertDialog.Builder builder = new AlertDialog.Builder(this);
builder.setTitle("Super Note");
builder.setMessage("Do you really want to delete this note?");
builder.setPositiveButton("OK",
     new DialogInterface.OnClickListener() {
     @Override
     public void onClick(DialogInterface dialog, int which) {
          //delete noet
});
builder.setNegativeButton("Cancel",
new DialogInterface.OnClickListener() {
     @Override
     public void onClick(DialogInterface dialog, int which) {
          dialog.dismiss();
});
builder.show();
```



### Menu

#### Menu

- Doption menu & actionbar
- Contextual menu
- Popup menu

#### Define in XML

### Menu

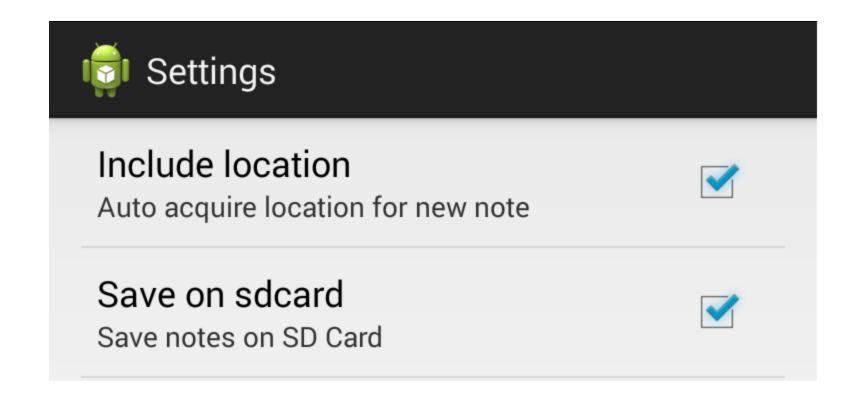
```
public class MenuActivity extends Activity {
     @Override
     public boolean onCreateOptionsMenu(Menu menu) {
      MenuInflater inflater = getMenuInflater();
      inflater.inflate(R.menu.note_menu, menu);
      return true;
     @Override
     public boolean onOptionsItemSelected(MenuItem item) {
      // Handle item selection
      switch (item.getItemId()) {
        case R.id.action_new_note:
          newNote();
          return true;
        case R.id.action_settings:
          showSettings();
          return true;
        default:
          return super.onOptionsItemSelected(item);
```

### Actionbar



▶ [1] app icon, [2] two action items, and [3] action overflow.

# Settings



# Settings

Define in XML

```
<PreferenceScreen xmlns:android= "http://schemas.android.com/apk/res/android">
<CheckBoxPreference android:defaultValue="true"android:key="include_location"</pre>
   android:summary= "Auto acquire location for new note"
   android:title="Include location"/>
 <CheckBoxPreference android:defaultValue="true"android:key="save_on_sdcard"</pre>
   android:summary= "Save notes on SD Card"
   android:title="Save on sdcard"/>
</PreferenceScreen>
    Java code
public class SettingsActivity extends PreferenceActivity {
    @Override
    public void onCreate(Bundle savedInstanceState) {
                super.onCreate(savedInstanceState);
                addPreferencesFromResource(R.xml.settings);
```

### Reference

- http://developer.android.com/guide/topics/ui/index.html
- http://developer.android.com/guide/topics/ui/declaring-layout.html
- http://developer.android.com/guide/topics/ui/themes.html
- http://developer.android.com/guide/topics/resources/providing-resources.html
- http://developer.android.com/guide/practices/screens\_support.html
- http://mobile.tutsplus.com/series/android-user-interface-design/