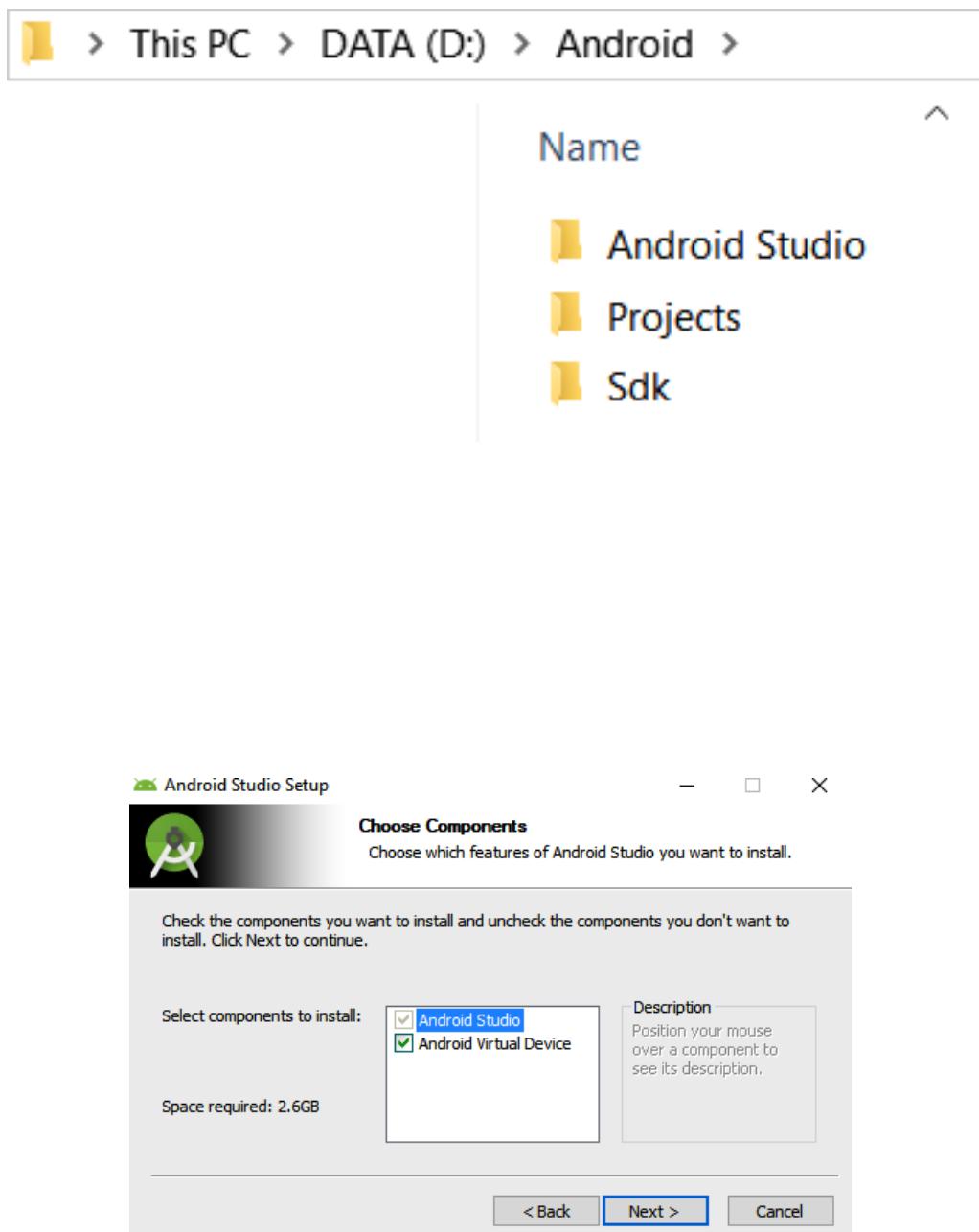
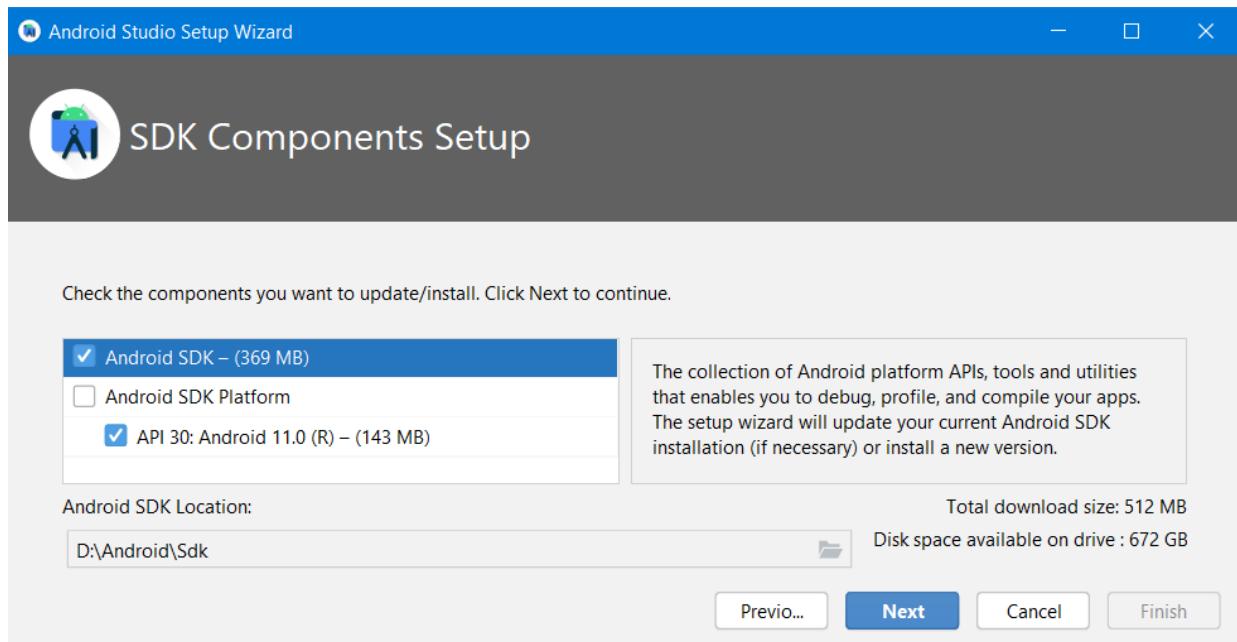
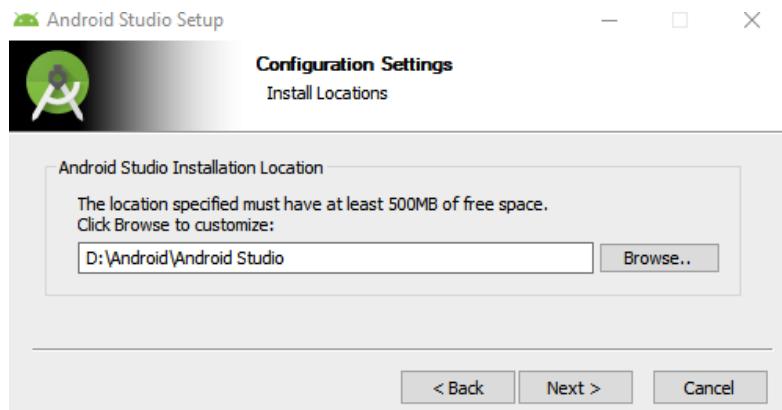
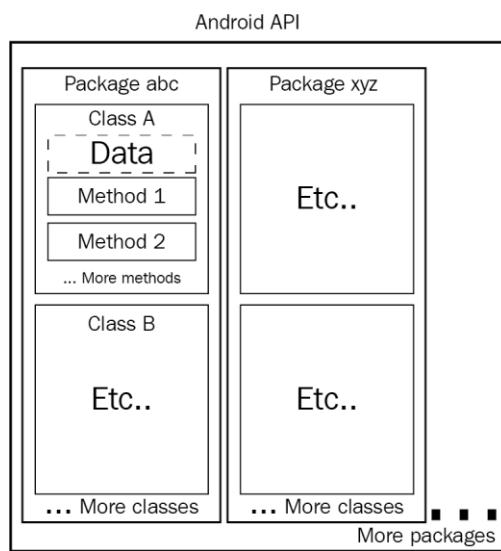
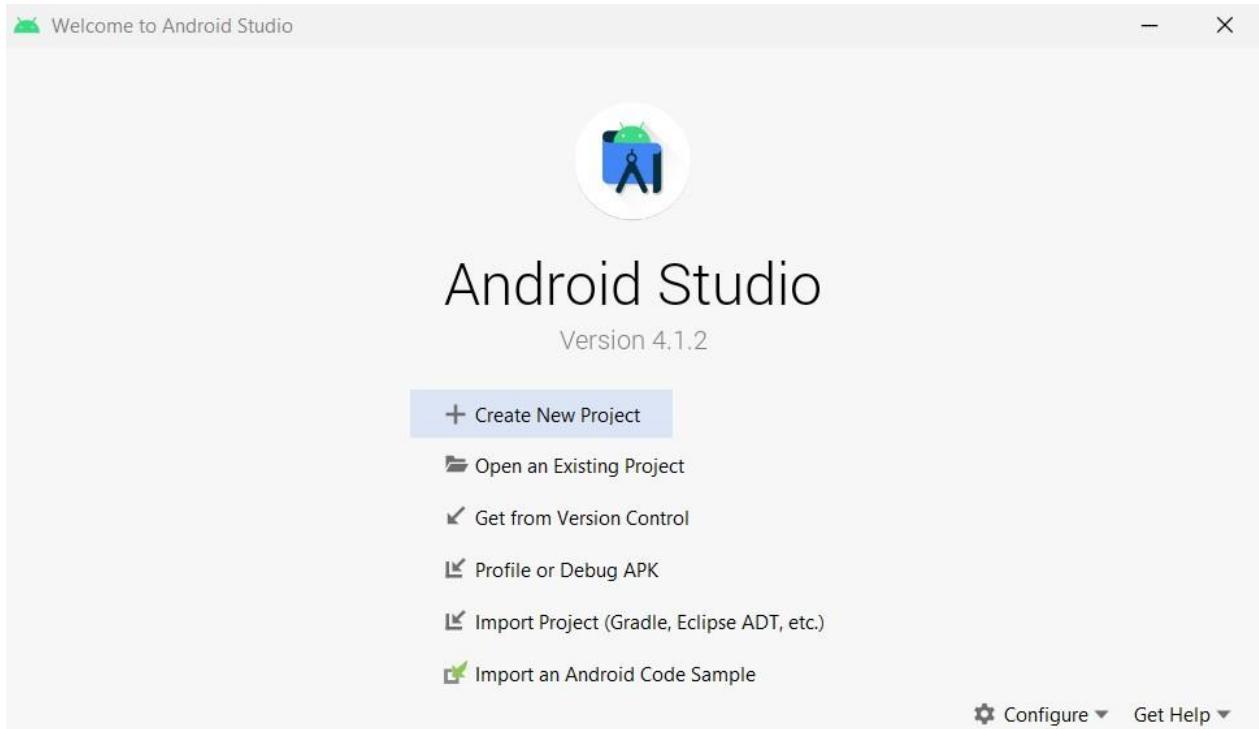
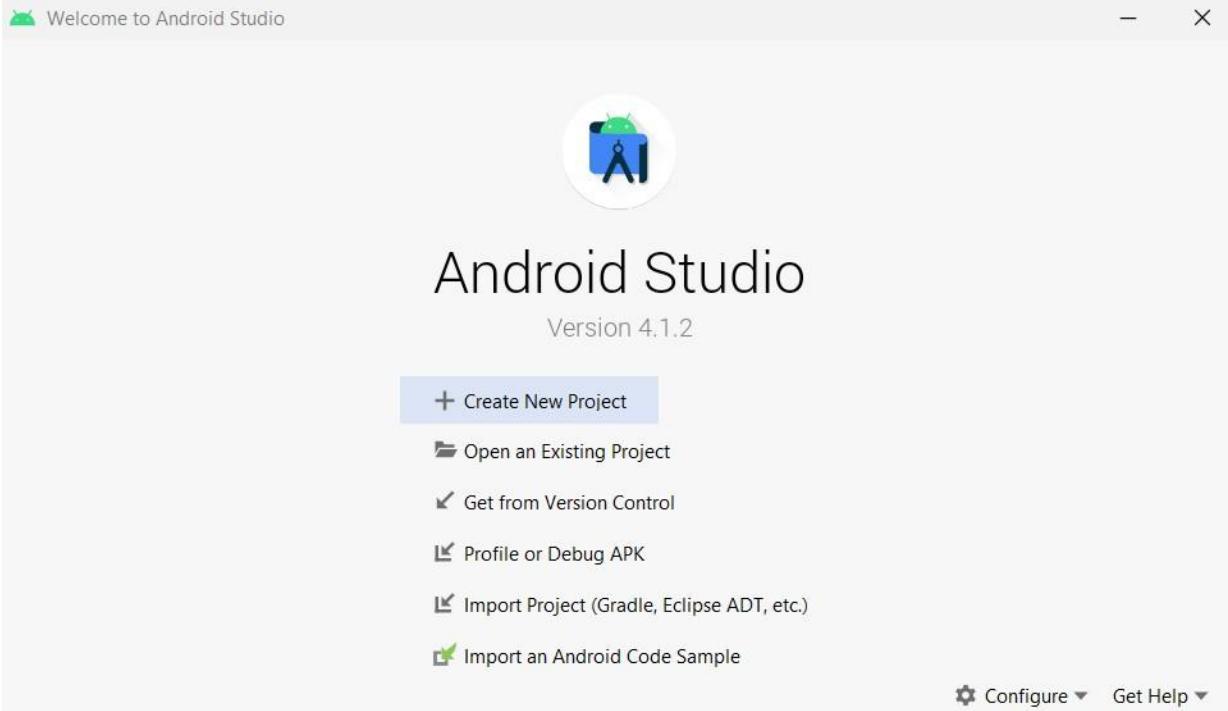


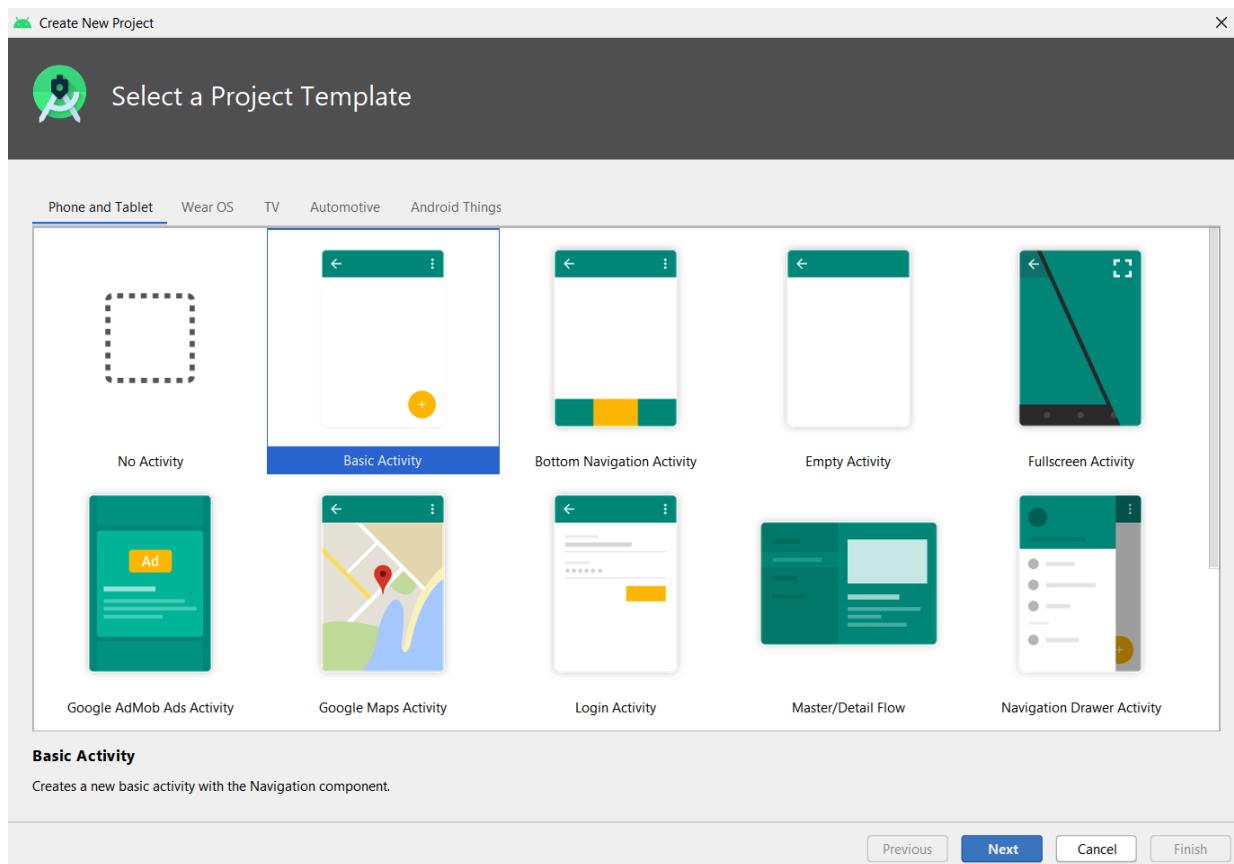
Chapter 01: Beginning Android and Java



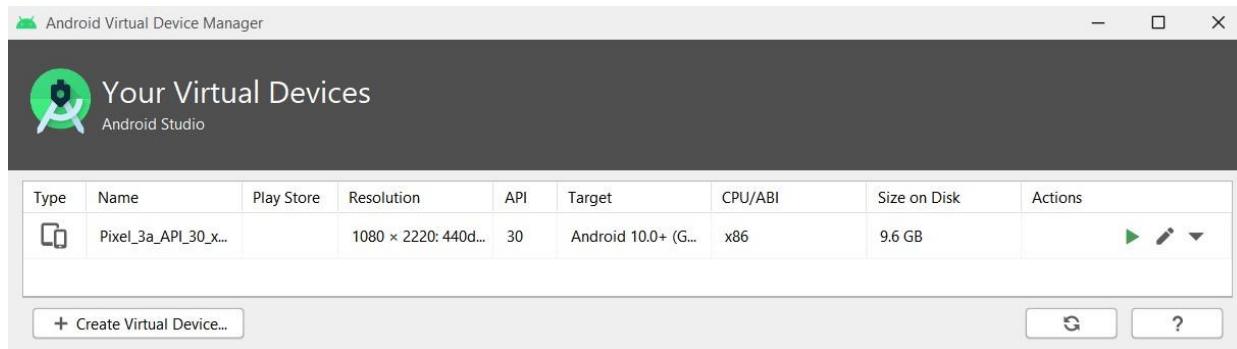
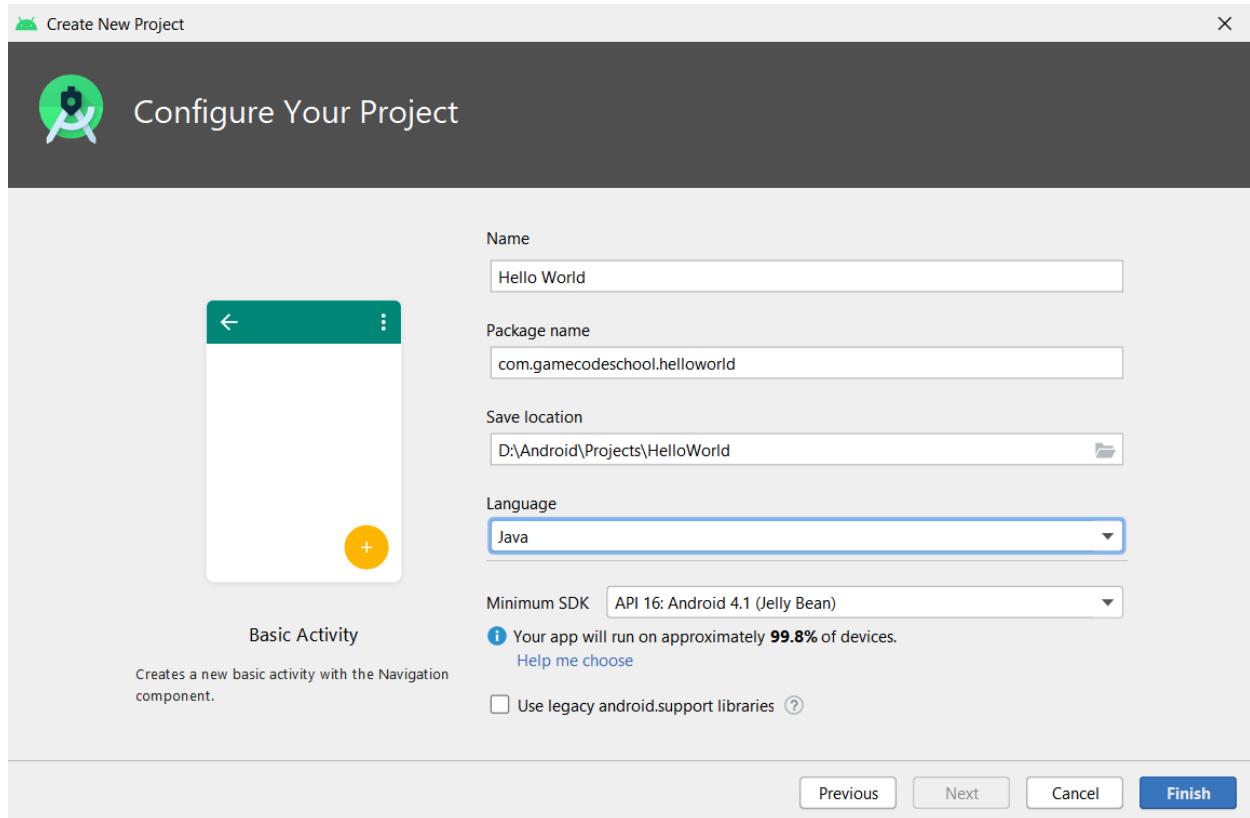




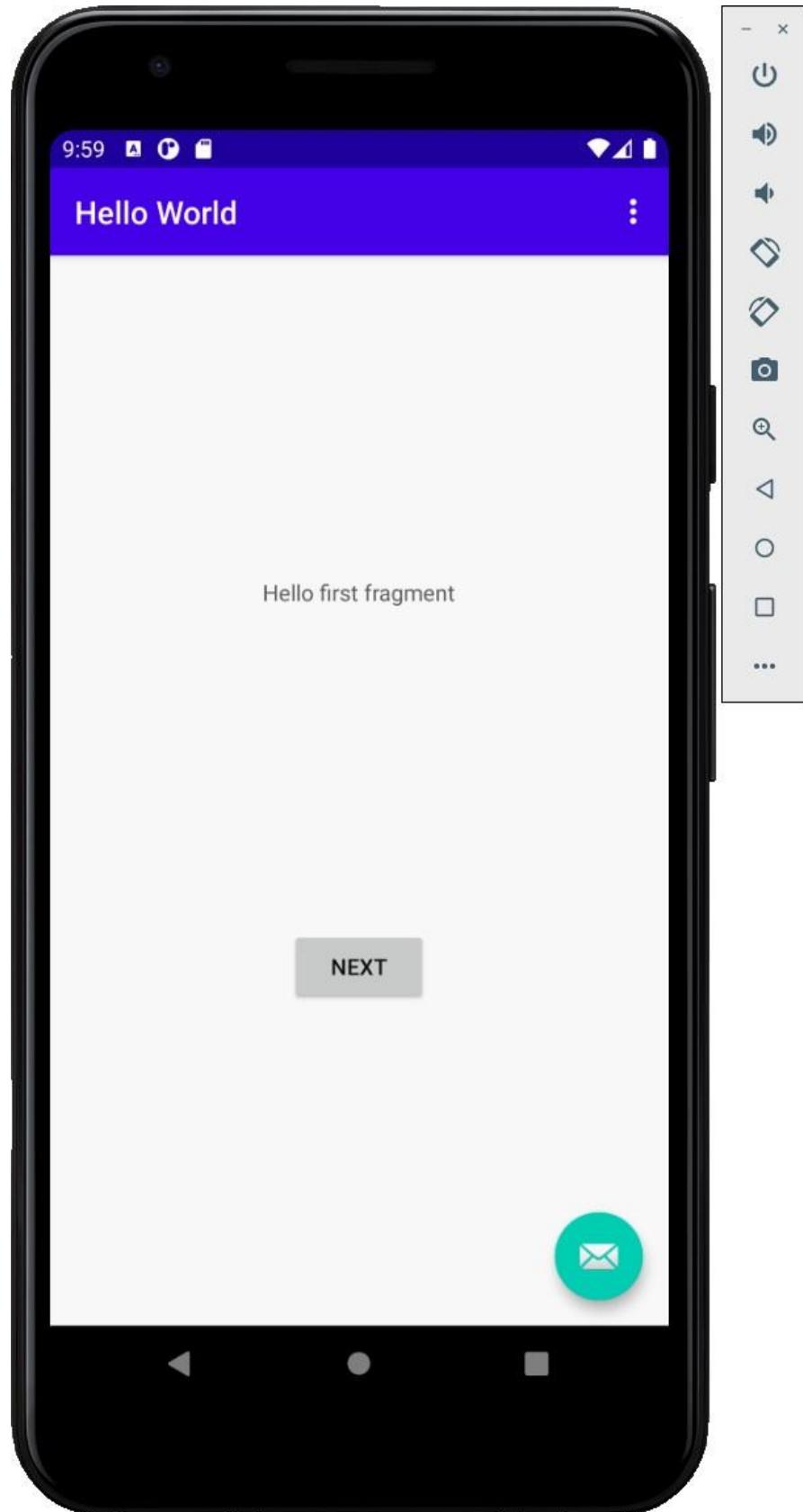




Option	Value entered
Name	Hello World
Package name	com.gamecodeschool.helloworld
Save location	D:\Android\Projects\HelloWorld
Language	Java
Minimum SDK	Leave this and any other options at their defaults

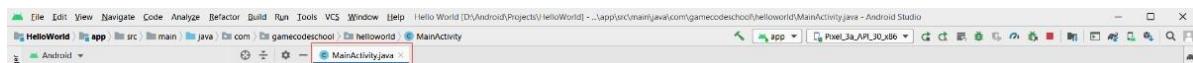
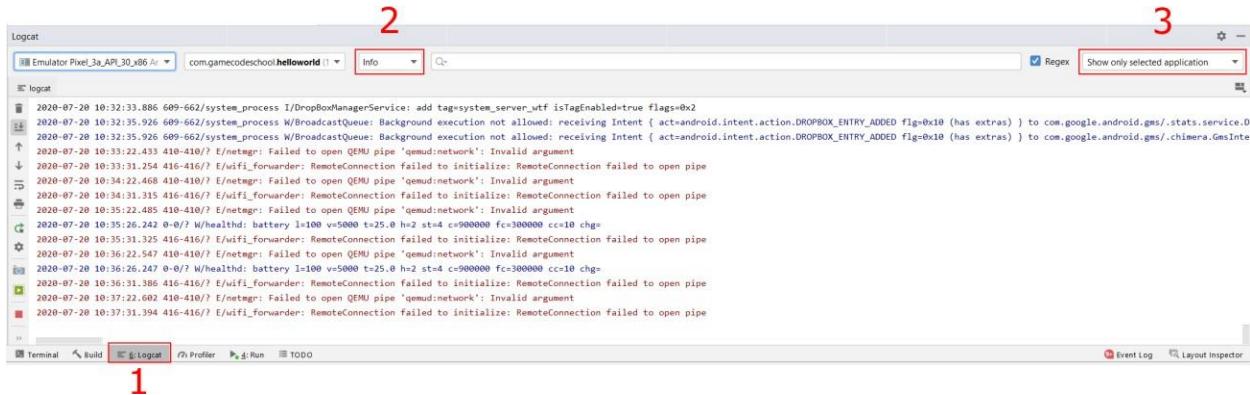








Chapter 02: First Contact: Java, XML, and the UI Designer



```

package com.gamecodeschool.helloworld; — 1

import android.os.Bundle;

import com.google.android.material.floatingactionbutton.FloatingActionButton;
import com.google.android.material.snackbar.Snackbar;

import androidx.appcompat.app.AppCompatActivity;
import androidx.appcompat.widget.Toolbar;

import android.view.View;
import android.view.Menu;
import android.view.MenuItem;

public class MainActivity extends AppCompatActivity { — 3

    @Override
    protected void onCreate(Bundle savedInstanceState) { — 5
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main); — 9

        Toolbar toolbar = (Toolbar) findViewById(R.id.toolbar);
        setSupportActionBar(toolbar);

        FloatingActionButton fab = (FloatingActionButton) findViewById(R.id.fab);
        fab.setOnClickListener((view) -> {
            Snackbar.make(view, "Replace with your own action", Snackbar.LENGTH_LONG)
                .setAction("Action", null).show();
        });
    } — 6

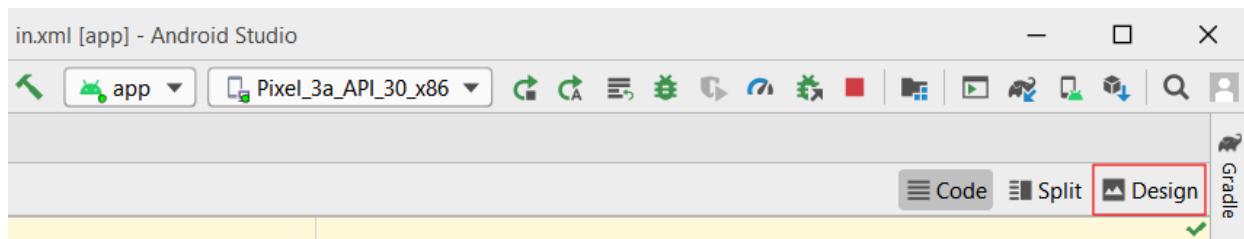
    @Override
    public boolean onCreateOptionsMenu(Menu menu) { ... } — 7

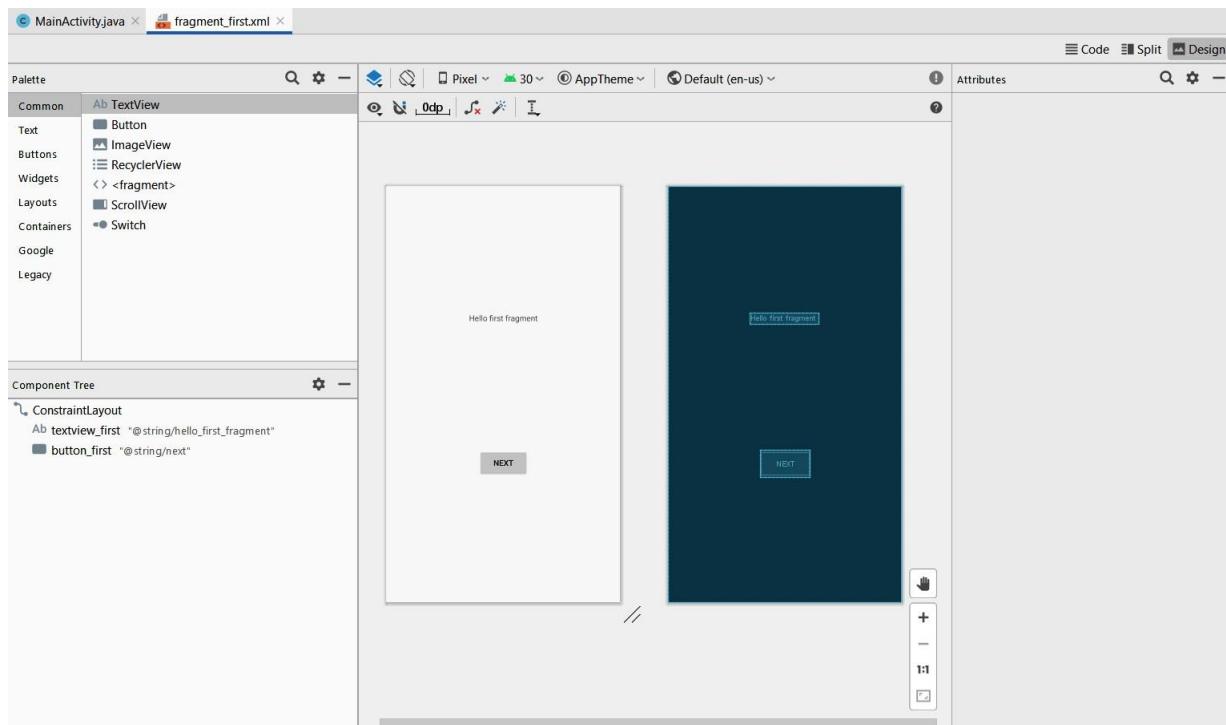
    @Override
    public boolean onOptionsItemSelected(MenuItem item) { ... } — 8
}

```

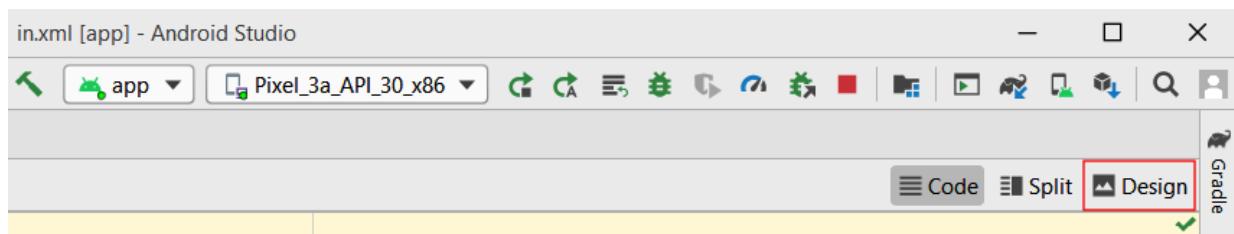
Diagram illustrating the structure of the Java code:

- Line 1:** Package declaration.
- Line 2:** Imports for Material components and AppCompat.
- Line 3:** Class definition.
- Line 5:** Overridden `onCreate` method.
- Line 9:** Content view is set to `activity_main`.
- Line 6:** Toolbar and Floating Action Button (FAB) are initialized.
- Line 7:** Overridden `onCreateOptionsMenu` method.
- Line 8:** Overridden `onOptionsItemSelected` method.
- Callout 2:** Points to the imports section (Line 2).
- Callout 3:** Points to the class definition (Line 3).
- Callout 5:** Points to the `onCreate` method override (Line 5).
- Callout 6:** Points to the FAB click listener logic (Line 6).
- Callout 7:** Points to the `onCreateOptionsMenu` method override (Line 7).
- Callout 8:** Points to the `onOptionsItemSelected` method override (Line 8).
- Callout 9:** Points to the content view assignment (Line 9).
- Resource files:** A callout pointing to the `activity_main` resource file.





```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout> — 1
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".FirstFragment"> — 1b
        <TextView — 3
            android:id="@+id/textview_first"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:text="Hello first fragment"
            app:layout_constraintBottom_toTopOf="@+id/button_first"
            app:layout_constraintEnd_toEndOf="parent"
            app:layout_constraintStart_toStartOf="parent"
            app:layout_constraintTop_toTopOf="parent" /> — 4
        <Button — 5
            android:id="@+id/button_first"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:text="Next"
            app:layout_constraintBottom_toBottomOf="parent"
            app:layout_constraintEnd_toEndOf="parent"
            app:layout_constraintStart_toStartOf="parent"
            app:layout_constraintTop_toBottomOf="@+id/textview_first" /> — 6
    </androidx.constraintlayout.widget.ConstraintLayout> — 2
```



Palette



Common

Text

Buttons

Widgets

Layouts

Containers

Google

Legacy

Ab TextView

Button

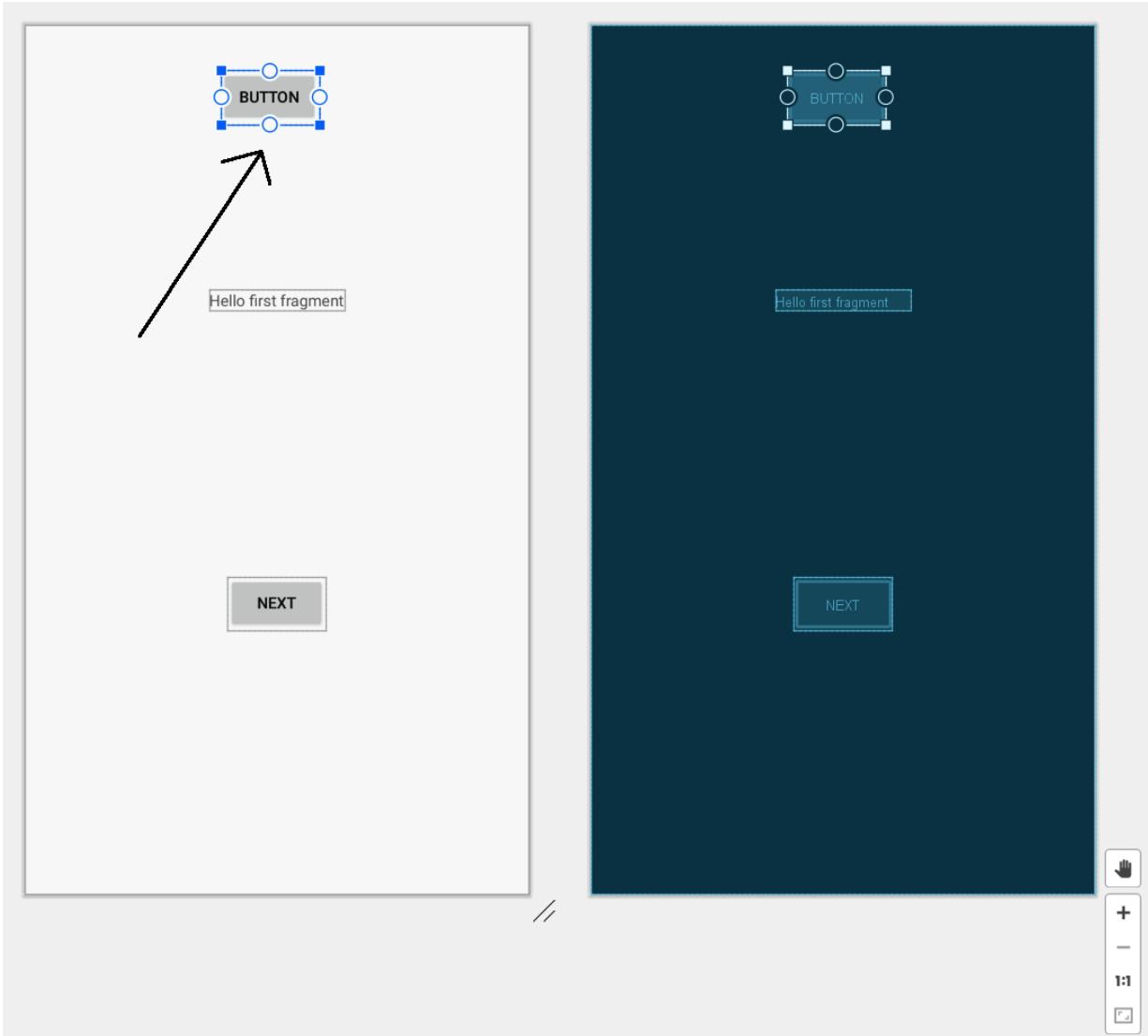
ImageView

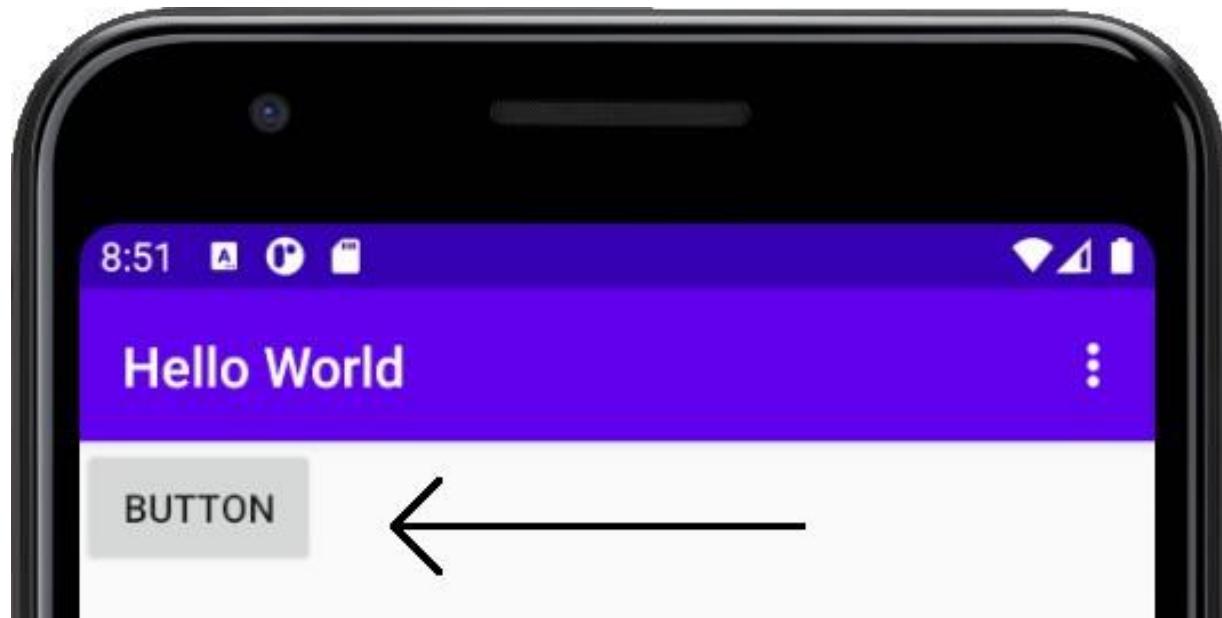
RecyclerView

<fragment>

ScrollView

Switch





Attributes	
button	Button
id	button
► Declared Attributes	+ -
► Layout	
▼ Common Attributes	
style	@android:style/Wic
onClick	
background	@android:drawable/b
text	Button
text	
contentDescription	
► textAppearance	@android:style/Tex
alpha	
▼ All Attributes	
alpha	
► autoLink	¶
autoText	—
background	@android:drawable/t
bufferType	
capitalize	
clickable	— true
contentDescripti...	
cursorVisible	—
digits	
drawableBottom	■
drawableEnd	■
drawableLeft	■
drawablePadding	
drawableRight	■
drawableStart	■
drawableTop	■
drawingCacheQu...	
duplicateParentS...	—
editable	—
editorExtras	
ellipsize	
ems	
enabled	—

Common Attributes

style	@android:style/Wic
onClick	
background	@android:drawable/b
text	Button
text	
contentDescription	
textAppearance	@android:style/Tex
alpha	

Common Attributes

style	@android:style/Wic
onClick	topClick

```
<Button  
    android:id="@+id/button"  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:onClick="topClick"  
    android:text="Button"  
    tools:layout_editor_absoluteX="147dp"  
    tools:layout_editor_absoluteY="30dp" />
```

```
<Button
```

```
    android:id="@+id/button"  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:onClick="topClick"  
    android:text="Button"  
    tools:layout_editor_absoluteX="147dp"  
    tools:layout_editor_absoluteY="30dp" />
```

```
<Button  
    android:id="@+id/button"  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:onClick="topClick"  
    android:text="Button"  
    tools:layout_editor_absoluteX="147dp"  
    tools:layout_editor_absoluteY="30dp" />
```

End of previous button

```
    tools:layout_editor_absoluteY="30dp" />
```

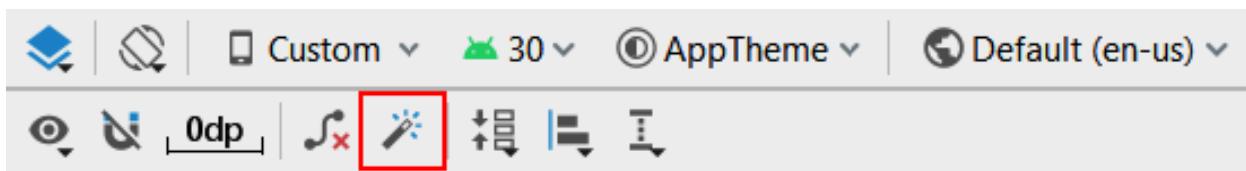
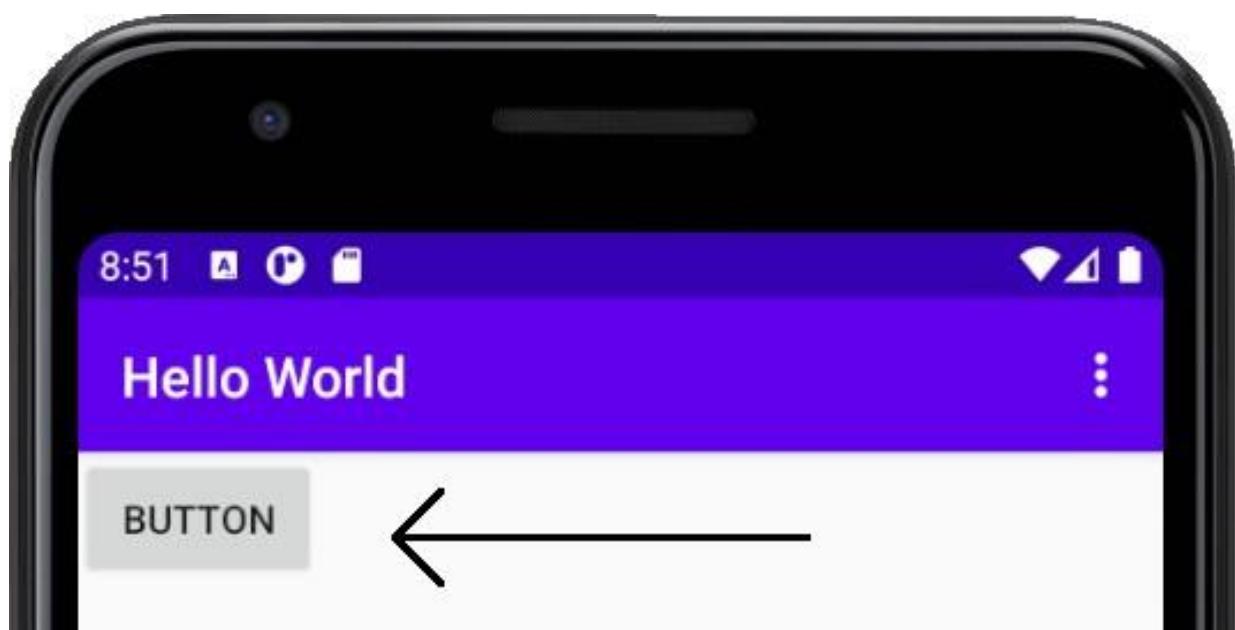
New error

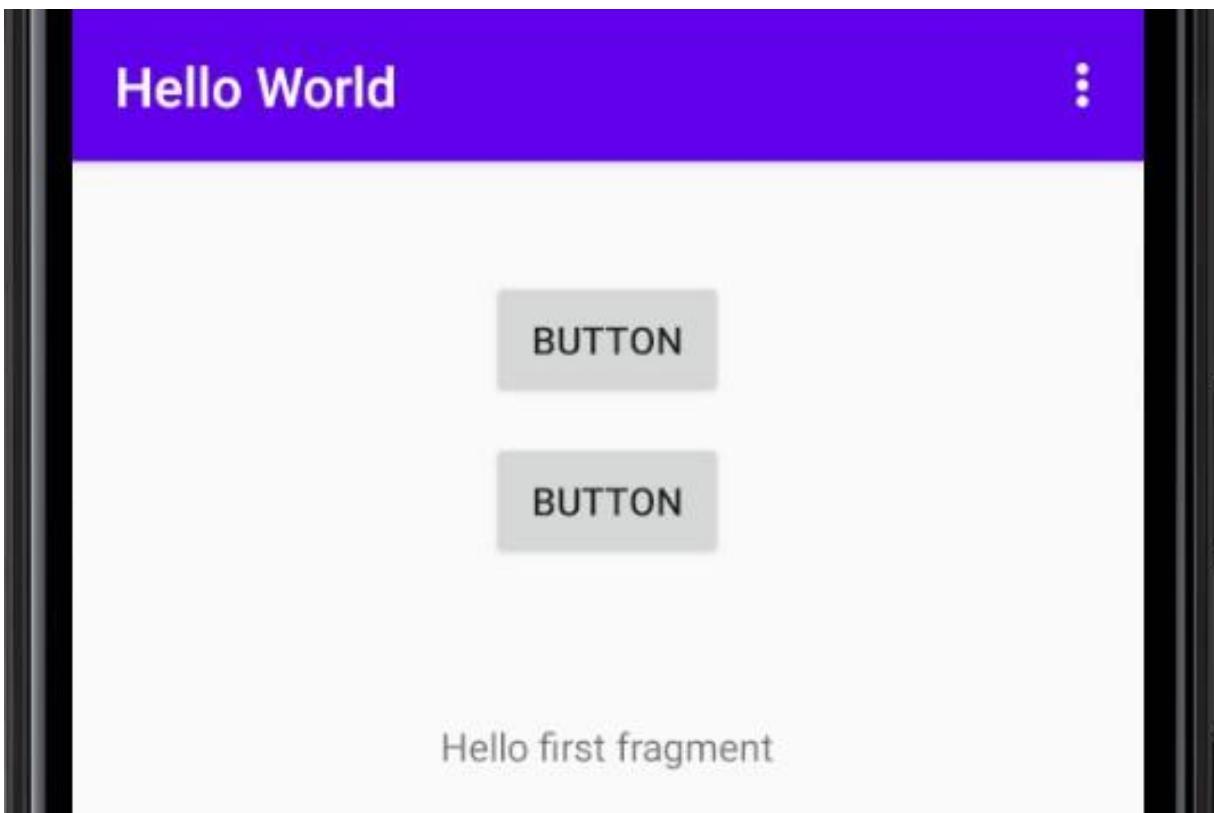
```
<Button  
    android:id="@+id/button"  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:onClick="topClick"  
    android:text="Button"  
    tools:layout_editor_absoluteX="147dp"  
    tools:layout_editor_absoluteY="30dp" />
```

New
Button

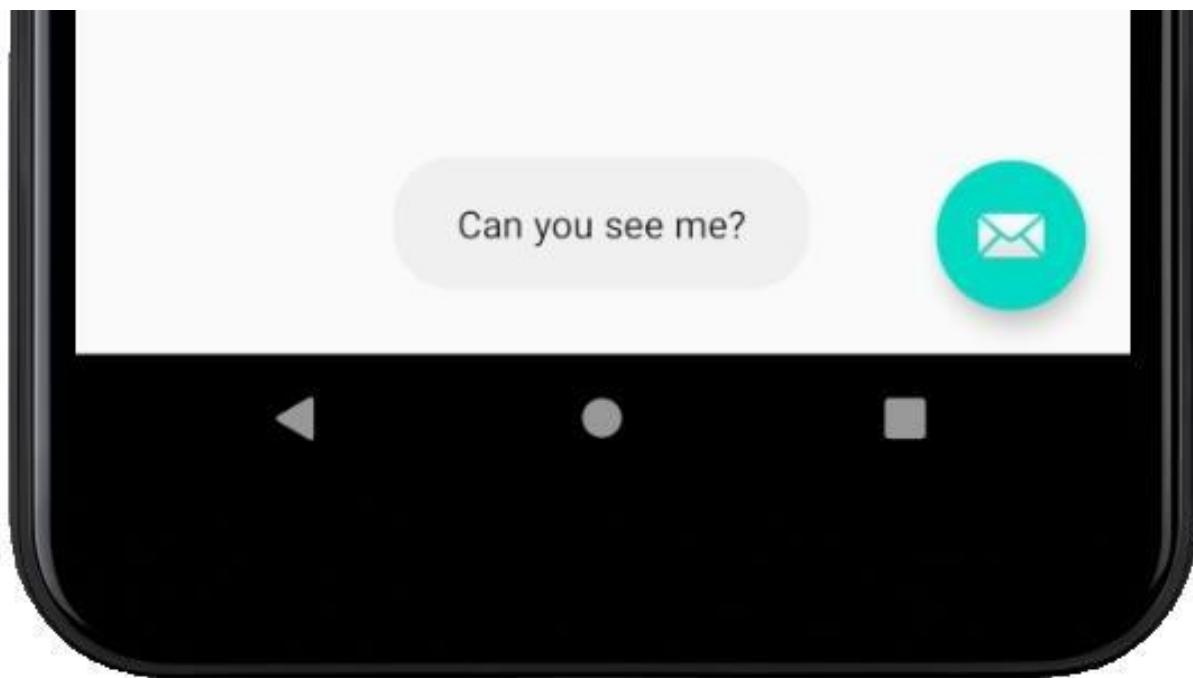
```
</androidx.constraintlayout.widget.ConstraintLayout>
```

End of ConstraintLayout

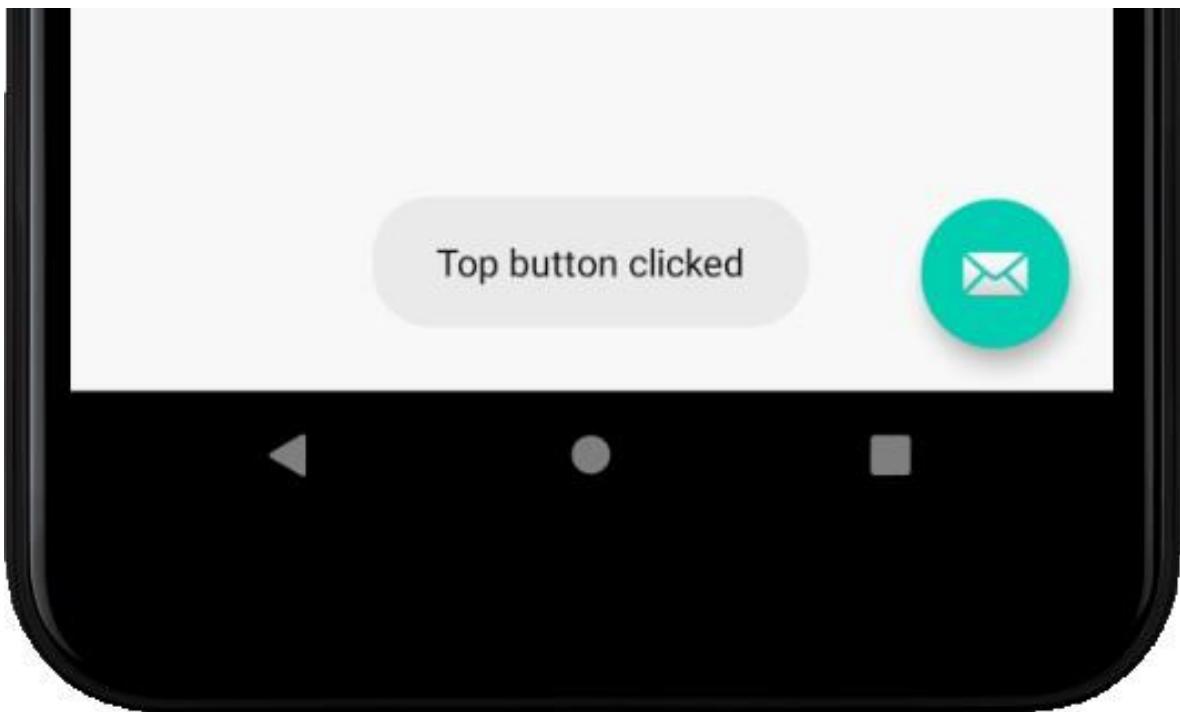




```
com.gamecodeschool.helloworld W/hol.helloworld: Accessing hidden  
com.gamecodeschool.helloworld W/hol.helloworld: Accessing hidden  
com.gamecodeschool.helloworld I/info: Done creating the app  
com.gamecodeschool.helloworld I/ConfigStore: android::hardware::  
com.gamecodeschool.helloworld I/ConfigStore: android::hardware::
```



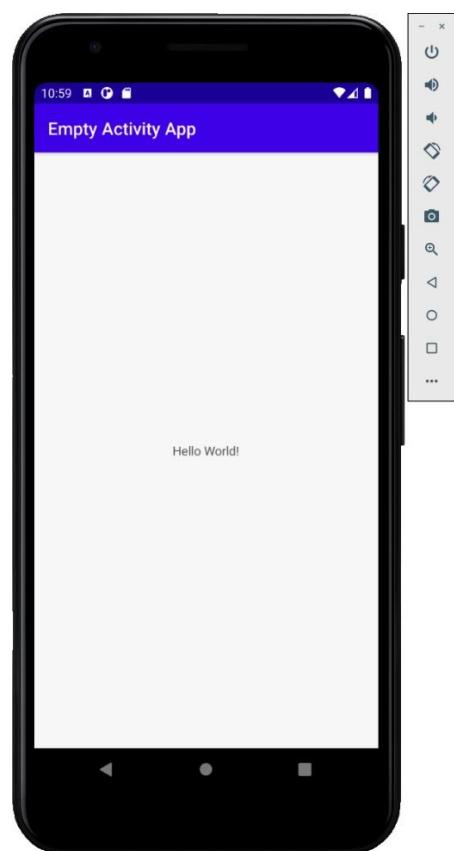
```
com.gamecodeschool.helloworld I/info: The user clicked the top button  
com.gamecodeschool.helloworld I/info: The user clicked the top button  
com.gamecodeschool.helloworld I/info: The user clicked the top button  
com.gamecodeschool.helloworld I/info: The user clicked the bottom button  
com.gamecodeschool.helloworld I/info: The user clicked the bottom button  
com.gamecodeschool.helloworld I/info: The user clicked the bottom button
```

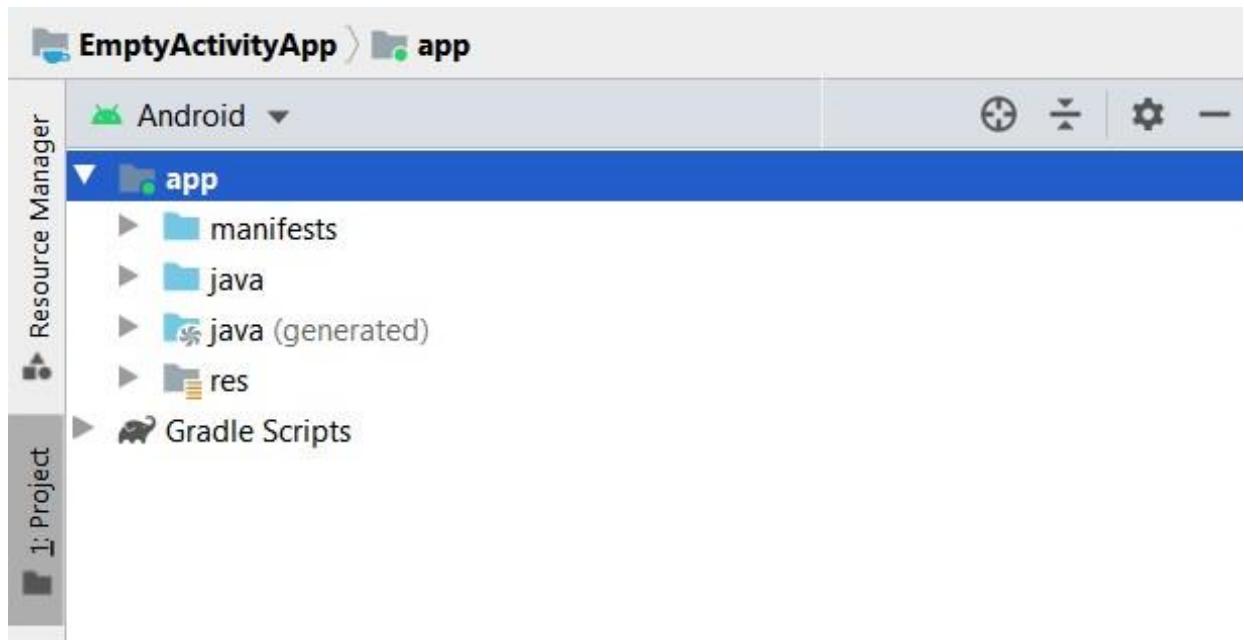
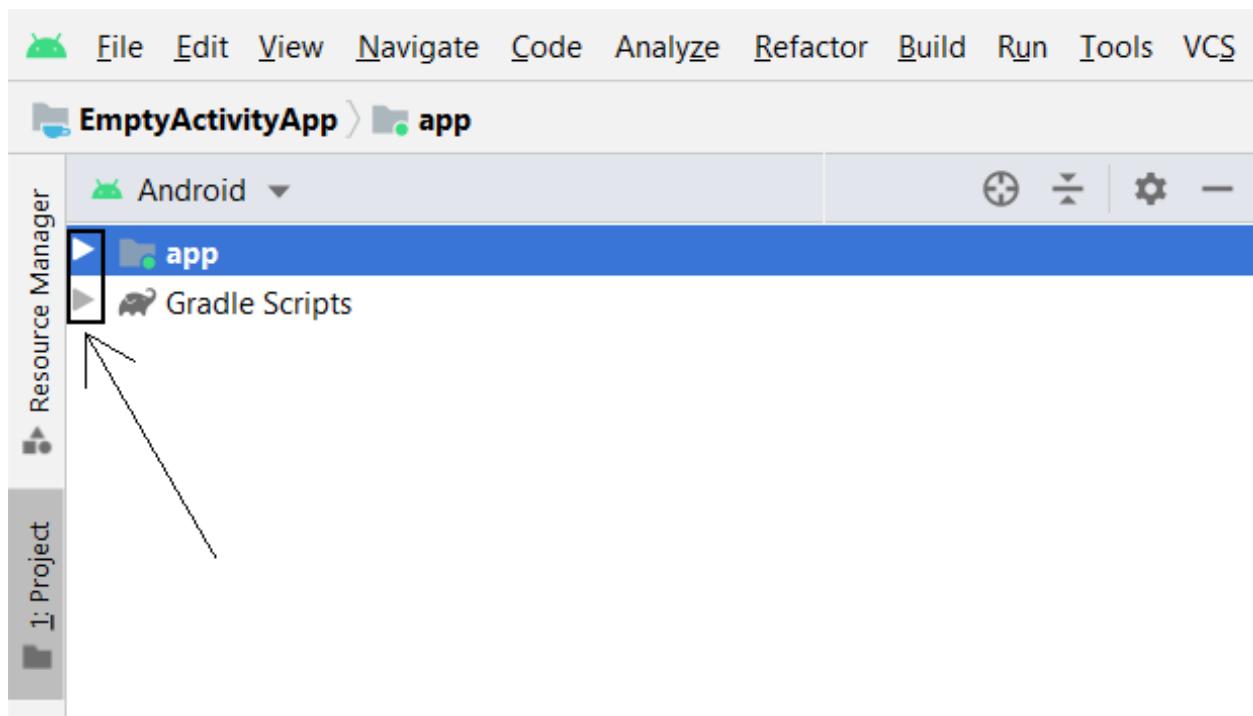


Top button clicked

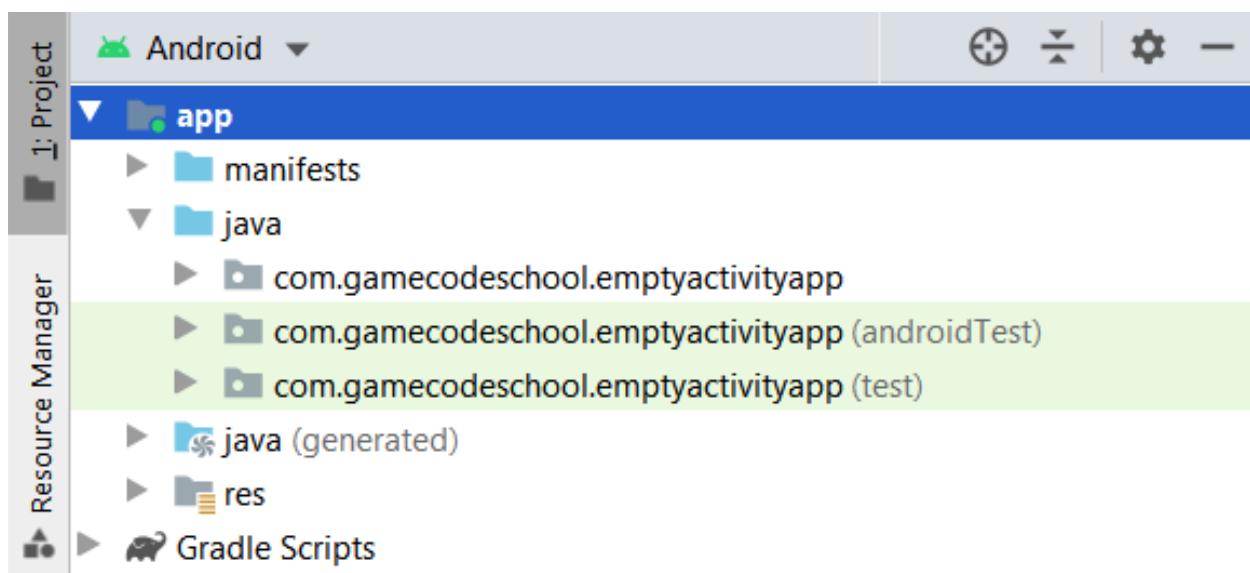


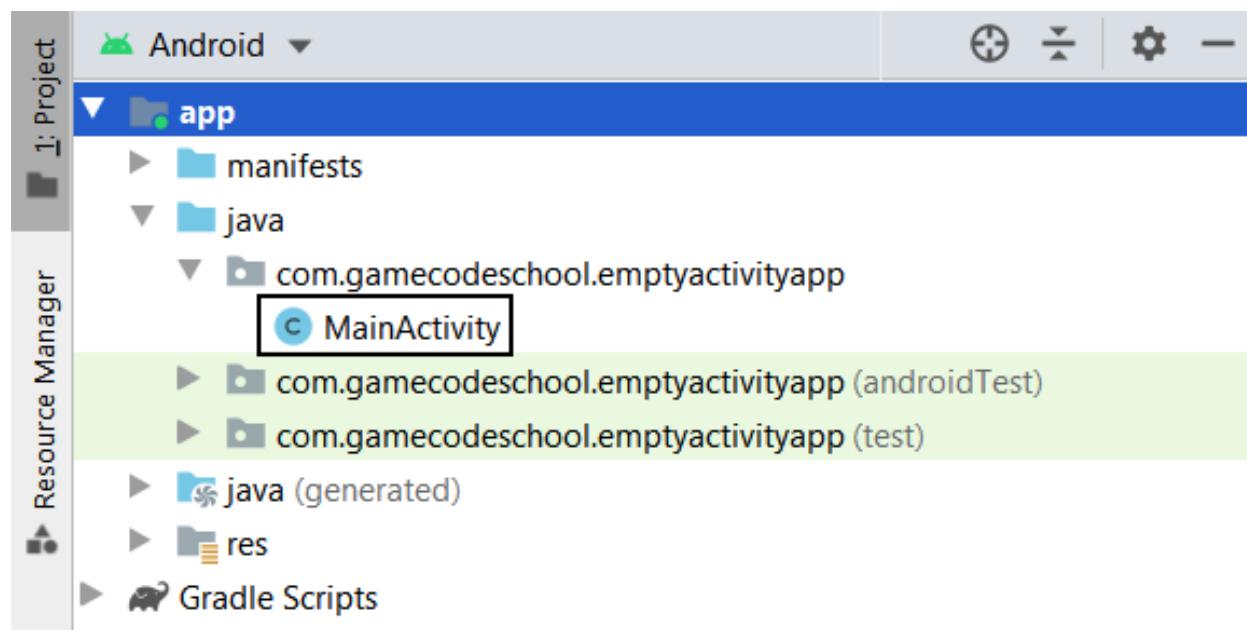
Chapter 03: Exploring Android Studio and the Project Structure





```
1 <?xml version="1.0" encoding="utf-8"?>
2 <manifest xmlns:android="http://schemas.android.com/apk/res/android"
3     package="com.gamecodeschool.emptyactivityapp">
4
5     <application
6         android:allowBackup="true"
7         android:icon="@mipmap/ic_launcher"
8         android:label="@string/app_name"
9         android:roundIcon="@mipmap/ic_launcher_round"
10        android:supportsRtl="true"
11        android:theme="@style/AppTheme">
12         <activity android:name=".MainActivity">
13             <intent-filter>
14                 <action android:name="android.intent.action.MAIN" />
15
16                 <category android:name="android.intent.category.LAUNCHER" />
17             </intent-filter>
18         </activity>
19     </application>
20
21 </manifest>
```





```
package com.gamecodeschool.emptyactivityapp;

import ...  

public class MainActivity extends AppCompatActivity {  

    @Override  

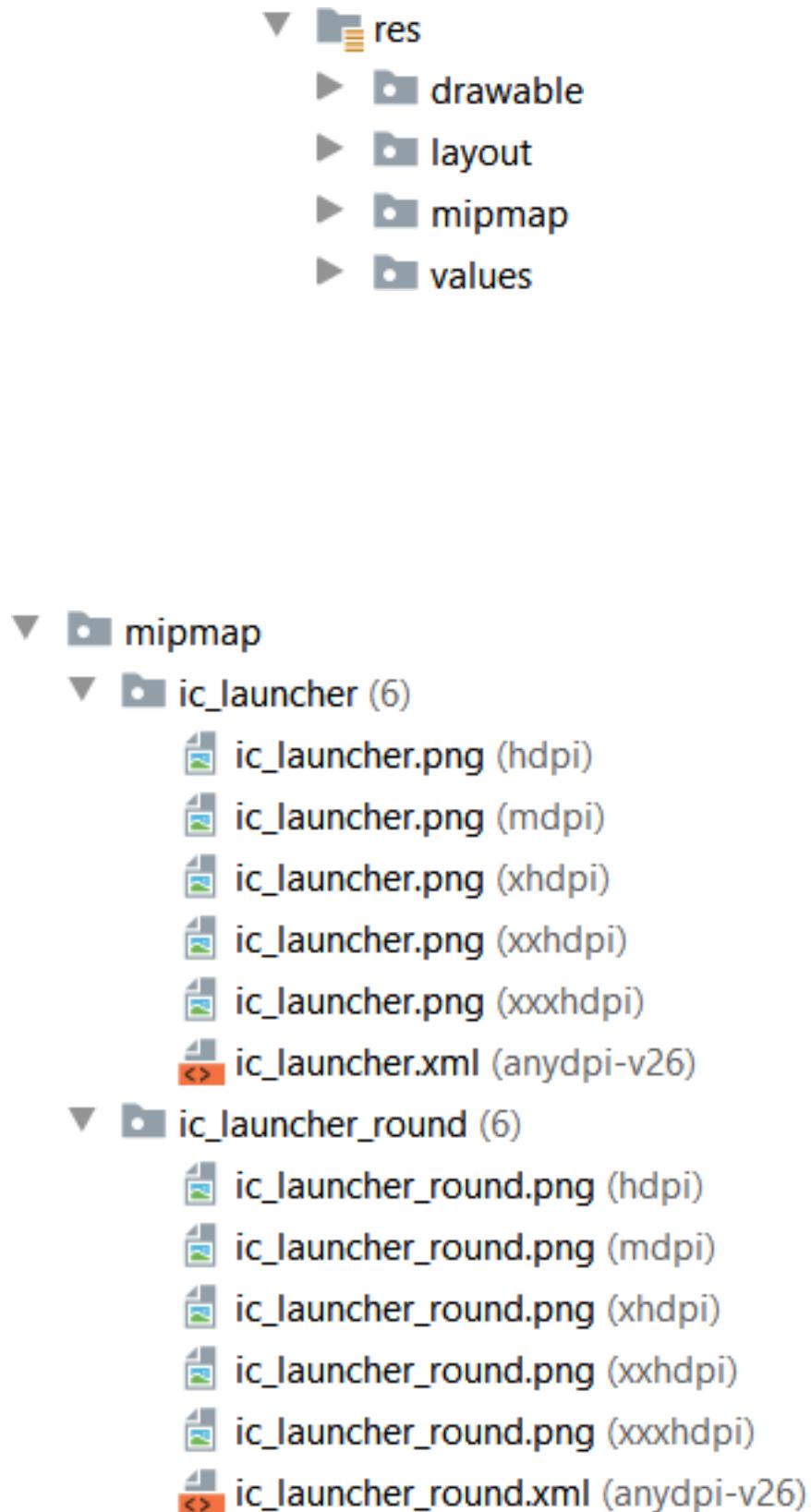
    protected void onCreate(Bundle savedInstanceState) {  

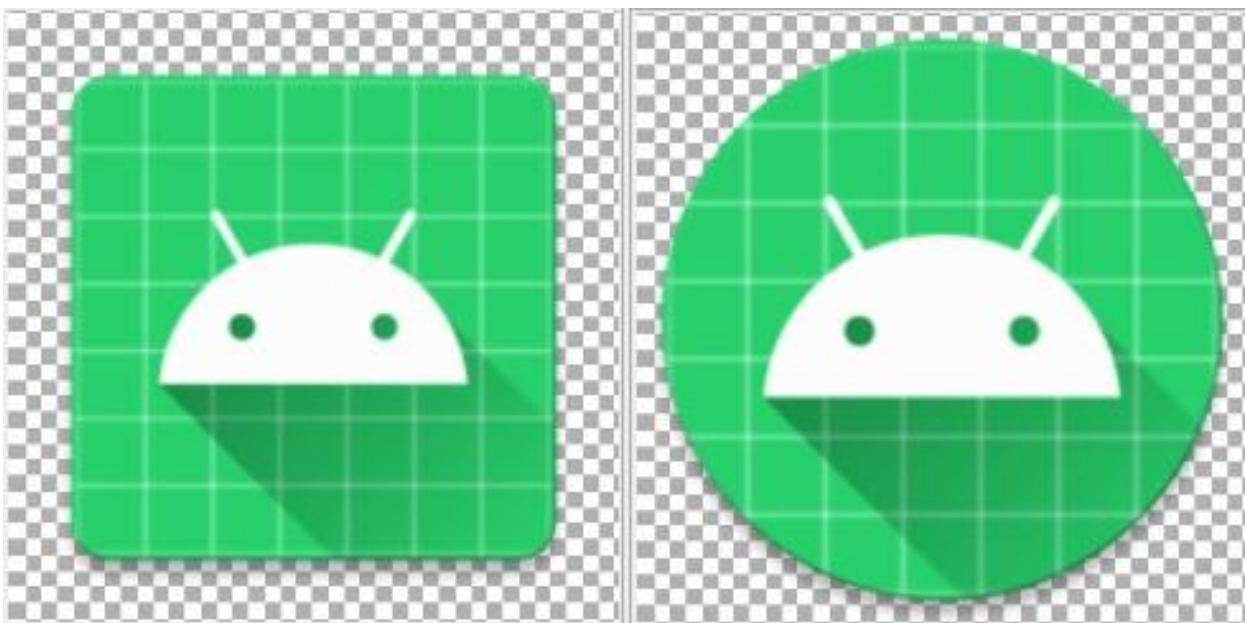
        super.onCreate(savedInstanceState);  

        setContentView(R.layout.activity_main);  

    }  

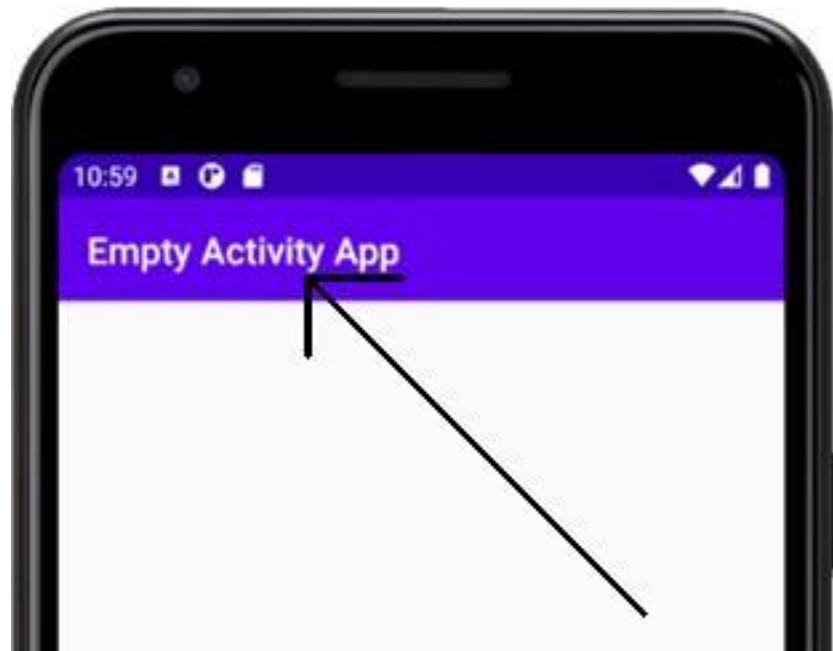
}
```



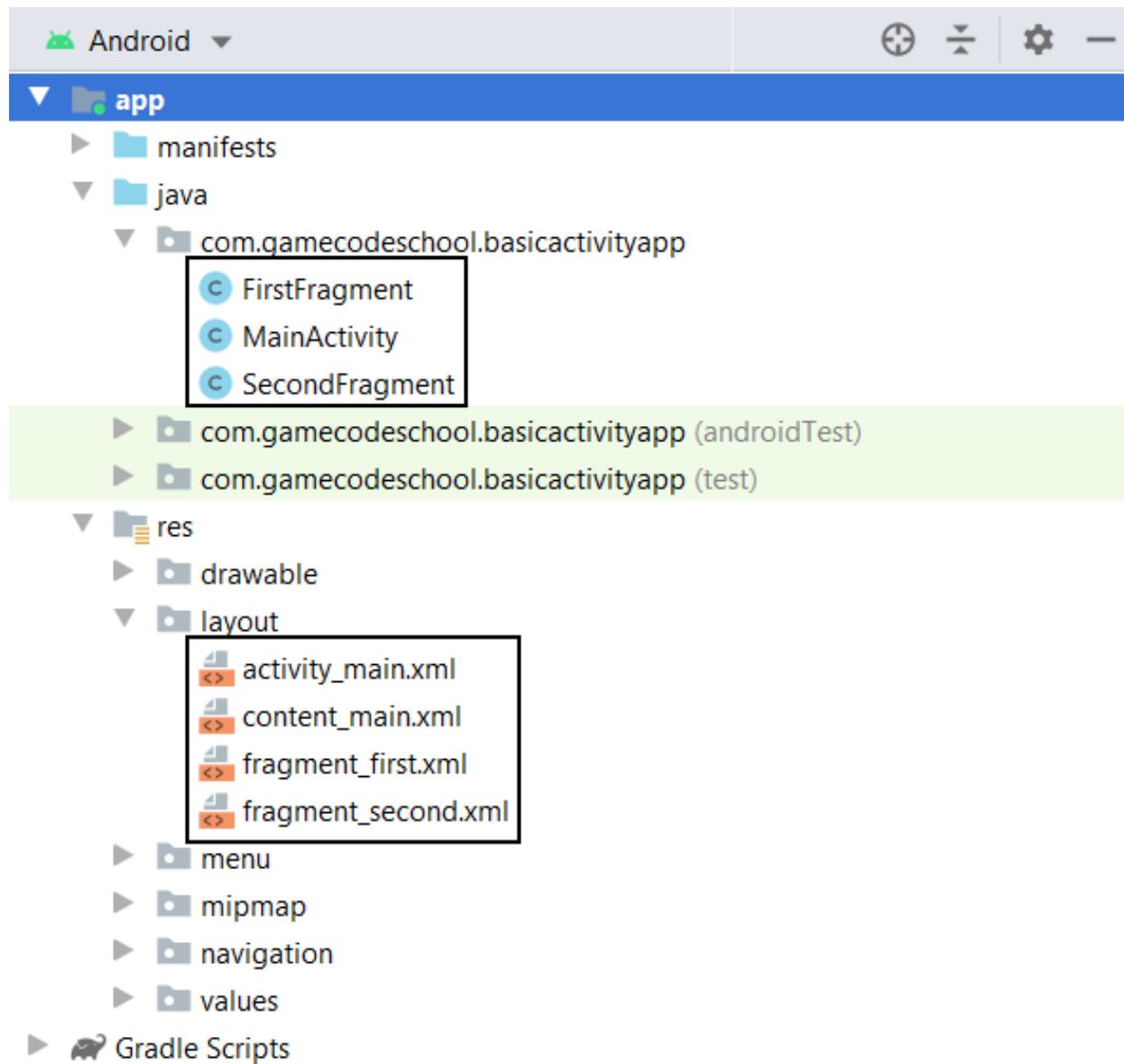


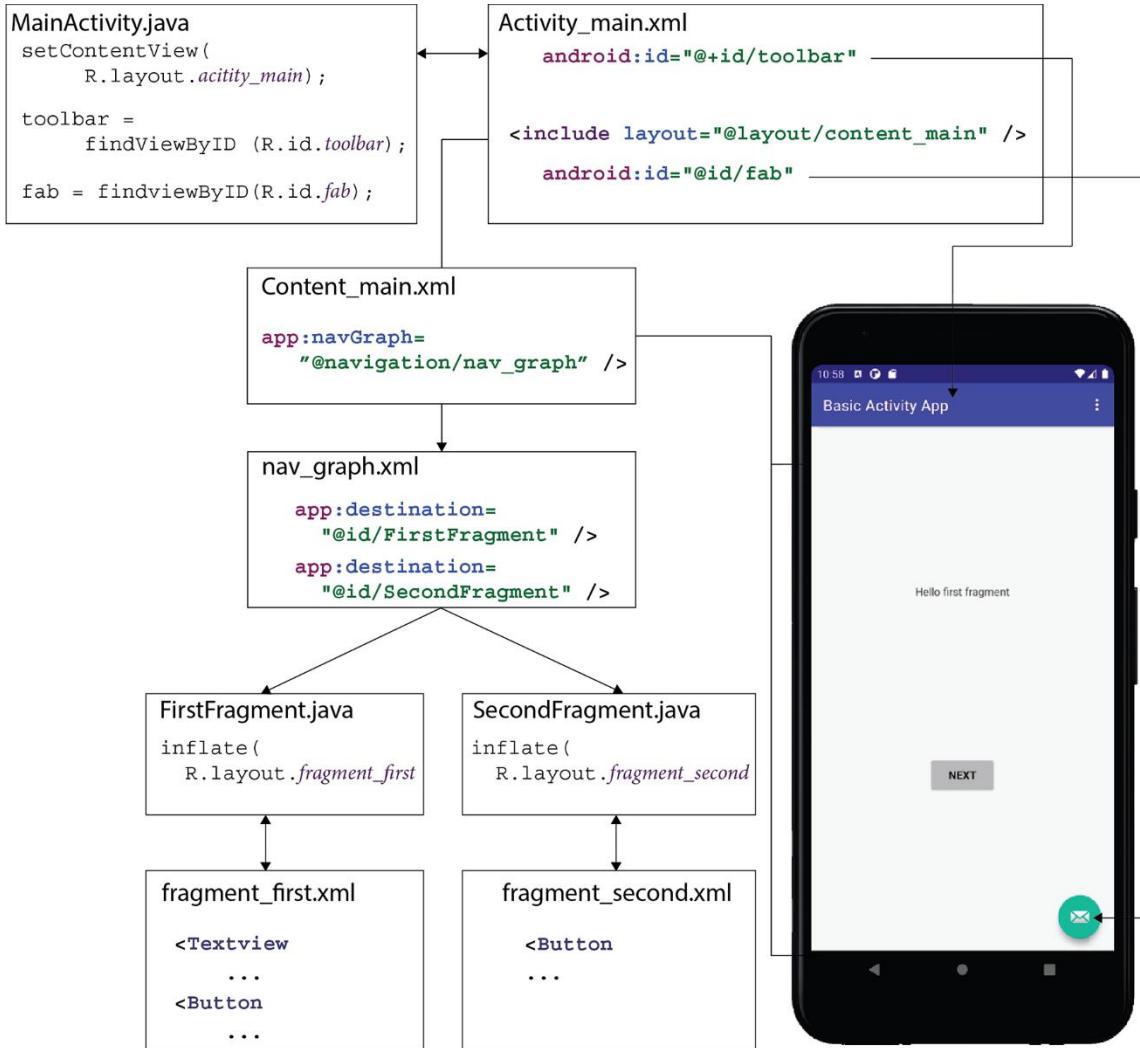
▼ values

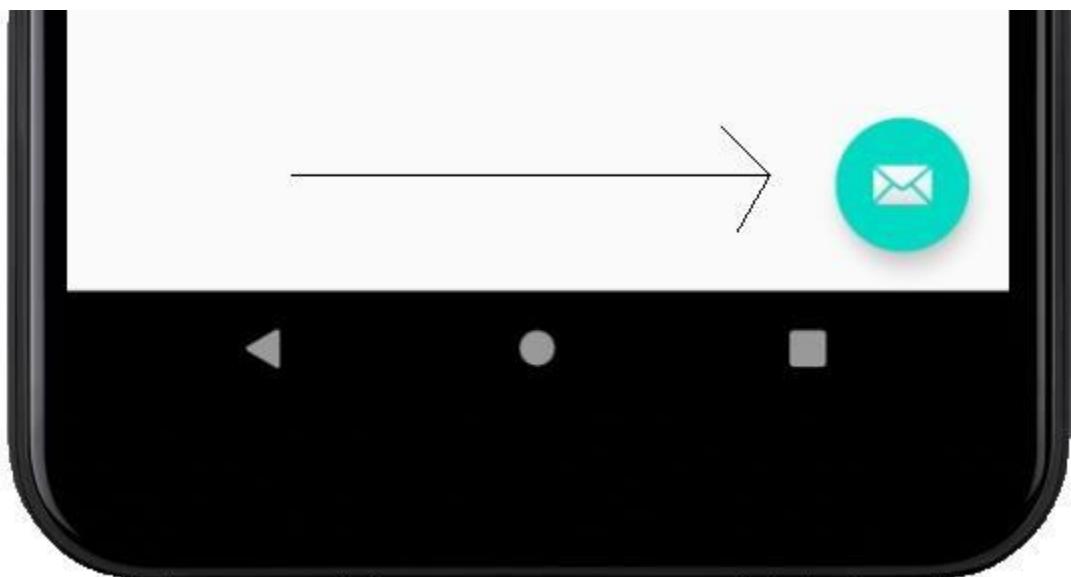
- colors.xml
- strings.xml
- styles.xml

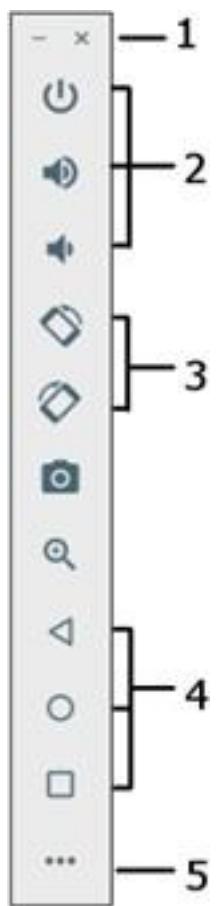


Option	Value entered
Name:	Basic Activity App
Package name:	com.gamecodeschool.basicactivityapp
Save location:	D:\Android\Projects\BasicActivityApp
Language:	Java
Minimum SDK:	Leave this and any other options at their defaults settings





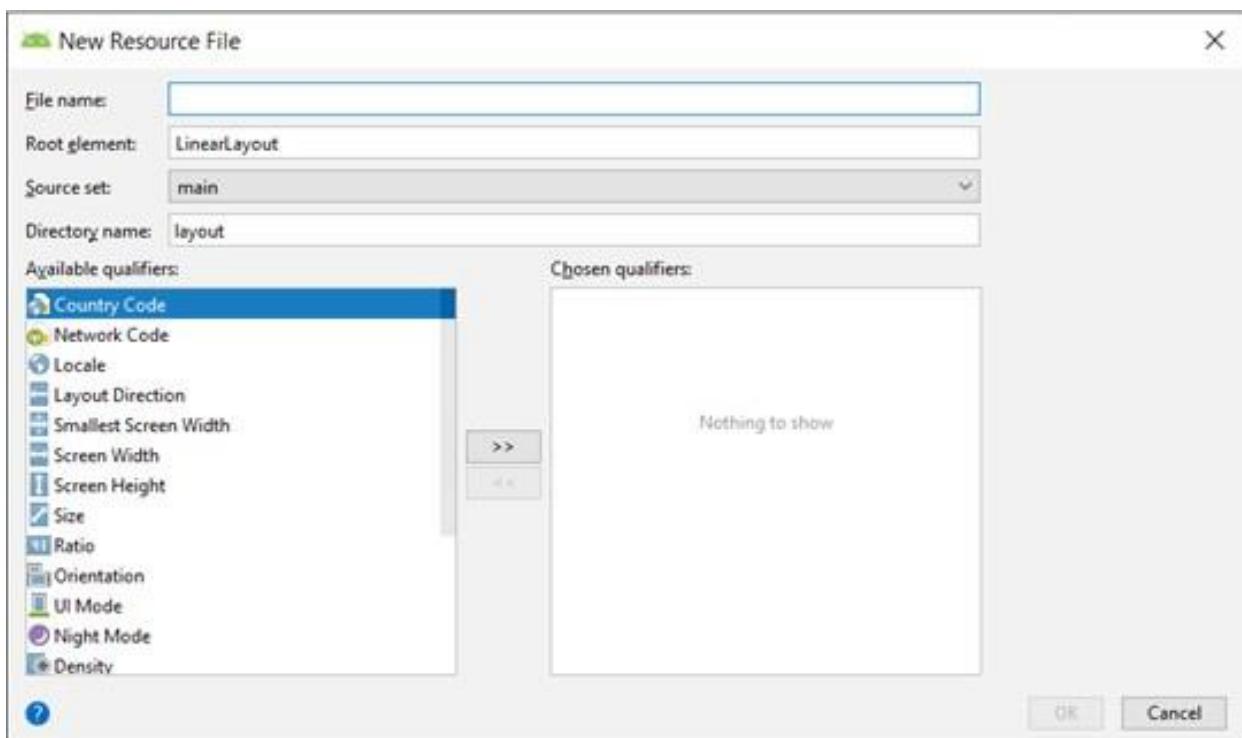
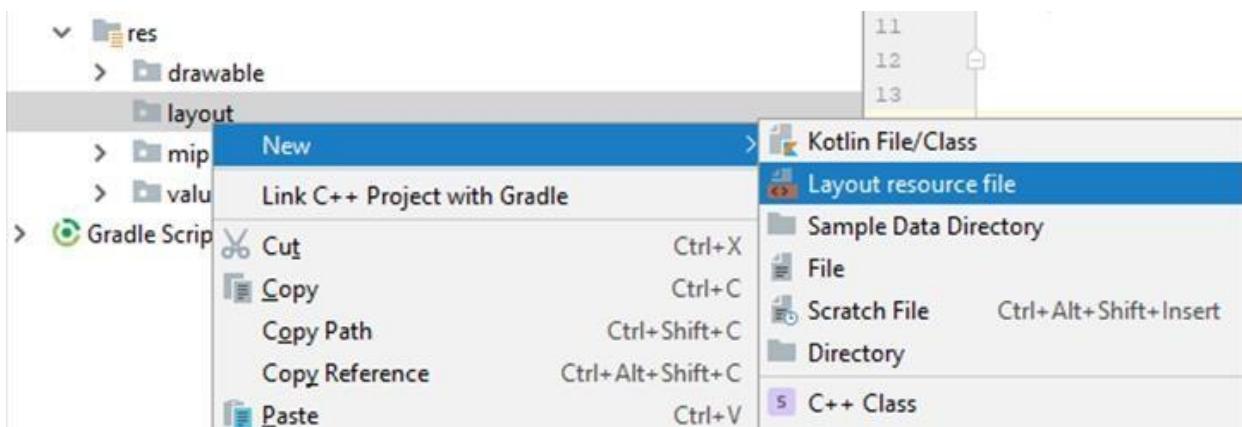


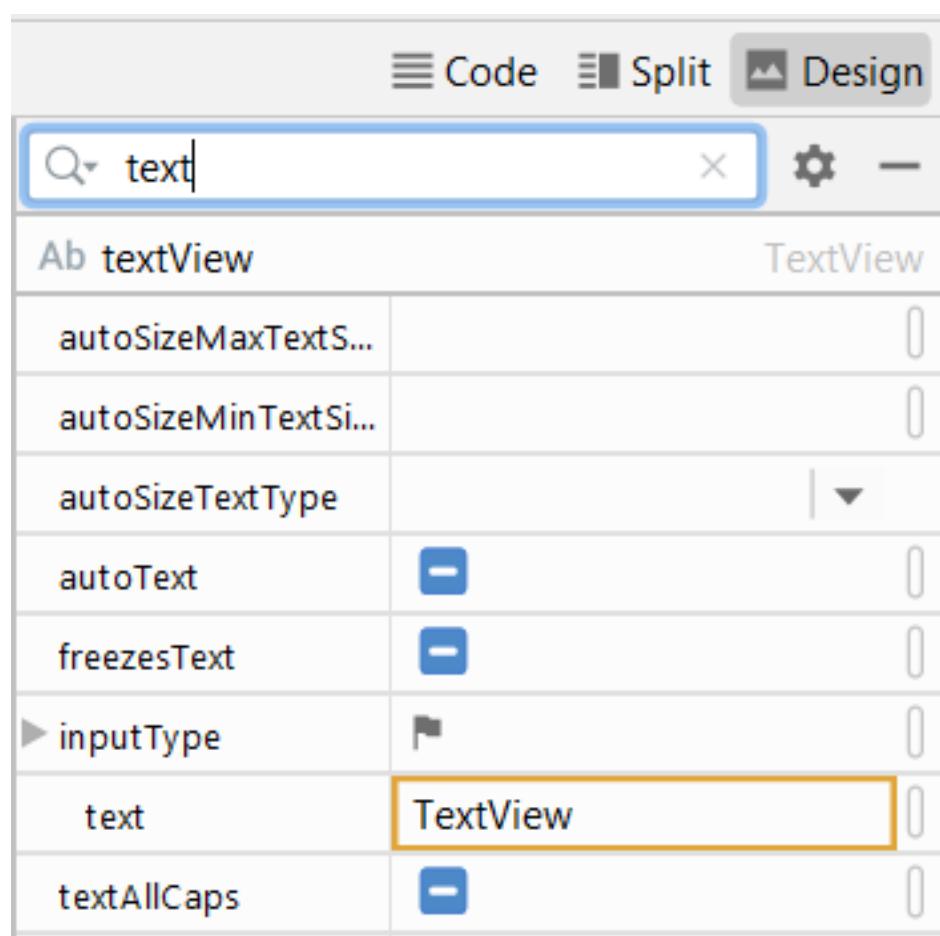
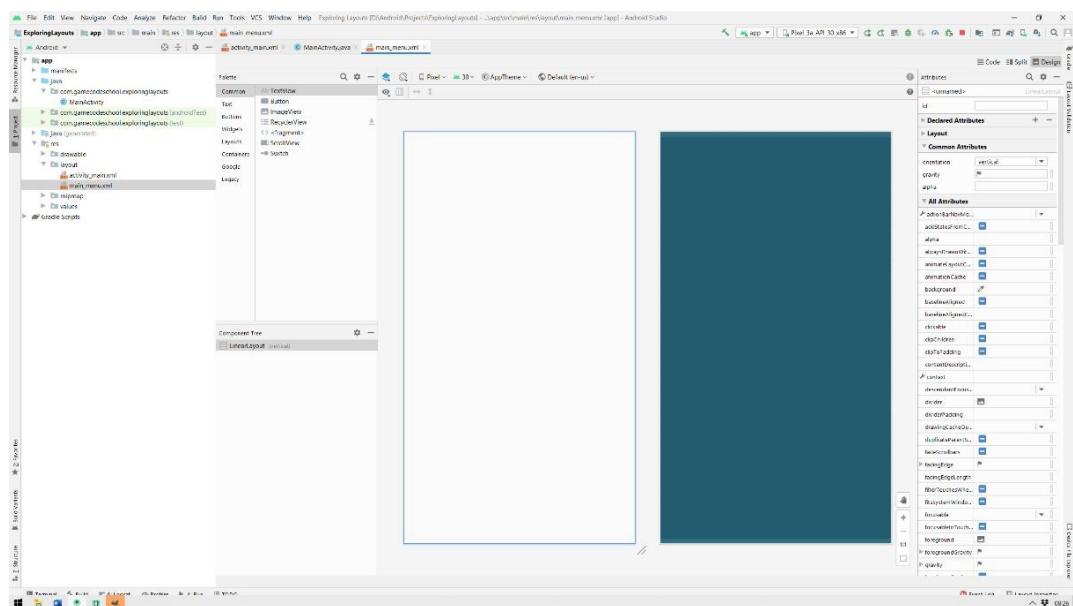






Chapter 04: Getting Started with Layouts and Material Design

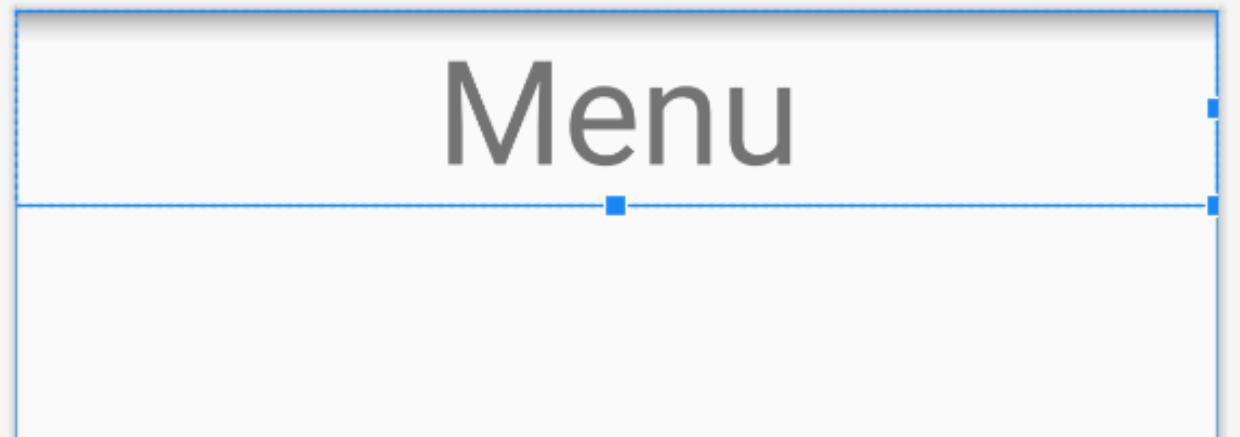




Q gravity X

Ab textView	TextView
▶ foregroundGravity	
▼ gravity	
bottom	<input type="checkbox"/> false
clip_horizontal	<input type="checkbox"/> false
center	<input type="checkbox"/> false
clip_vertical	<input type="checkbox"/> false
start	<input type="checkbox"/> false
right	<input type="checkbox"/> false
center_horizontal	<input type="checkbox"/> false
fill	<input type="checkbox"/> false
fill_horizontal	<input type="checkbox"/> false
top	<input type="checkbox"/> false
left	<input type="checkbox"/> false
center_vertical	<input type="checkbox"/> false
fill_vertical	<input type="checkbox"/> false
end	<input type="checkbox"/> false
▶ layout_gravity	

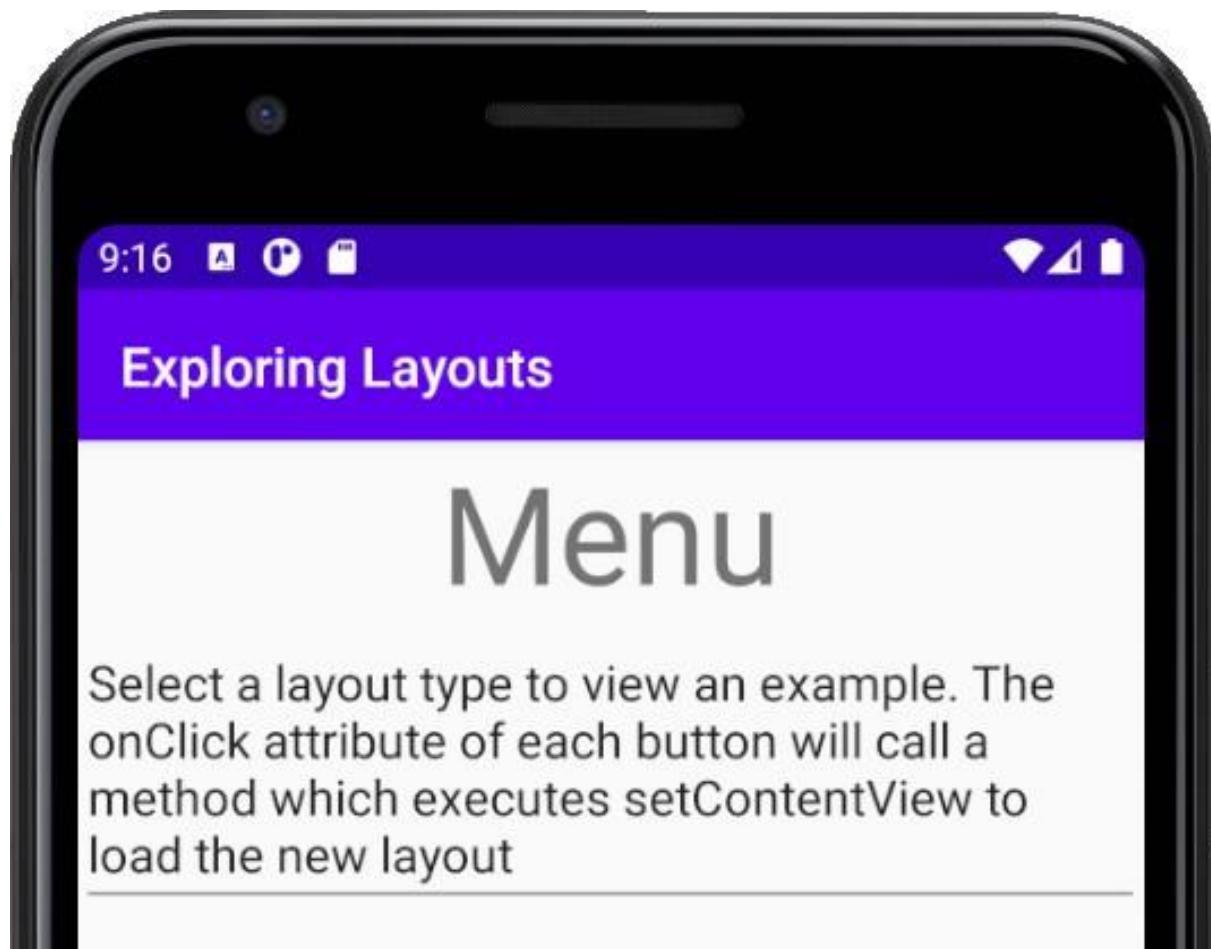
right	<input type="checkbox"/>	false	<input type="button" value="○"/>
center_horizontal	<input checked="" type="checkbox"/>	true	<input type="button" value="○"/>
fill	<input type="checkbox"/>	false	<input type="button" value="○"/>



Menu

Menu

Select a layout type to view an example. The onClick attribute of each button will call a method which executes setContentView to load the new layout



Import class

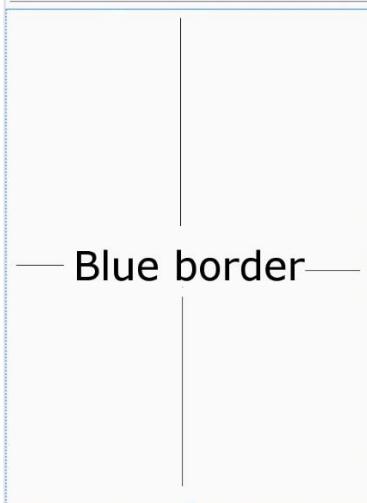
- 💡 Create class 'View'
- 💡 Create enum 'View'
- 💡 Create inner class 'View'
- 💡 Create interface 'View'
- 💡 Create type parameter 'View'

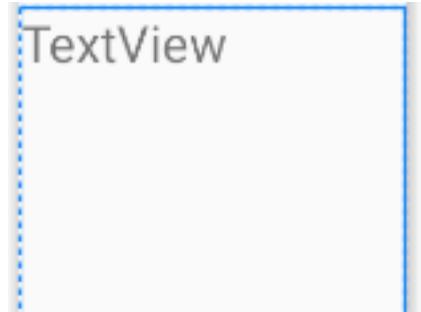
📝 Create field for parameter 'v' ►

🖨 Generate overloaded method with default parameter values ►

Menu

Select a layout type to view an example. The onClick attribute of each button will call a method which executes setContentView to load the new layout





Menu

Select a layout type to view an example. The onClick attribute of each button will call a method which executes setContentView to load the new layout

Load ConstraintLayout

LOAD

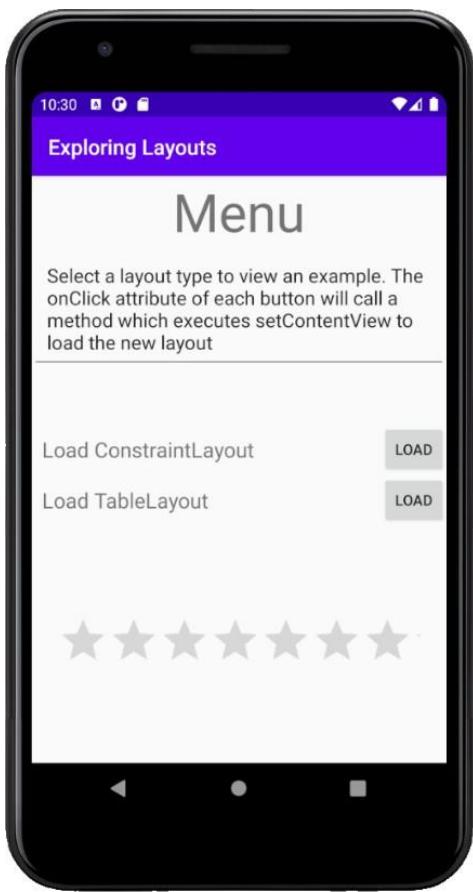
Menu

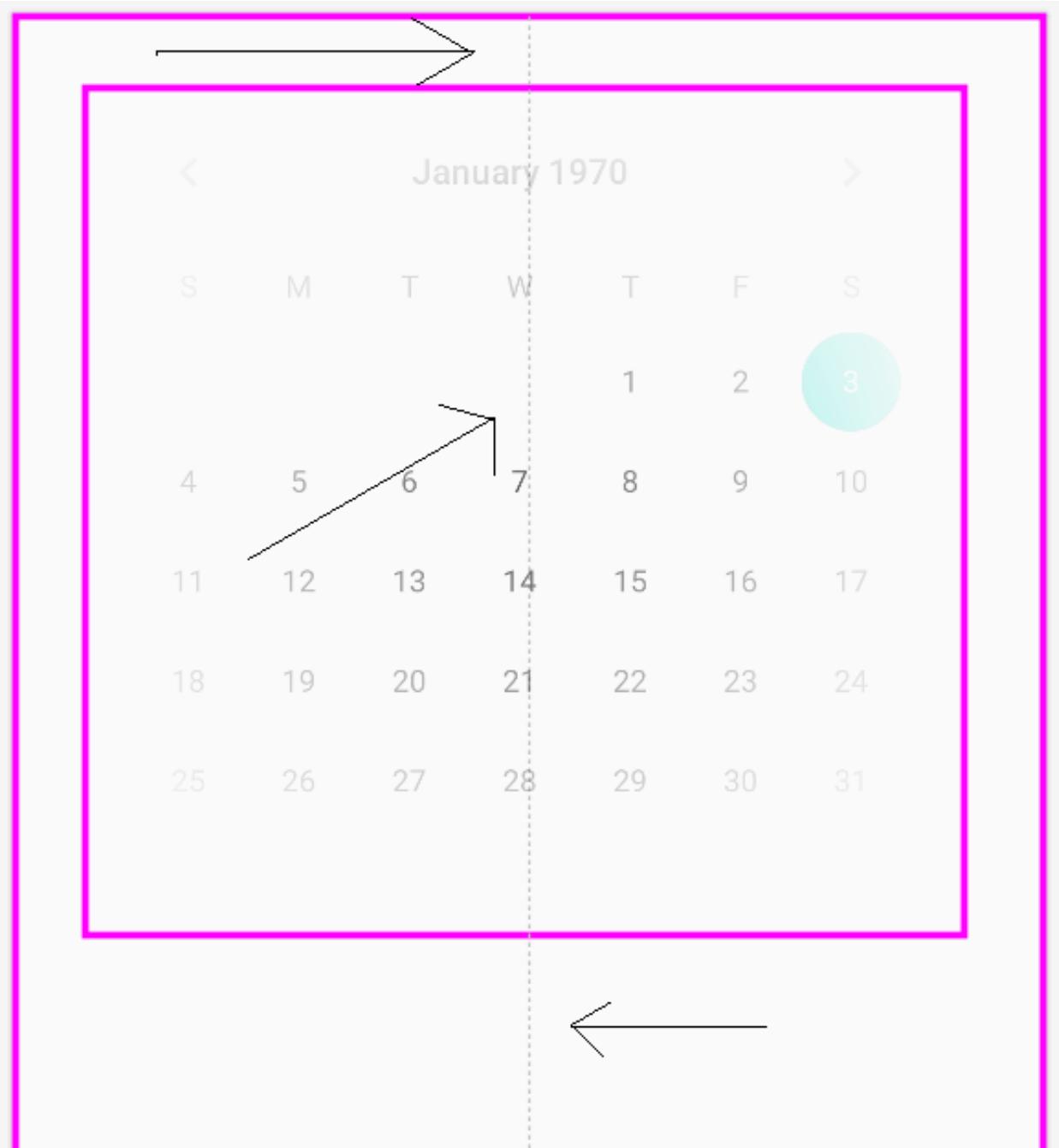
Select a layout type to view an example. The onClick attribute of each button will call a method which executes setContentView to load the new layout

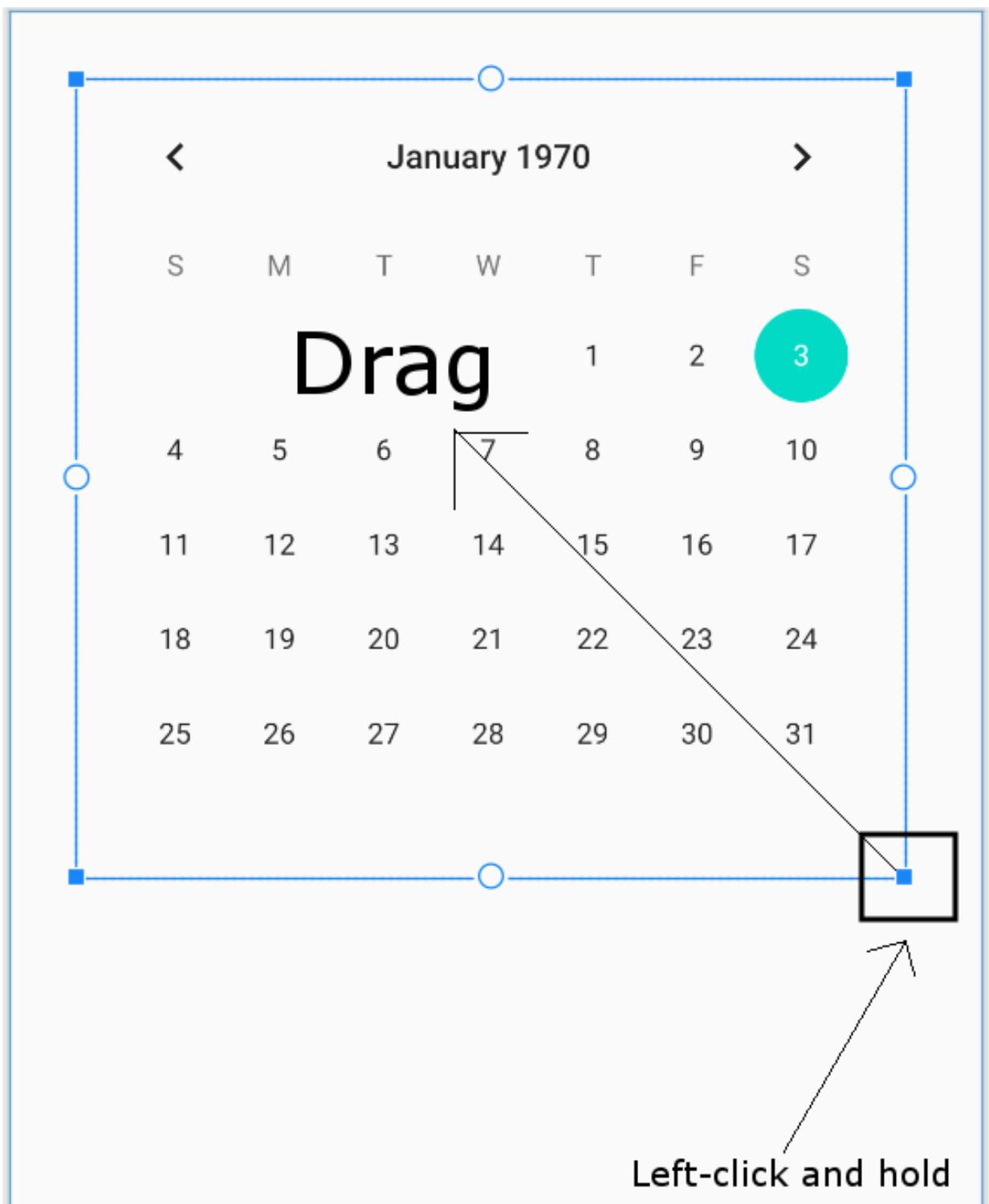
Load ConstraintLayout

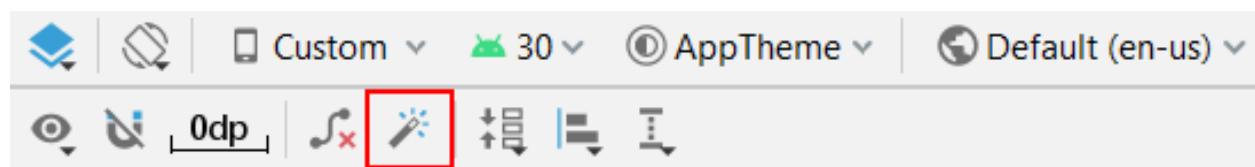
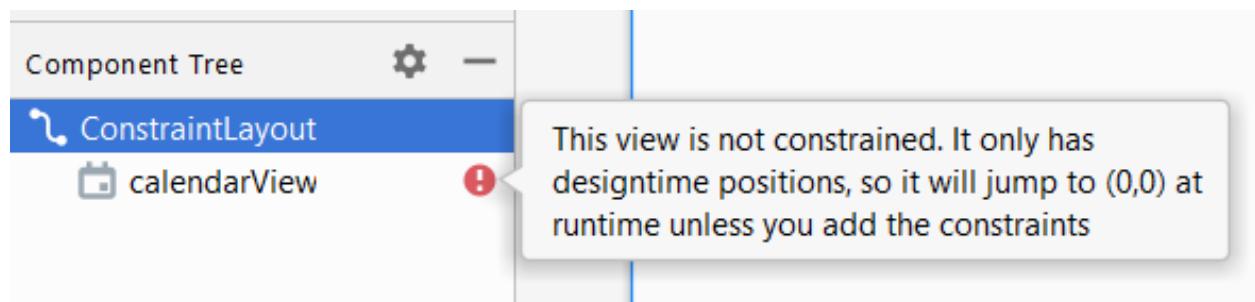
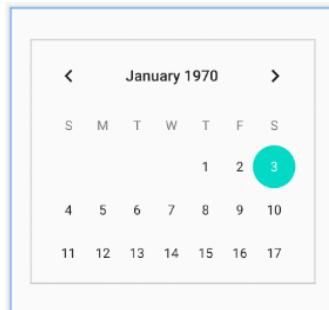
Load TableLayout

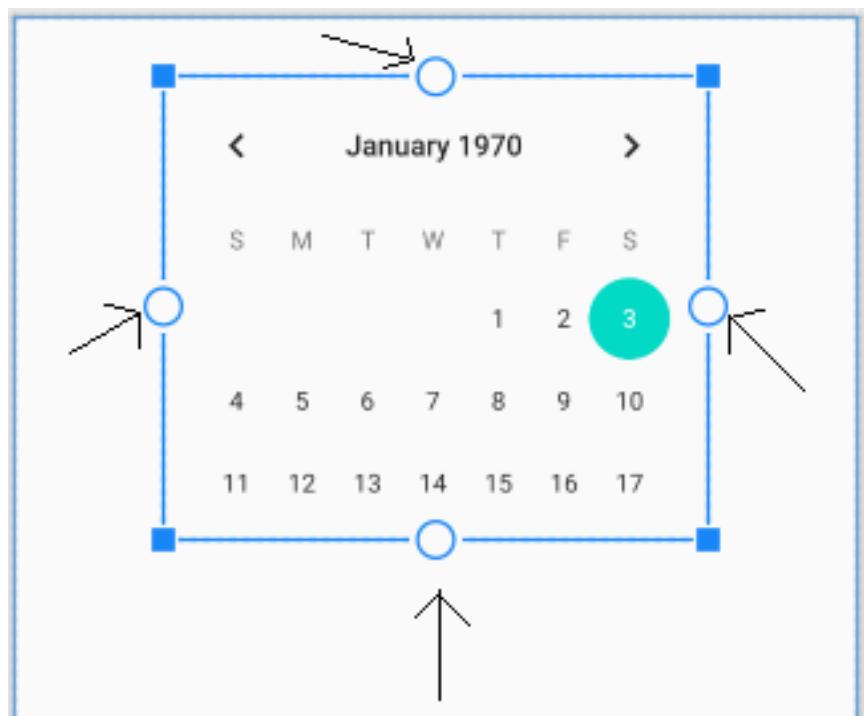
★★★★★★★★★



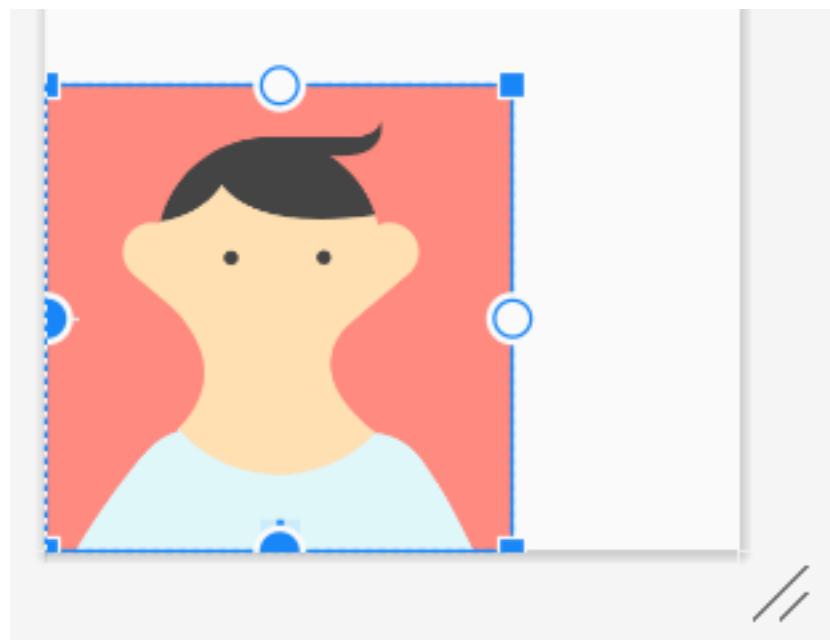




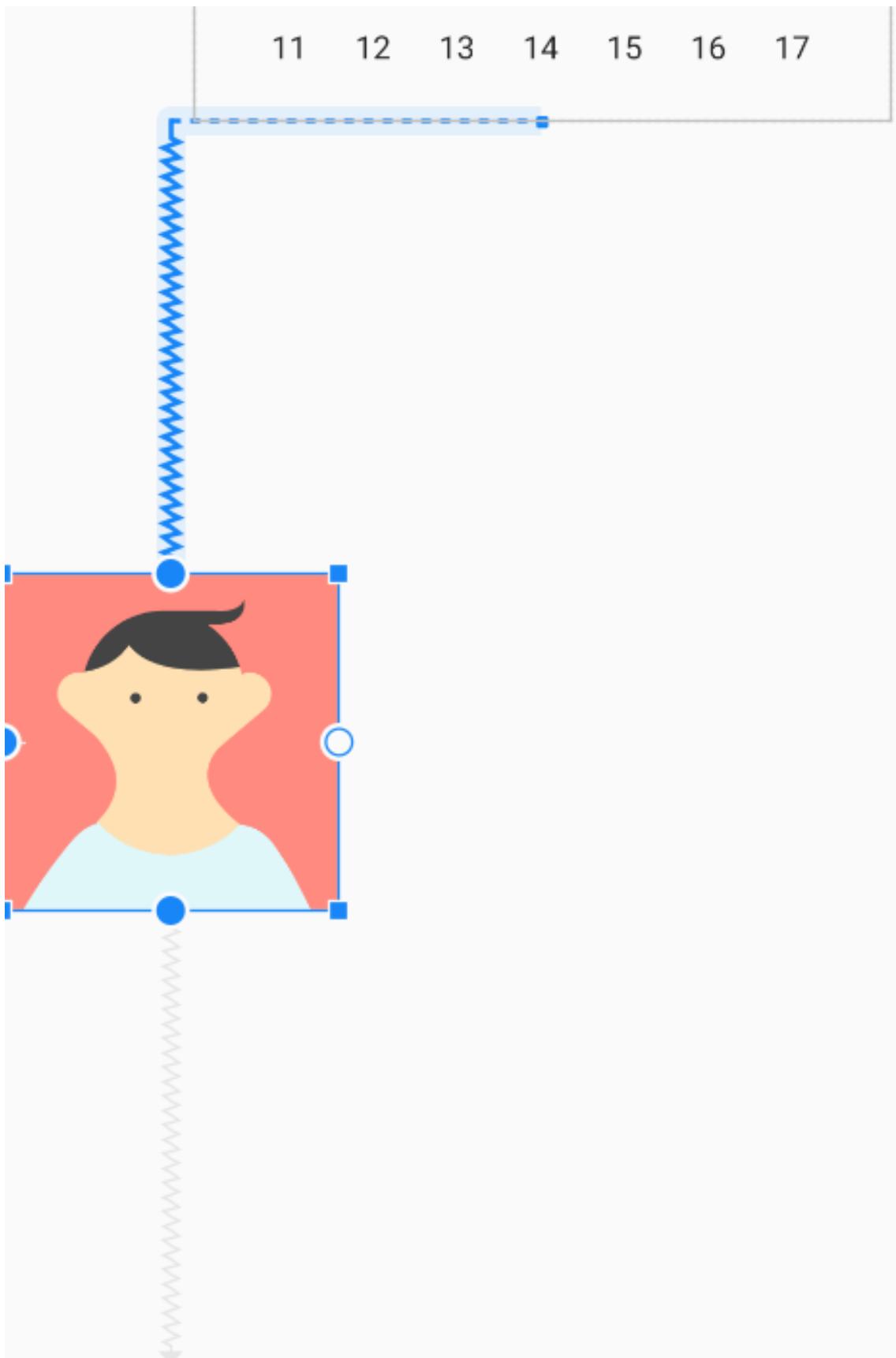


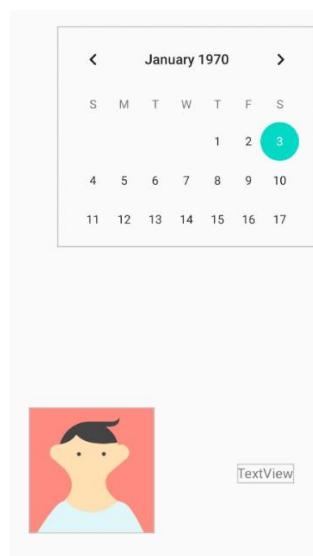
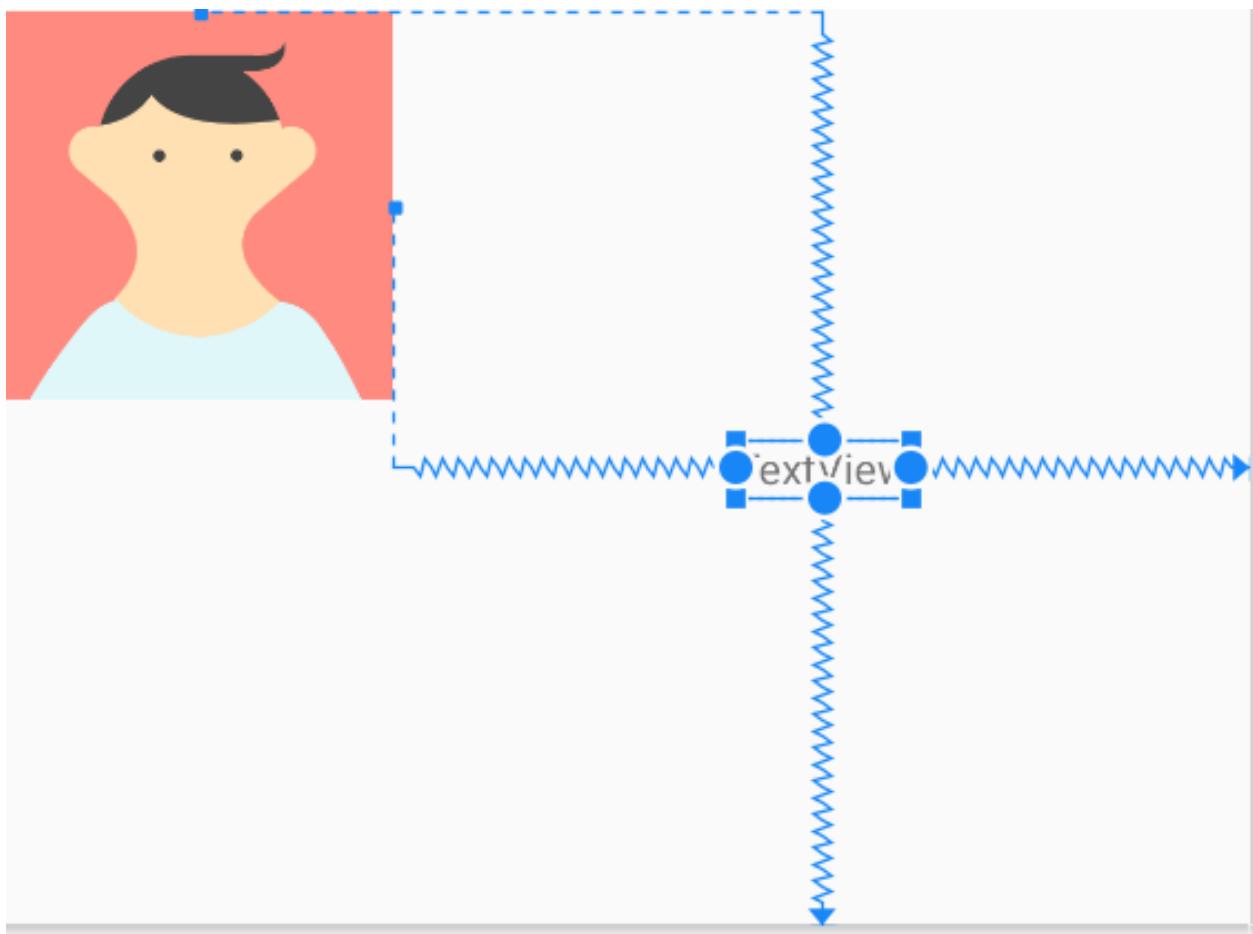


January 1970						
S	M	T	W	T	F	S
			1	2	3	
4	5	6	7	8	9	10
11	12	13	14	15	16	17



//





Back to the menu



Back to the menu menu

Component Tree

TableLayout	TextView	TextView	TextView
-------------	----------	----------	----------

TableRow

Ab textView7 "TextView"

Ab textView6 "TextView"

Ab textView5 "TextView"

Component Tree

TextView	TextView	TextView
TextView	TextView	TextView
TextView	TextView	TextView

TableLayout

TableRow

Ab textView7 "TextView"

Ab textView6 "TextView"

Ab textView5 "TextView"

TableRow

Ab textView7 "TextView"

Ab textView6 "TextView"

Ab textView5 "TextView"

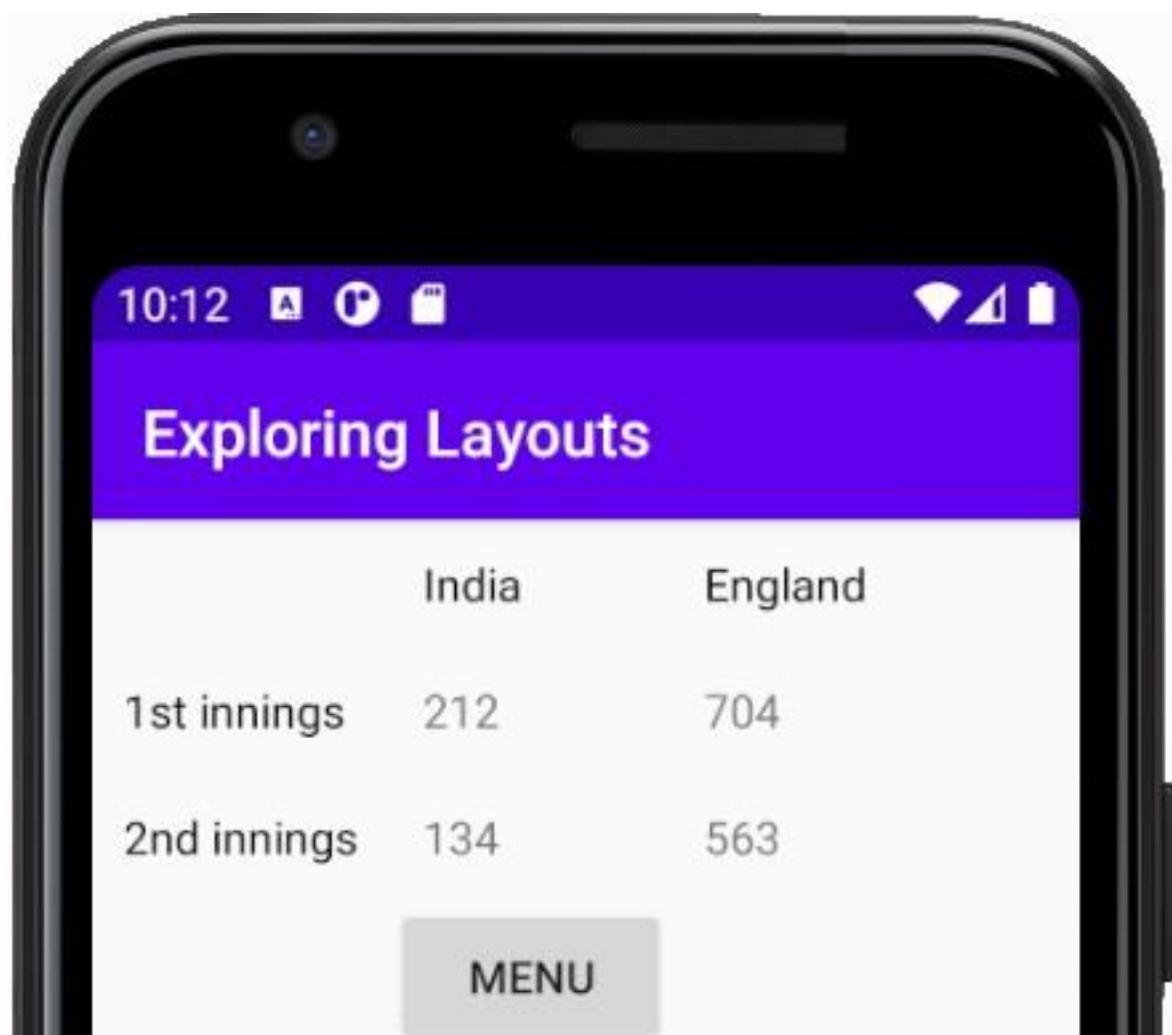
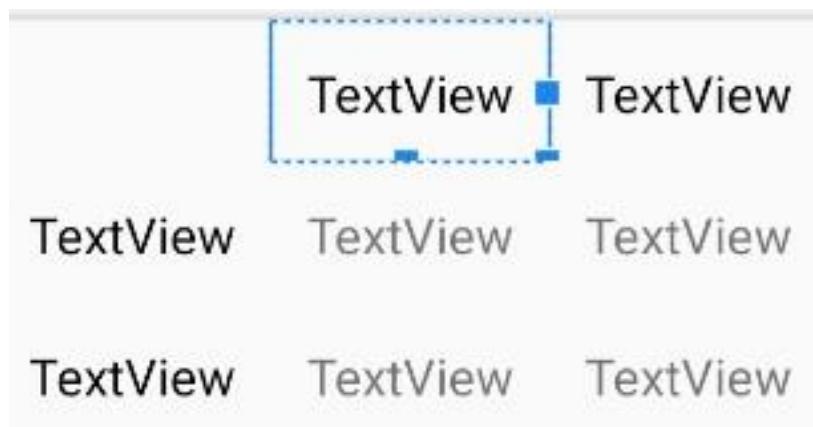
TableRow

Ab textView7 "TextView"

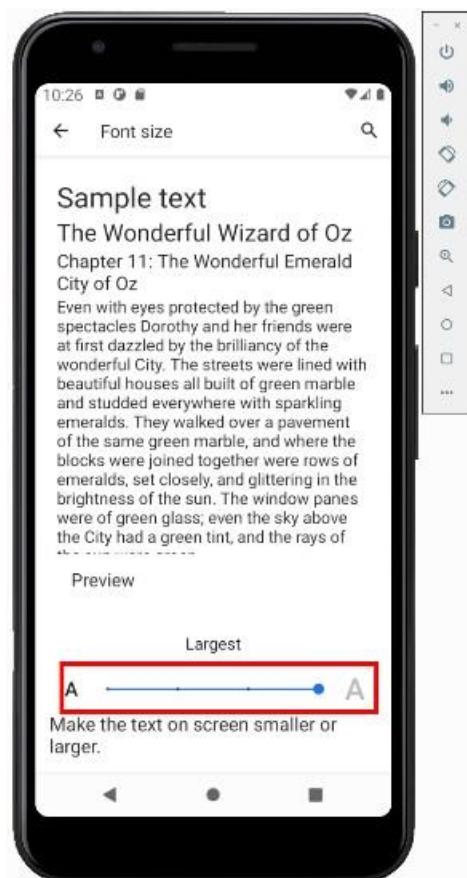
Ab textView6 "TextView"

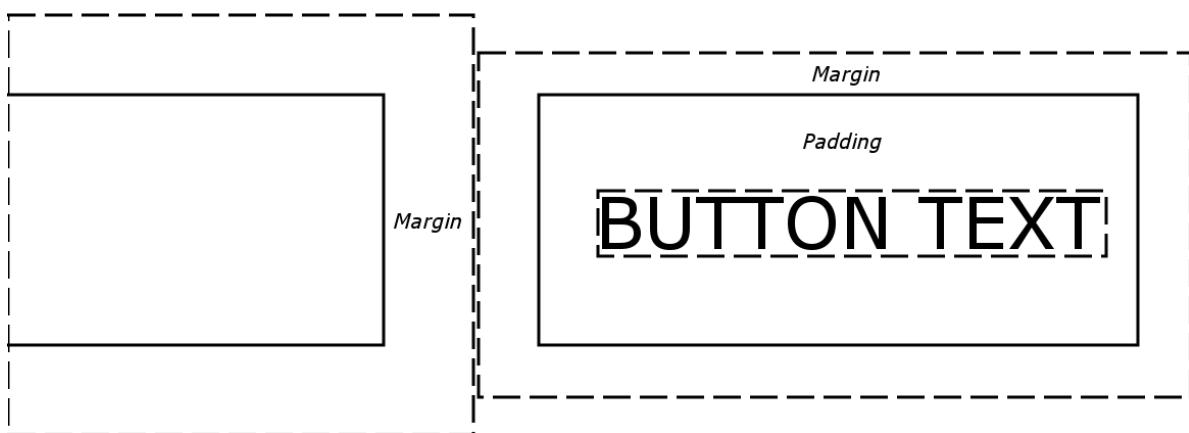
Ab textView5 "TextView"

TextView	TextView	TextView
TextView	TextView	TextView
TextView	TextView	TextView



Chapter 05: Beautiful Layouts with CardView and ScrollView





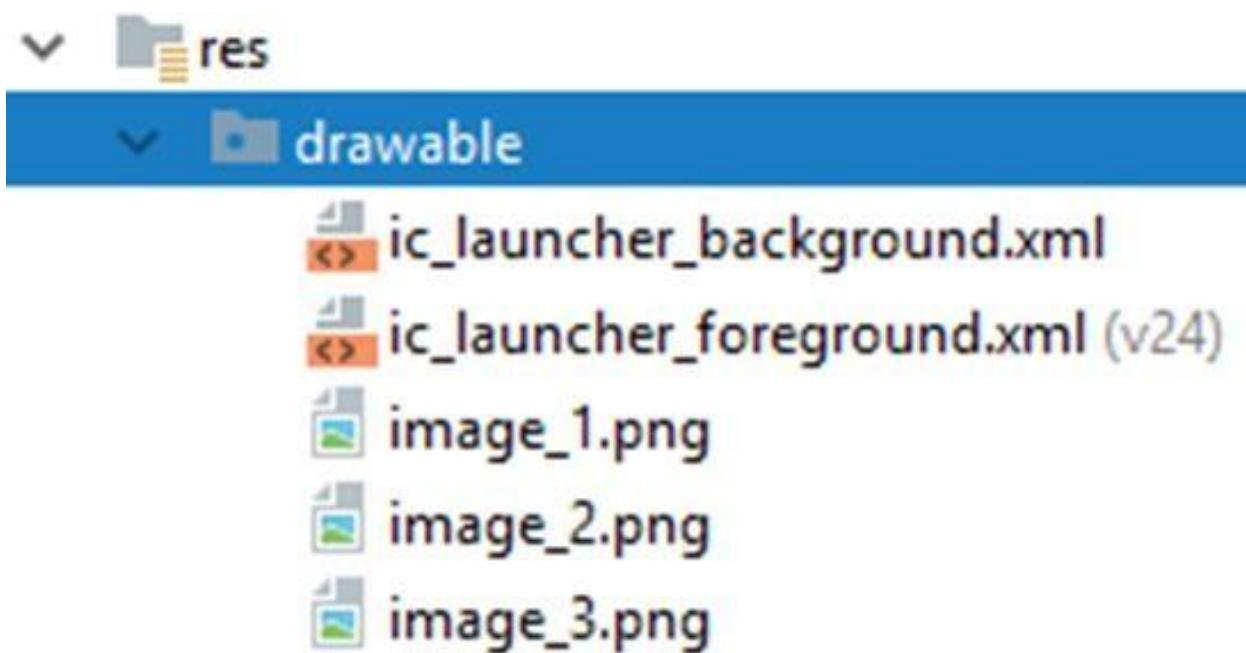
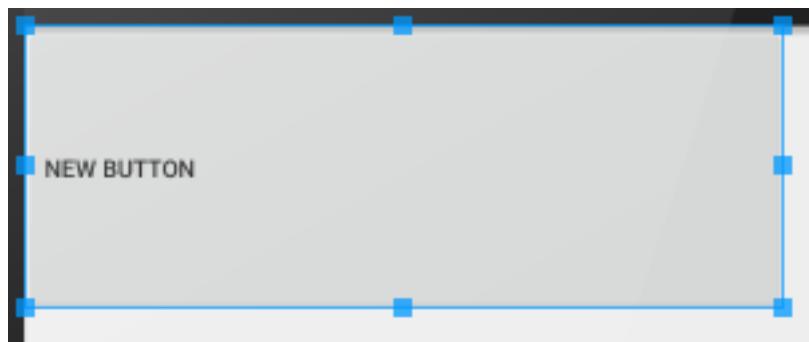
ONE TENTH

TWO TENTHS

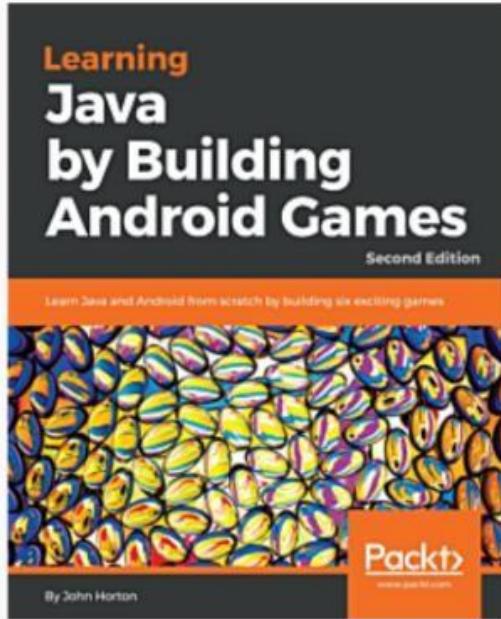
THREE TENTHS

FOUR TENTHS





TextView



TextView

TextView

Learning Java by Building Android Games



Learn Java and Android from scratch by building
6 playable games

BUY NOW



LinearLayout (vertical)



Add Project Dependency



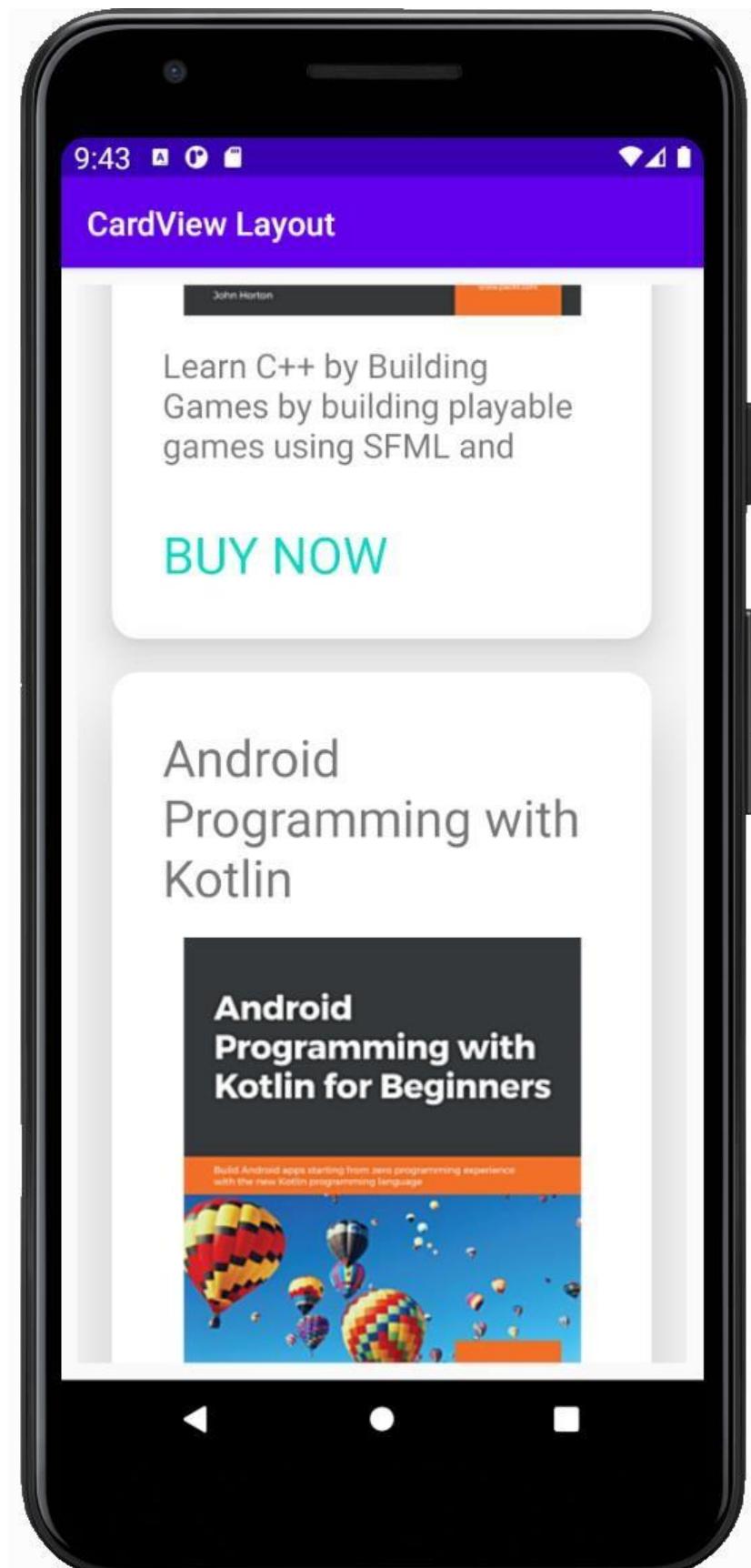
This operation requires the library cardview.

Would you like to add this library now?

OK

Cancel





Virtual Device Configuration

Select Hardware

Choose a device definition

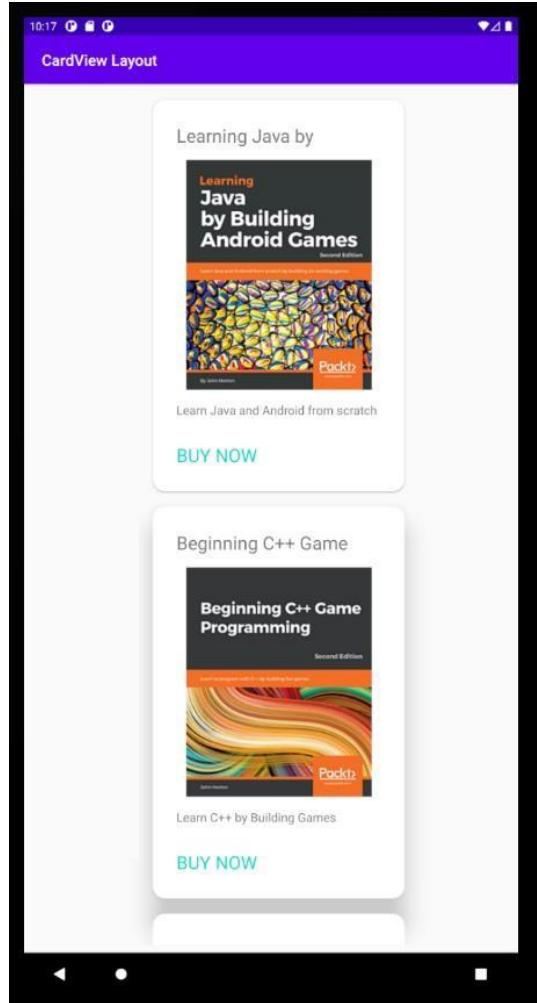
Category	Name	Play Store	Size	Resolution	Density
TV	Pixel 3 XL		6.3"	1440x2960	560dpi
Phone	Pixel 3	►	5.46"	1080x2160	440dpi
Wear OS	Pixel 2 XL		5.99"	1440x2880	560dpi
Tablet	Pixel 2	►	5.0"	1080x1920	420dpi
Automotive	Pixel	►	5.0"	1080x1920	420dpi
	Nexus S		4.0"	480x800	hdpi
	Nexus One		3.7"	480x800	hdpi
	Nexus 6P		5.7"	1440x2560	560dpi

New Hardware Profile Import Hardware Profiles Clone Device...

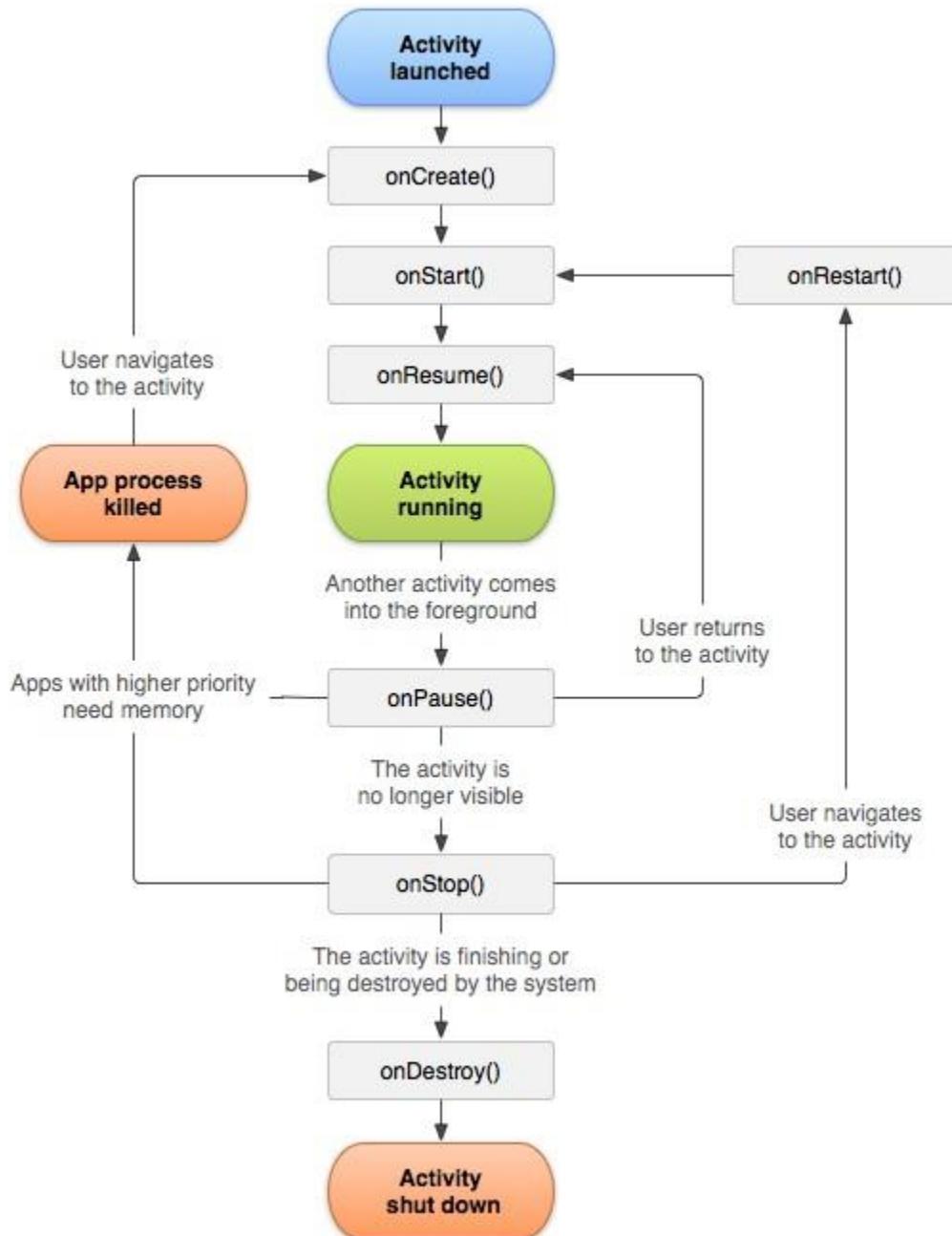
Pixel 2

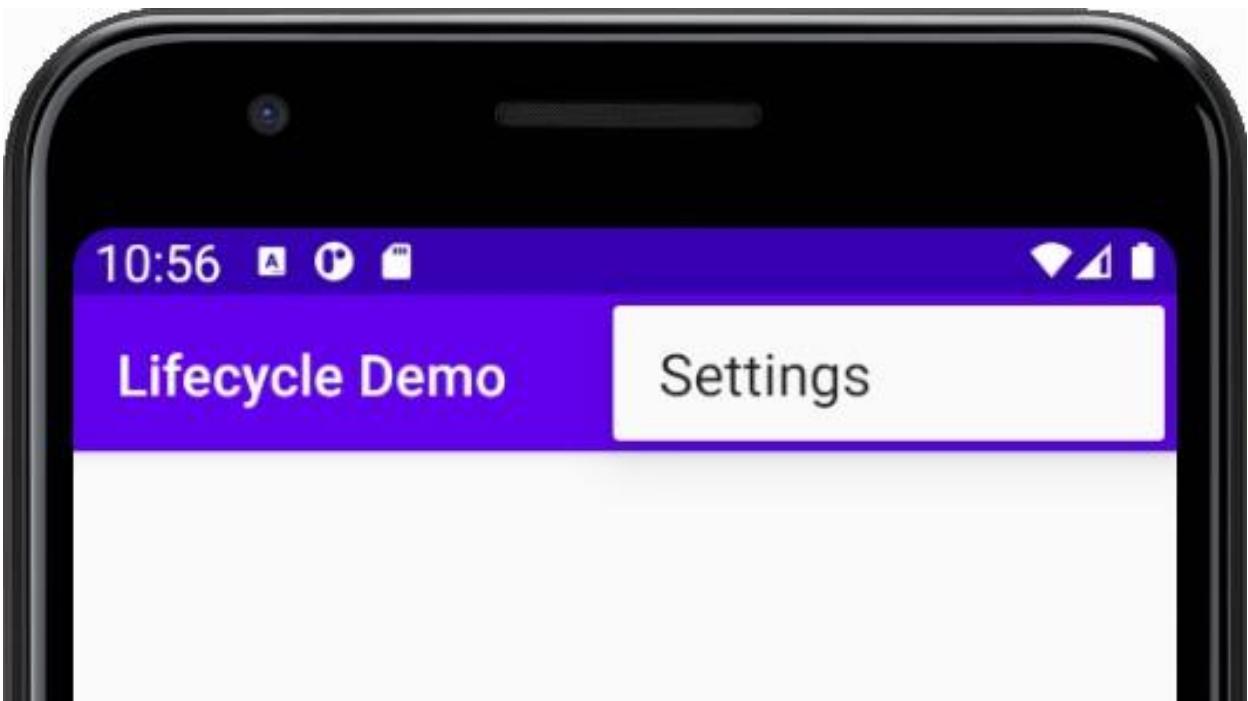
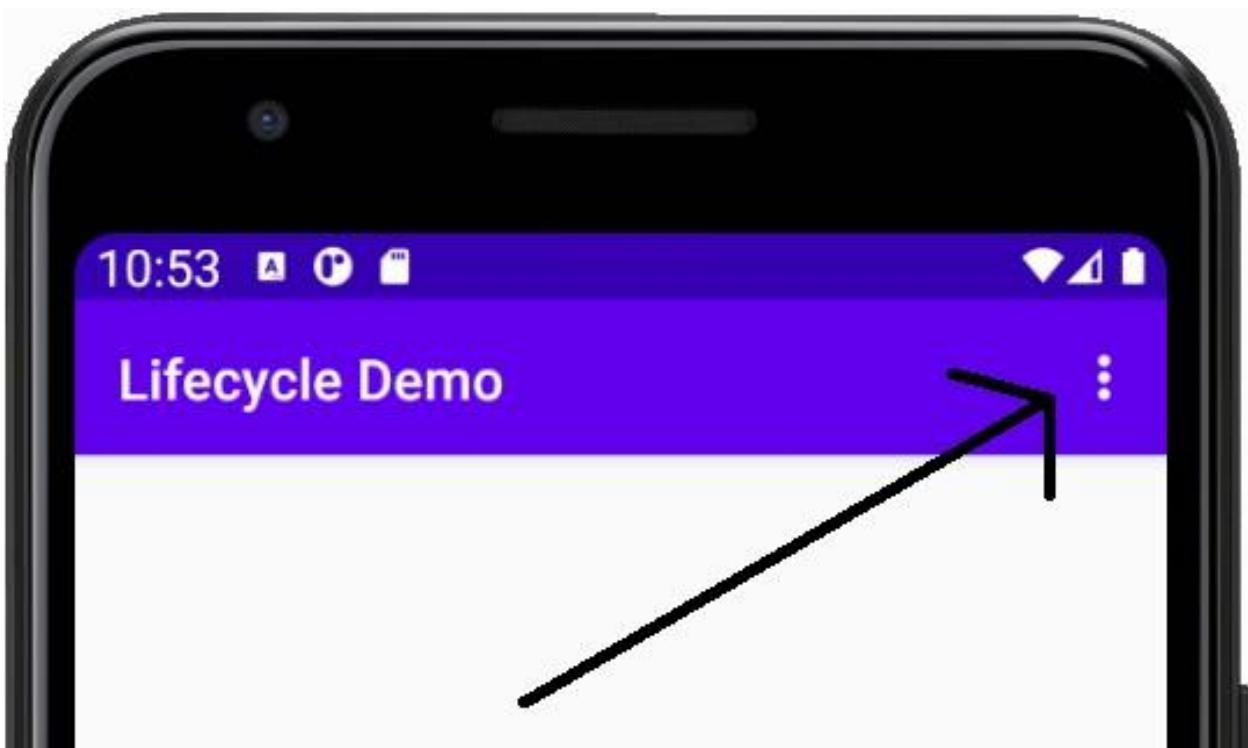
Size: large
Ratio: long
Density: 420dpi

Previous Next Cancel Finish Help



Chapter 06: The Android Lifecycle





Chapter 07: Java Variables, Operators and Expressions

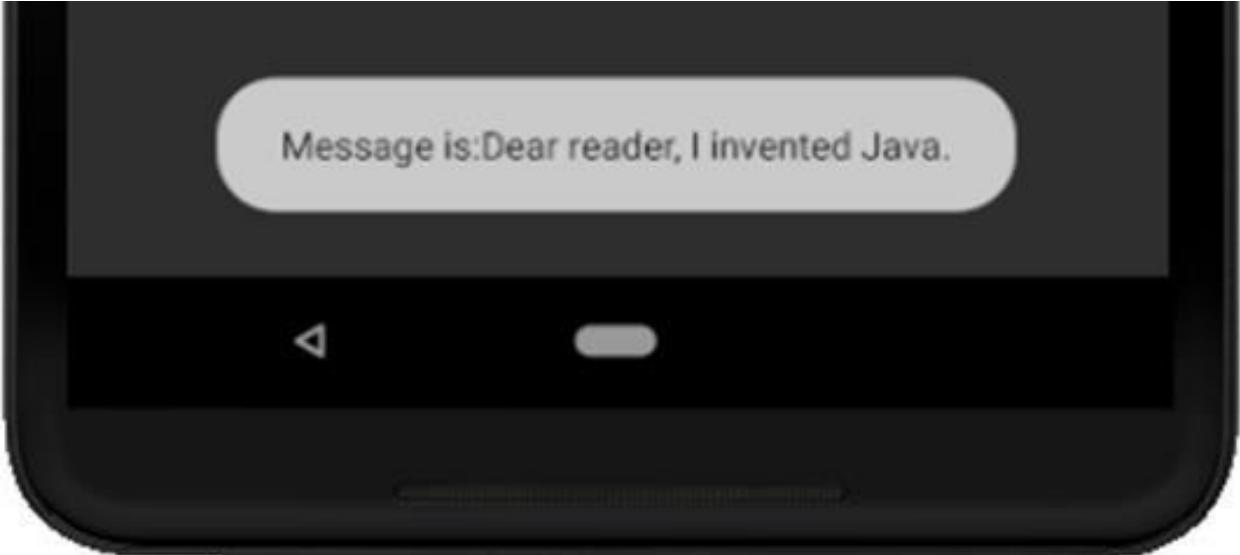
```
int score = "Jeff Minter";
```

Required type: int

:

Provided: String

[Change field 'score' type to 'String'](#) Alt+Shift+Enter [More actions...](#) Alt+Enter



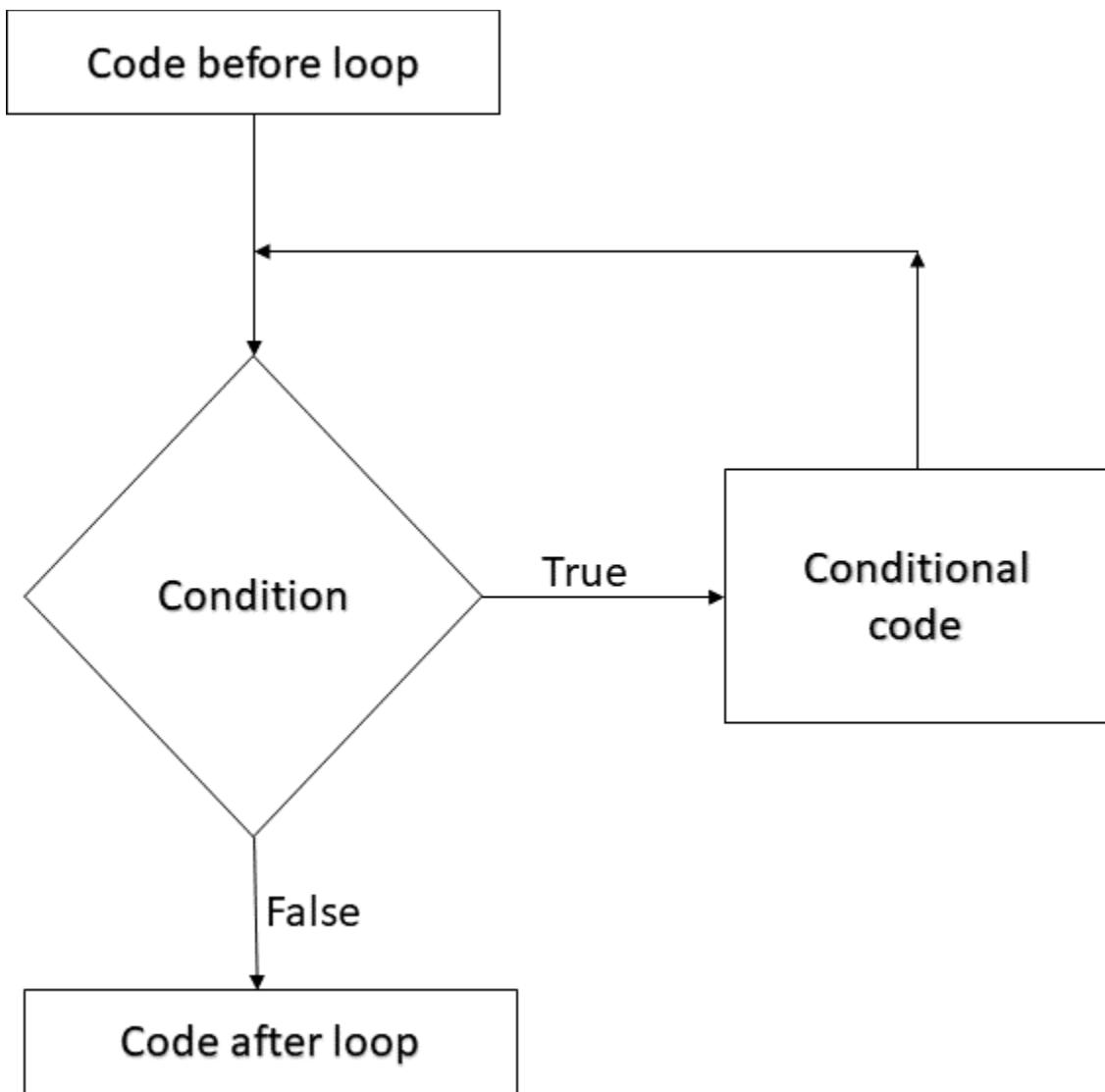
Message is:Dear reader, I invented Java.

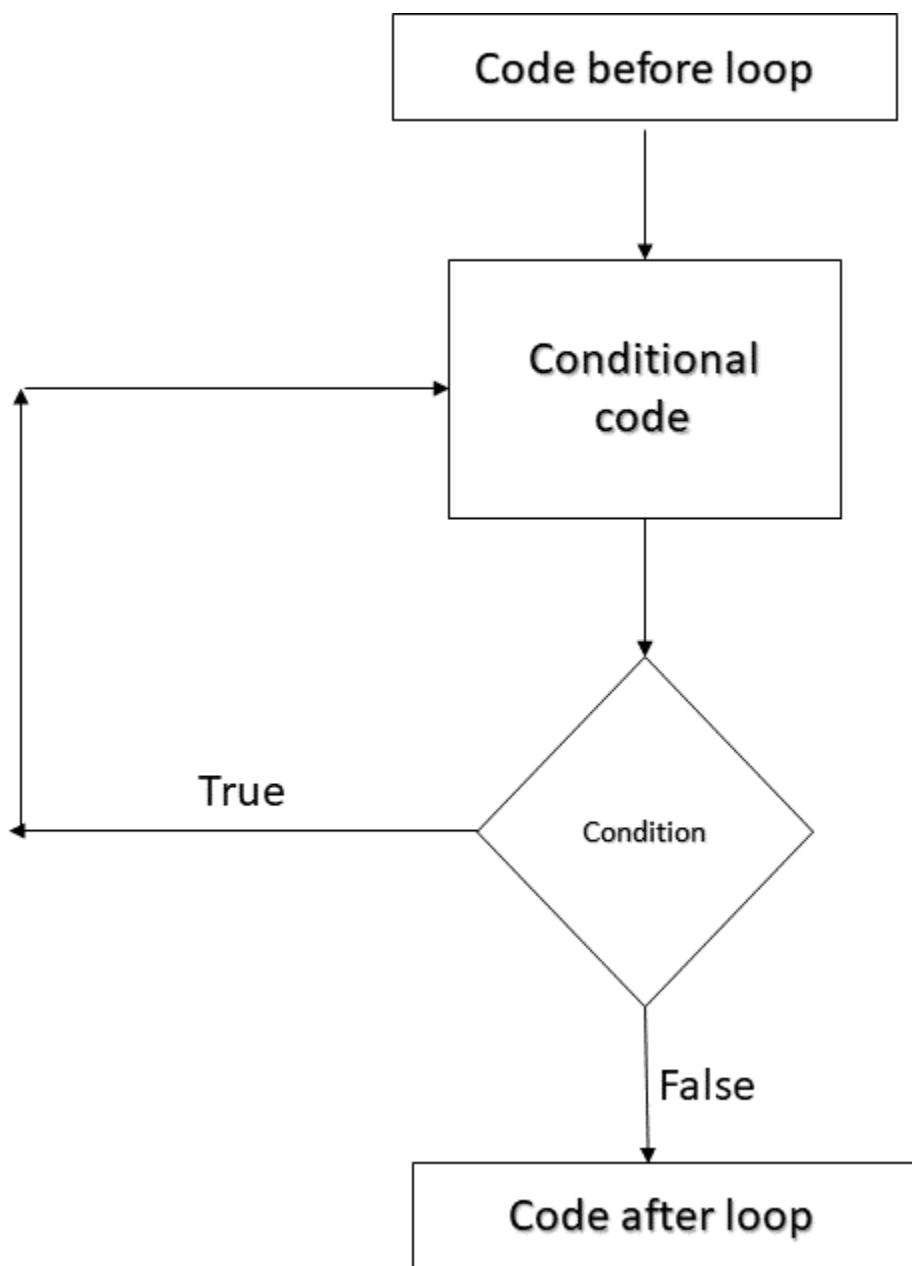
Chapter 08: Java Decisions and Loops

```
public class MainActivity extends AppCompatActivity {

    TAB @Override
    TAB protected void onCreate(Bundle savedInstanceState) {
        TAB super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        Toolbar toolbar = (Toolbar) findViewById(R.id.toolbar);
        setSupportActionBar(toolbar);

        TAB FloatingActionButton fab = (FloatingActionButton) findViewById(R.id.fab);
        fab.setOnClickListener(view) -> {
            TAB Snackbar.make(view, text: "Replace with your own action", Snackbar.LENGTH_LONG)
                .setAction( text: "Action", listener: null).show();
        });
    }
}
```





8:43 A ⚡ ⚡ ⚡



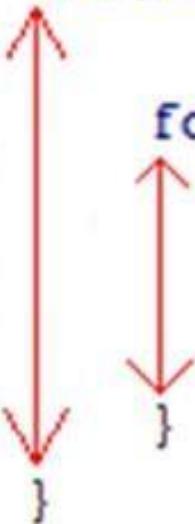
Loops

COUNT UP

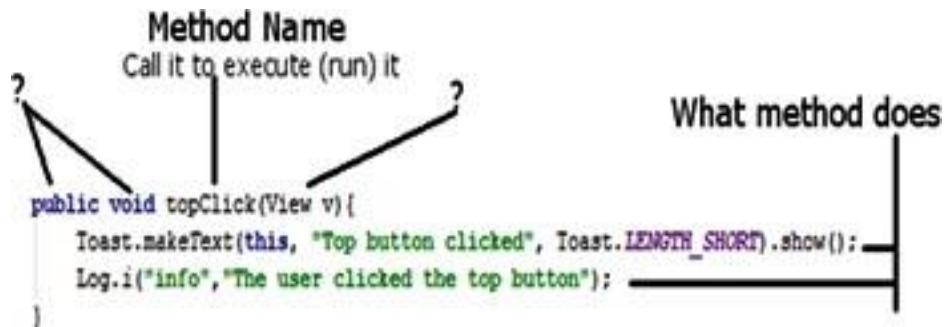
COUNT DOWN

NESTED

```
// a nested for loop
for(int i = 0; i < 3; i++) {
    for(int j = 3; j > 0; j--) {
        // Output the values of i and j
        Log.i("i =" + i, "j=" + j);
    }
}
```

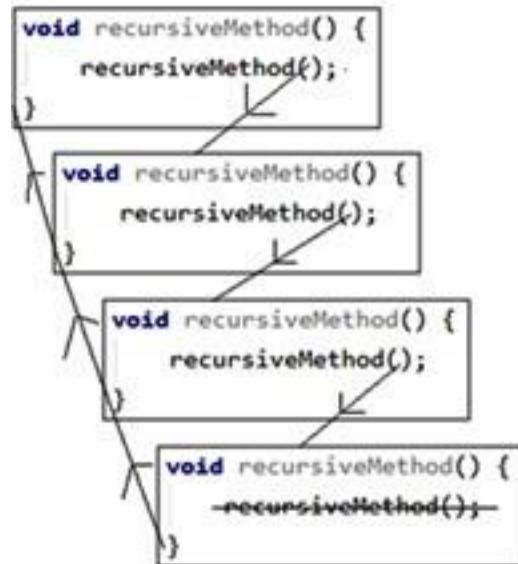


Chapter 09: Learning Java Methods



Part of signature	Examples
modifier	public, private, protected, package-private (without modifier specified).
return-type	Int; you can also use any of the Java primitive types (such as boolean, float, long, and so on) or any predefined reference types (such as String and class types).
name of method	addContact, setCoordinates, addAToB.
parameters	(boolean isFriend, String name), (int x, int y), (int a, int b).

The Stack



Chapter 10: Object-Oriented Programming

Type	Name	Assignment
Soldier	mySoldier	= new Soldier();

Special "constructor" method
that creates a Soldier

member variable

```
mySoldier.soldierType = "sniper";
```

**object
name**

dot operator

```
mySoldier.shootEnemy();
```

method call

Soldier.java

```
public class Soldier {  
  
    // Member variables  
    int health;  
    String soldierType;  
  
    // Method of the class  
    void shootEnemy(){  
        // bang bang  
    }  
  
}
```

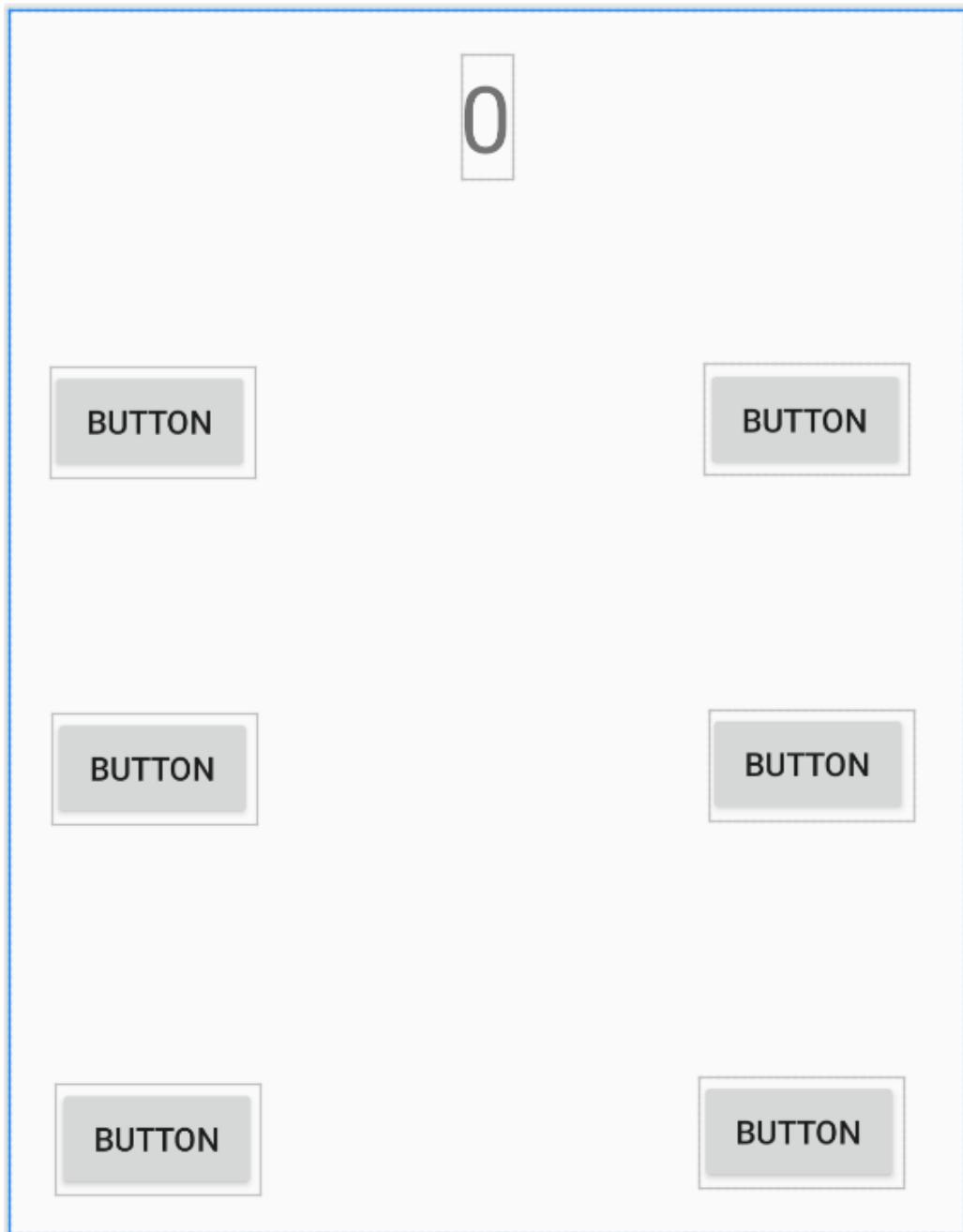
mySoldier

```
mySoldier.health = 100;  
mySoldier.soldierType = "sniper";
```

mySoldier2

```
mySoldier2.health = 200;  
mySoldier2.soldierType = "commando";
```

Chapter 12: The Stack, the Heap, and the Garbage Collector



The text property	The id property
Add	btnAdd
Take	btnTake
Grow	btnGrow
Shrink	btnShrink
Hide	btnHide
Reset	btnReset

0

ADD

TAKE

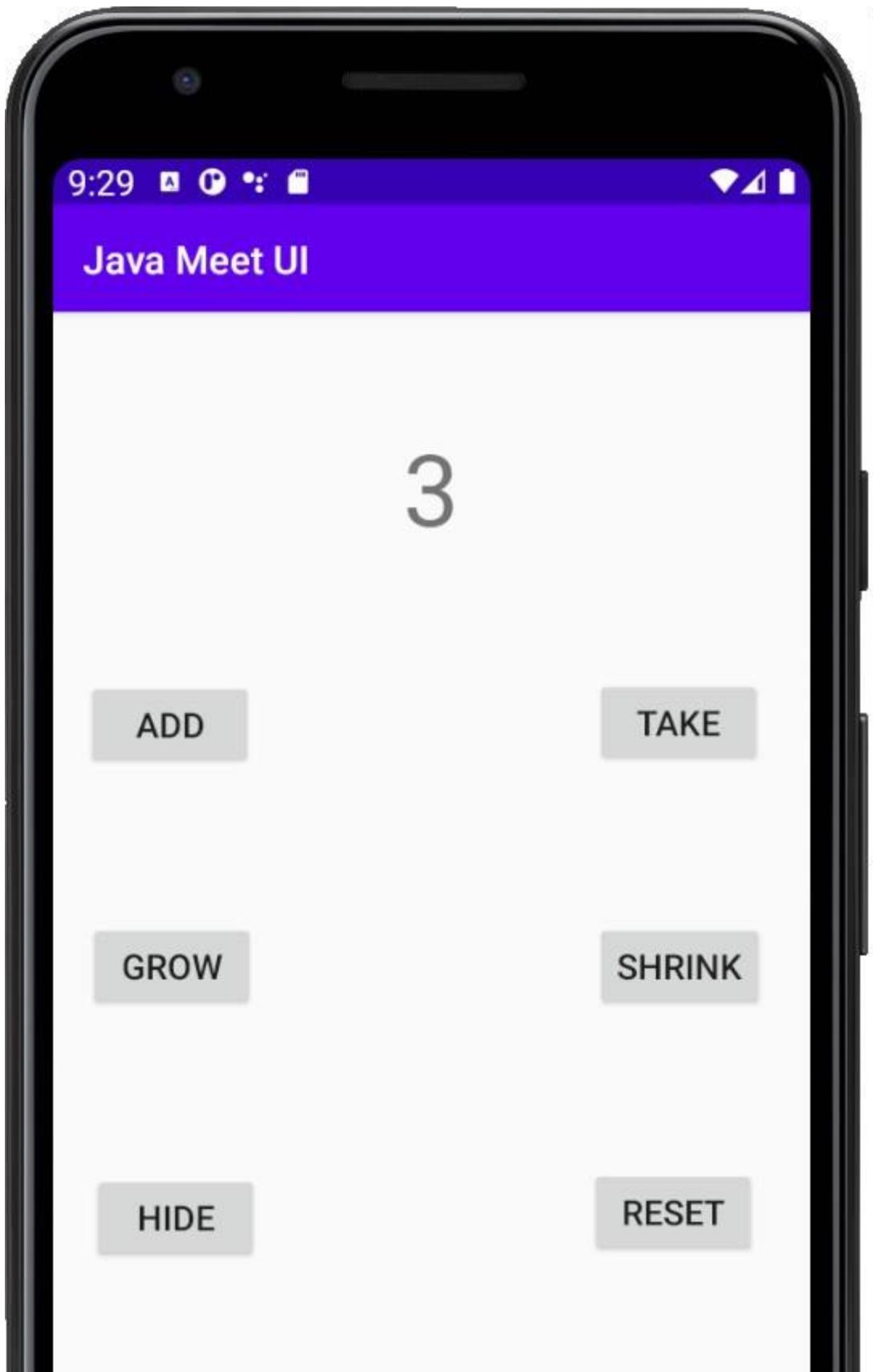
GROW

SHRINK

HIDE

RESET

```
public class MainActivity extends AppCompatActivity implements  
    ! Implement methods  
    ! Make 'MainActivity' abstract  
    ↗ Create Test  
    ↗ Create subclass  
    ↗ Make 'MainActivity' package-private  
    ↗ Adjust code style settings  
        }  
    }  
        savedInstanceState) {  
    caseState);
```



9:32



Java Meet UI



ADD

TAKE

GROW

SHRINK

HIDE

RESET

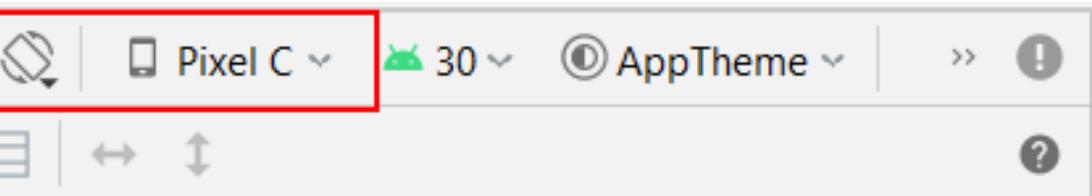
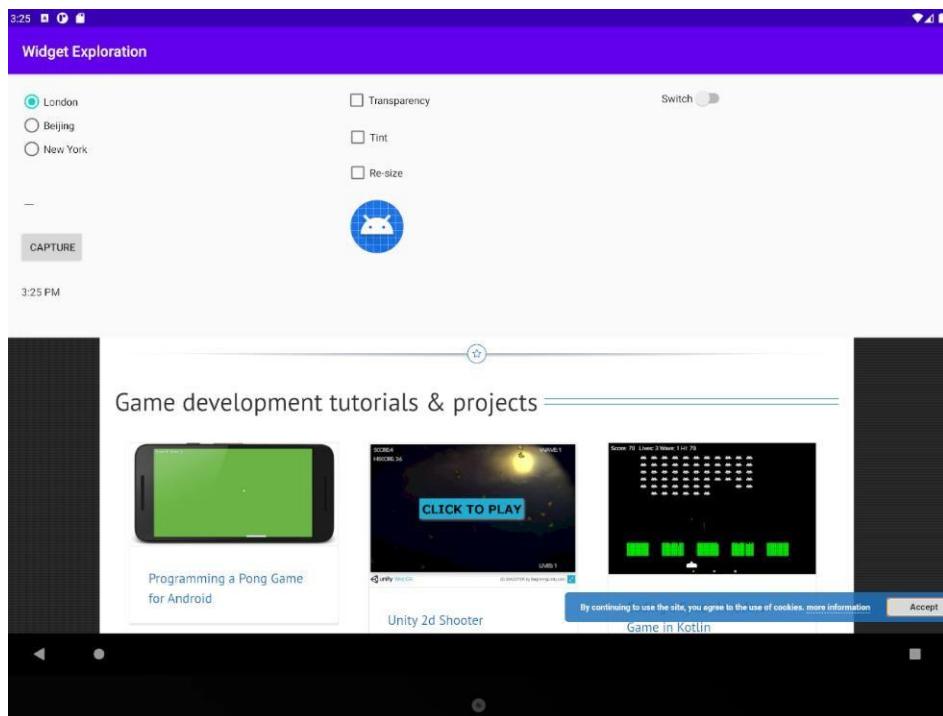
Chapter 13: Anonymous Classes- Bringing Android Widgets to Life

- Option 1
- Option 2
- Option 3

Switch 

CheckBox

4:28 PM



Switch

TextView

CheckBox

CheckBox

CheckBox



○ RadioButton

○ RadioButton

○ RadioButton

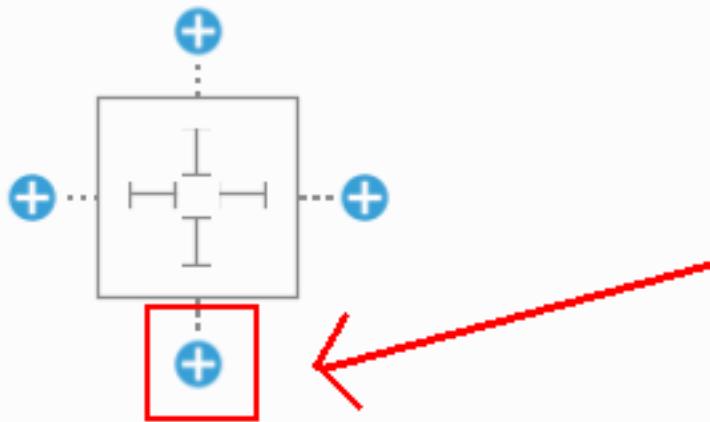
TextView

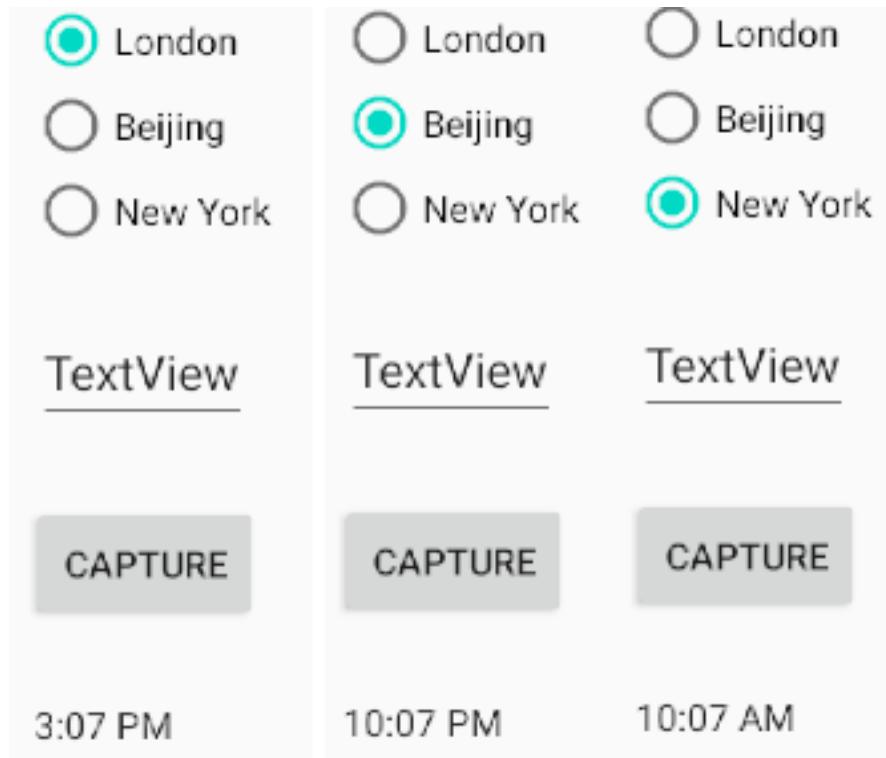
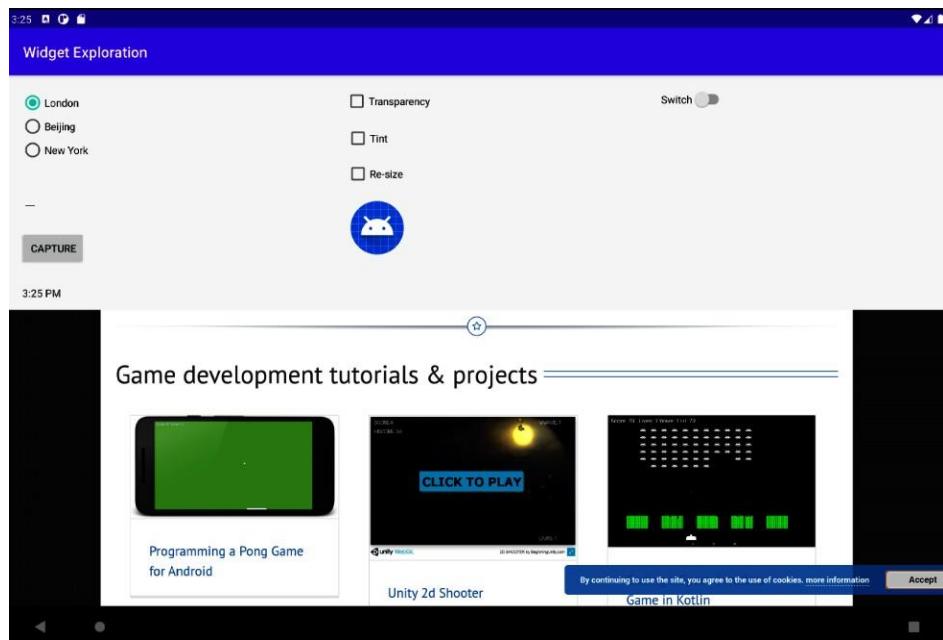


Widget type	Property	Value to set to
RadioGroup	ID	radioGroup
RadioButton (top)	ID	radioButtonLondon
RadioButton (top)	Text	London
RadioButton (top)	Checked	Select the tick icon for true
RadioButton (second)	ID	radioButtonBeijing
RadioButton (second)	Text	Beijing
RadioButton (third)	ID	radioButtonNewYork
RadioButton (third)	Text	New York
EditText (underneath the RadioButton widgets)	ID	editText
Button	ID	Button
Button	Text	Capture
CheckBox (top)	Text	Transparency
CheckBox (top)	ID	checkBoxTransparency
CheckBox (middle)	Text	Tint
CheckBox (middle)	ID	checkBoxTint
CheckBox (bottom)	Text	Re-Size
CheckBox (bottom)	ID	checkBoxReSize
ImageView	ID	imageView
Switch	ID	switch1
Switch	Enabled	Select the tick icon for true
Switch	Clickable	Select the tick icon for true
TextView (underneath the Switch widget)	ID	textView
TextView	textSize	24sp
TextView	layout_width	wrap_content
TextView	layout_height	wrap_content

▼ Layout

Constraint Widget





Widget Exploration

London

Beijing

New York

Hello from over here

CAPTURE

Transparency

Tint

Re-size

3 → Switch

4 → Hello from over here



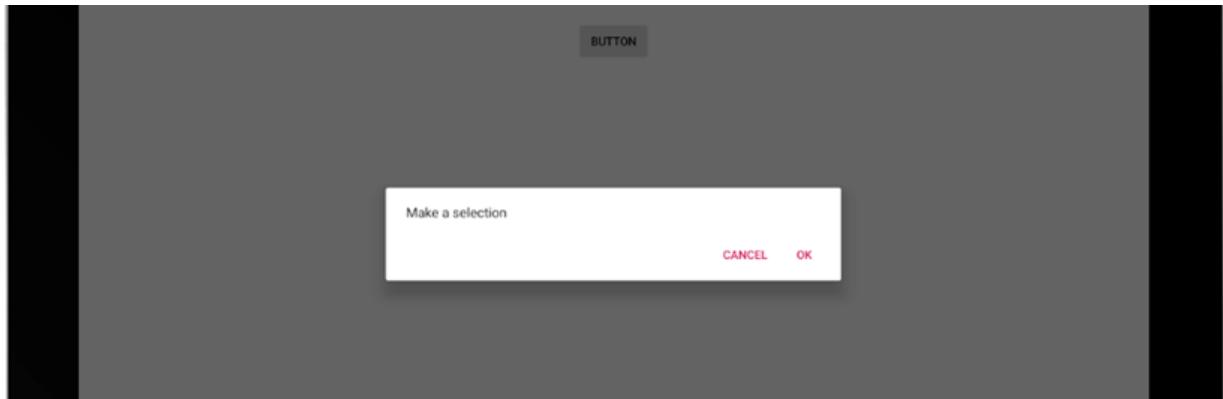
Transparency

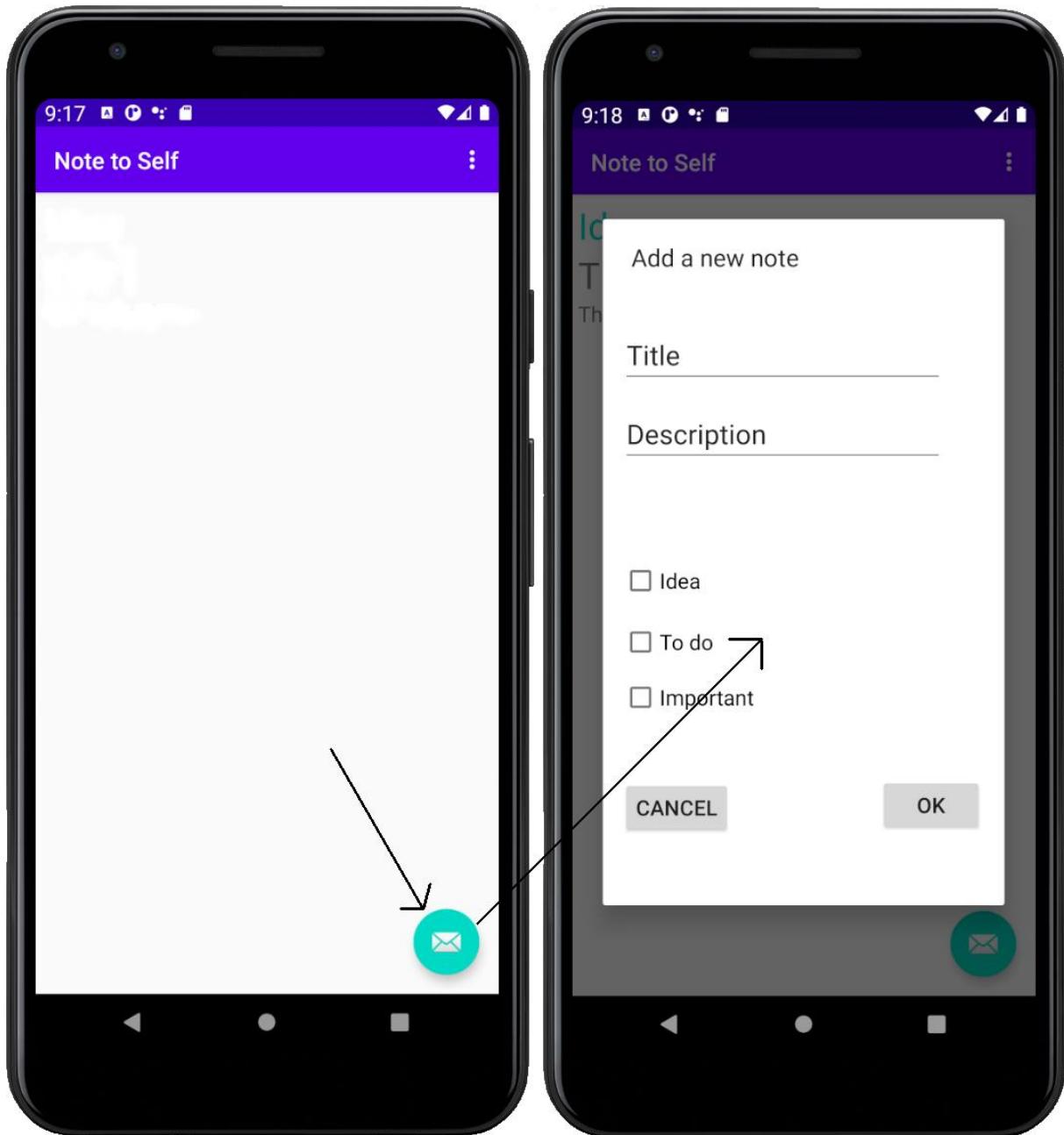
Tint

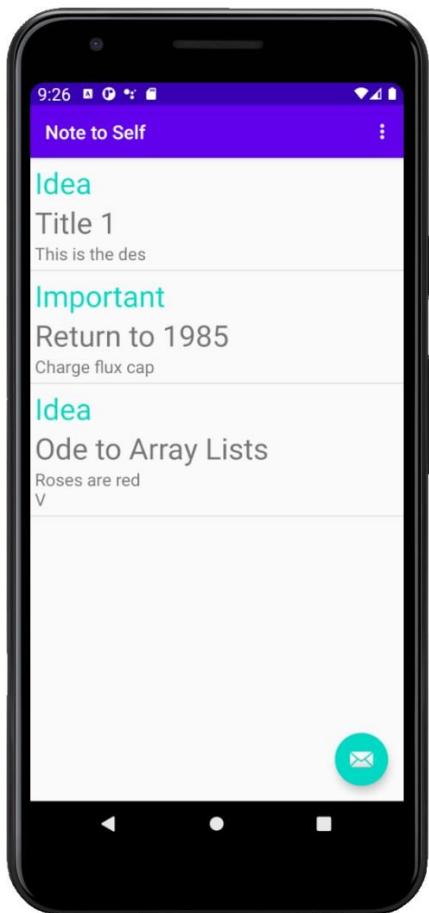
Re-size

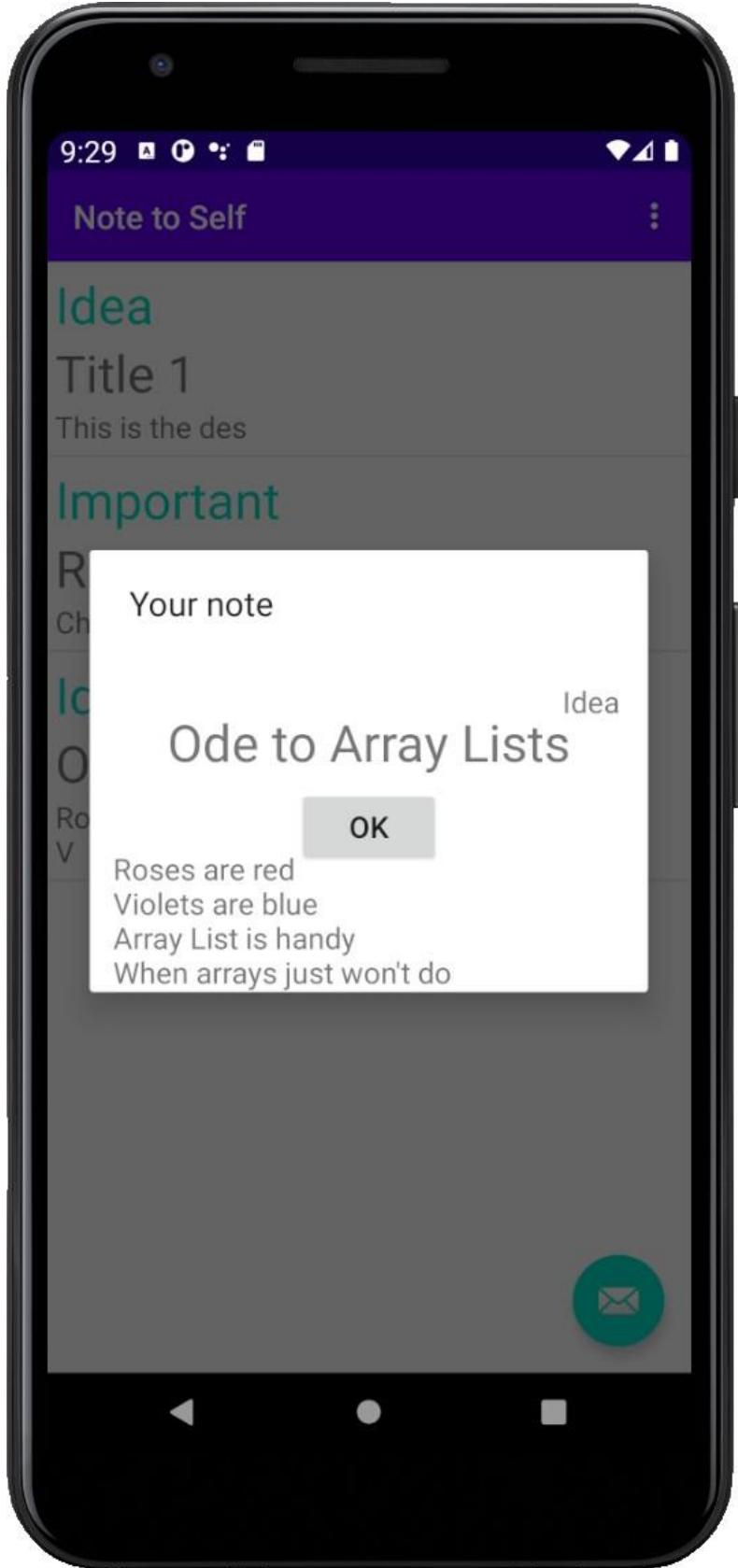


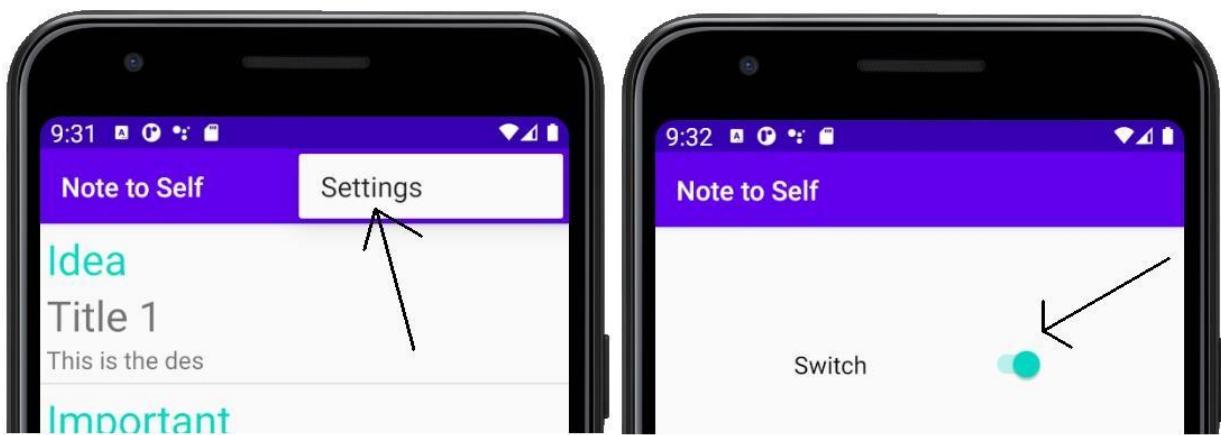
Chapter 14: Android Dialog Windows

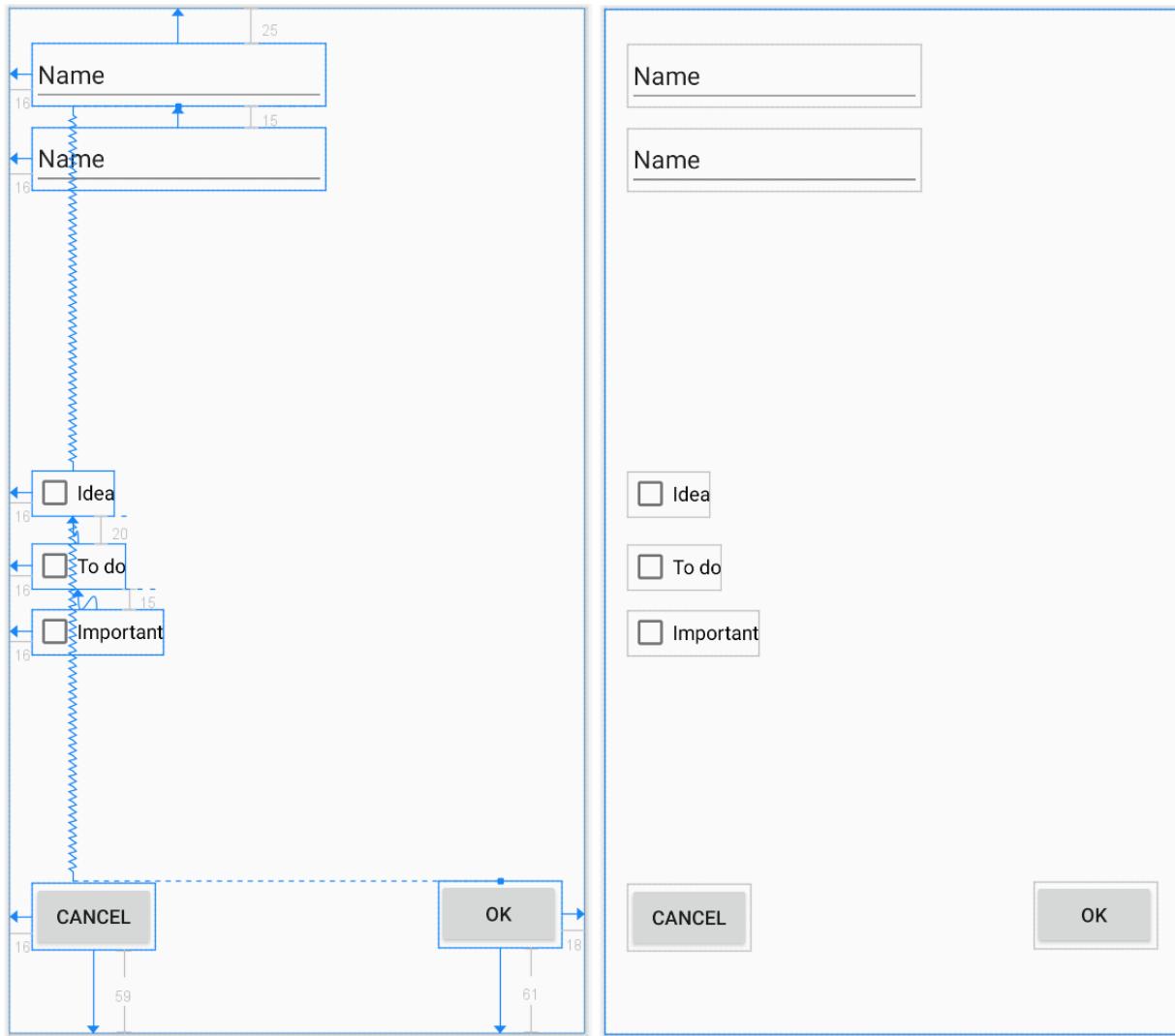














Update Usages?



Update usages as well?

This will update all XML references and Java R field references.

Don't ask again during this session

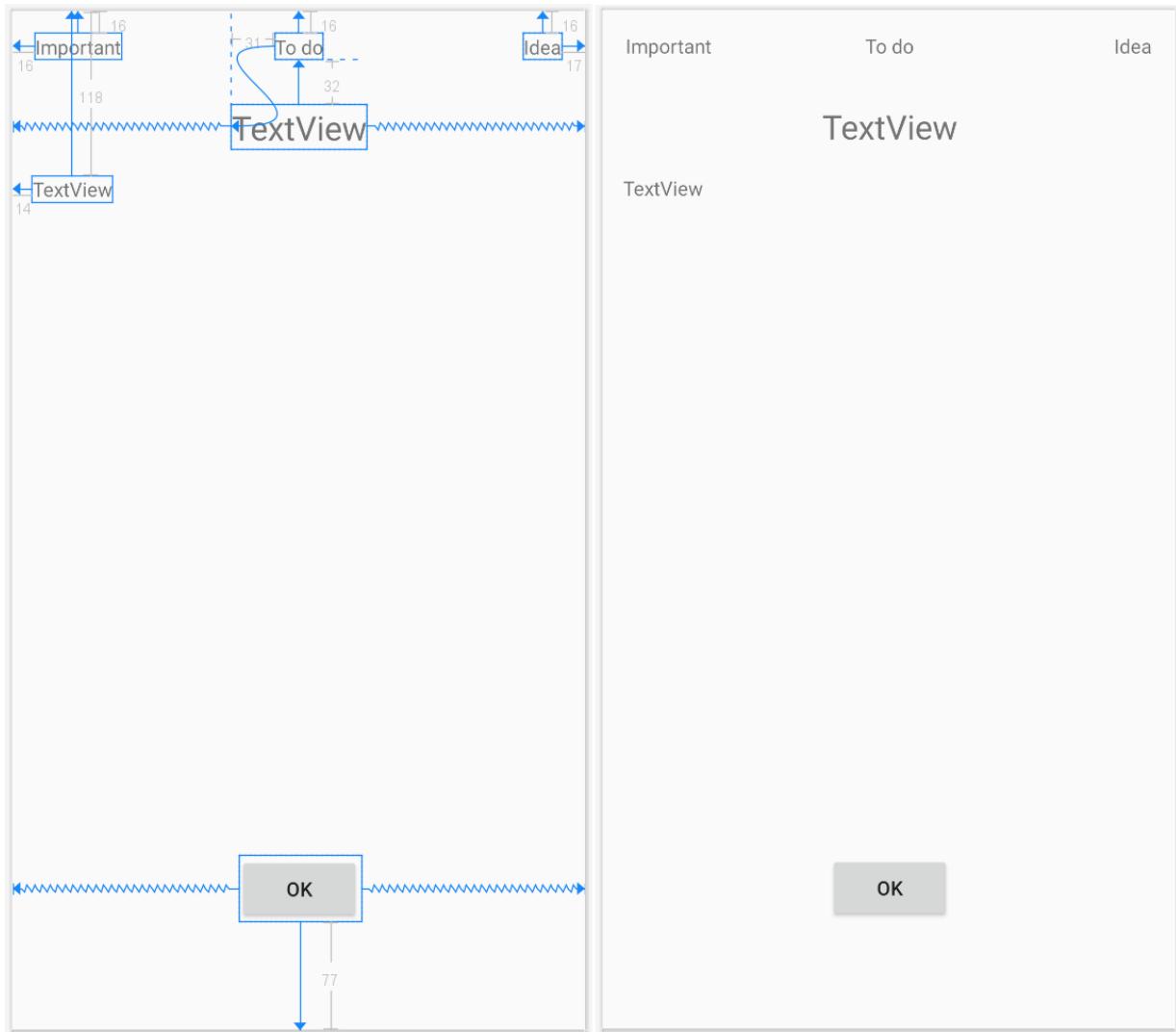
Yes

No

Preview

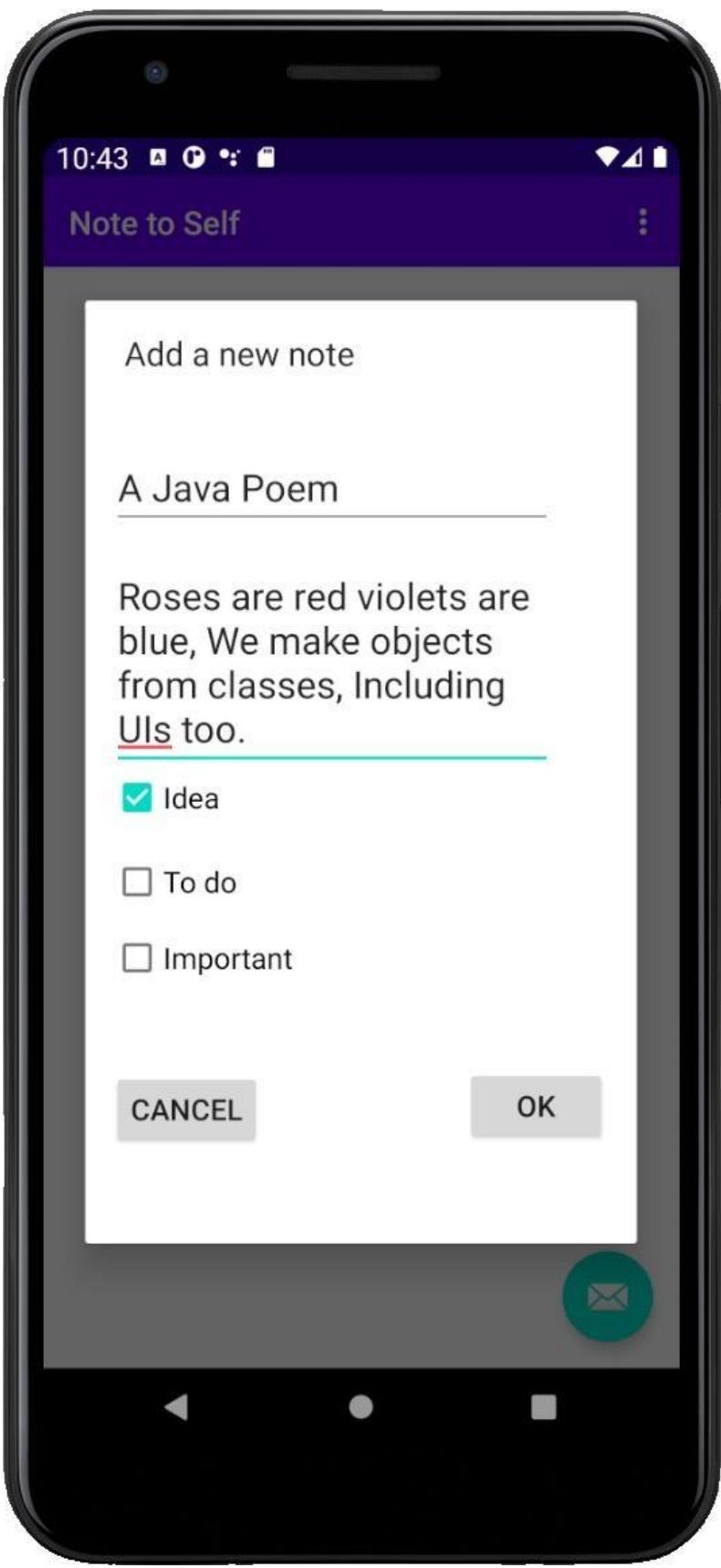
Cancel

Widget type	Property	Value to set to
Plain Text (top)	ID	editTitle
Plain Text (top)	Hint	@string/title_hint
Plain Text (top)	Text	@string/title_hint
Plain Text (bottom)	ID	editDescription
Plain Text (bottom)	Hint	@string/description_hint
Plain Text (bottom)	Text	@string/description_hint
Plain Text (bottom)	inputType	textMultiLine
CheckBox (top)	ID	checkBoxIdea
CheckBox (top)	Text	@string/idea_text
CheckBox (middle)	ID	checkBoxTodo
CheckBox (middle)	Text	@string/todo_text
CheckBox (bottom)	ID	checkBoxImportant
CheckBox (bottom)	Text	@string/important_text
Button (left)	ID	btnCancel
Button (left)	Text	@string/cancel_button
Button (right)	ID	btnOK
Button (right)	Text	@string/ok_button



Widget type	Attribute	Value to set to
TextView (upper-left)	ID	textViewImportant
TextView (upper-left)	Text	@string/important_text
TextView (top-center)	ID	textViewTodo
TextView (top-center)	Text	@string/todo_text
TextView (upper-right)	ID	textViewIdea
TextView (upper-right)	Text	@string/idea_text
TextView (center, second row)	ID	txtTitle
TextView (center, second row)	textSize	24sp
TextView (last one added)	ID	txtDescription
Button	ID	btnOK
Button	Text	@string/ok_button





SHOW NOTE

Your Note

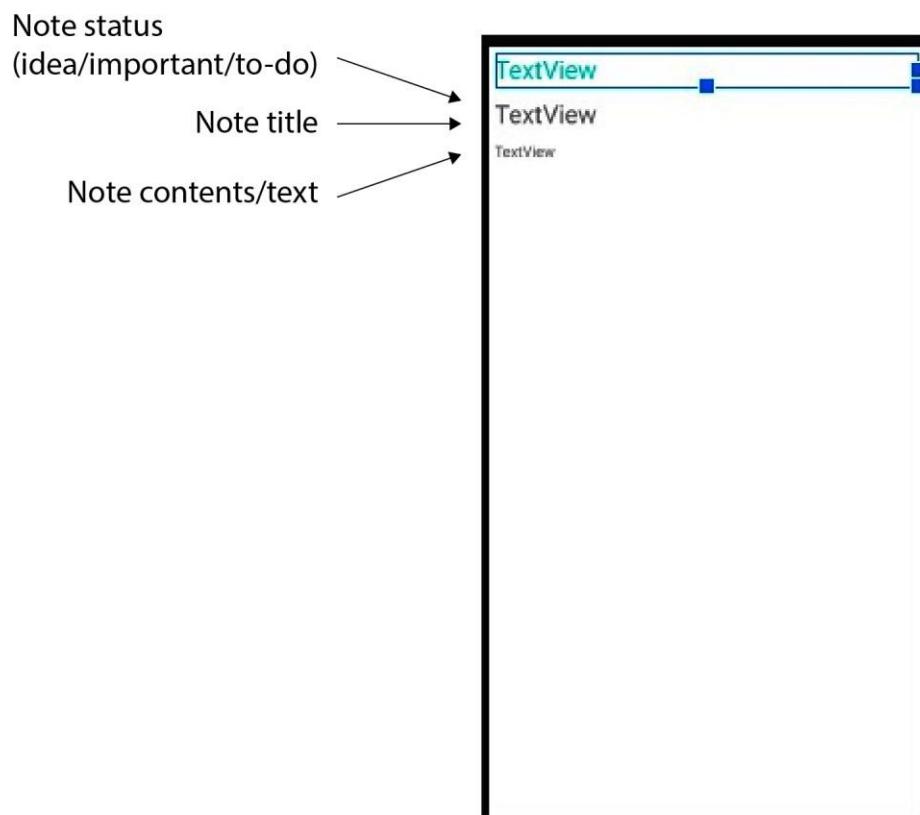
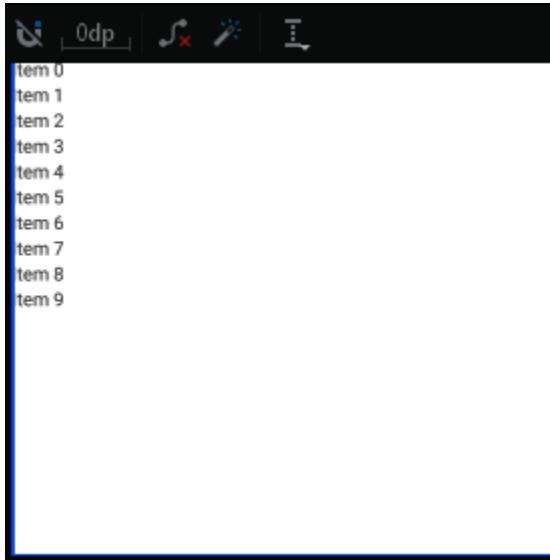
Idea

A Java Poem

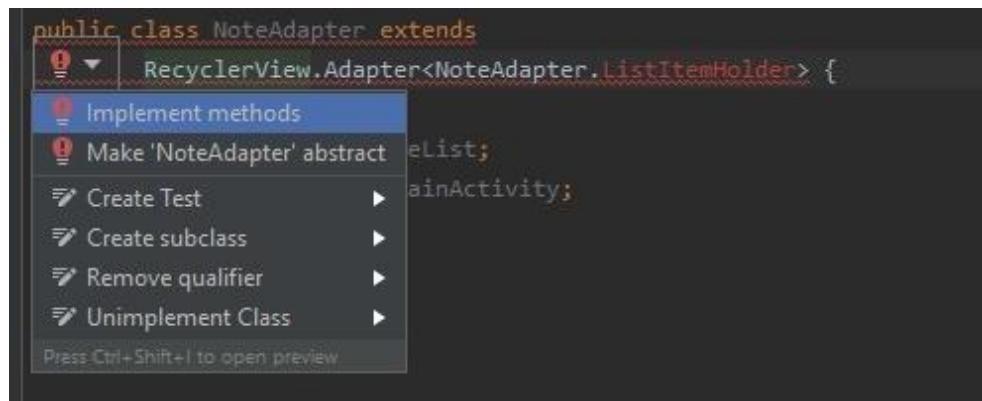
OK

Roses are red violets are blue,
We make objects from classes,
Including UIs too.

Chapter 16: Adapters and Recyclers



Widget type	Property	Value to set to
LinearLayout	layout_height	wrap_contents
LinearLayout	Layout_Margin all	5dp
TextView (top)	Id	textViewStatus
TextView (top)	textSize	24sp
TextView (top)	textColor	@color/colorAccent
TextView (middle)	Id	textViewTitle
TextView (middle)	textSize	24sp
TextView (bottom)	Id	textViewDescription



```
public class NoteAdapter extends
    RecyclerView.Adapter<NoteAdapter.ListItemHolder> {

    private List<Note> mNoteList;
    private MainActivity mMainActivity;

    @NonNull
    @Override
    public NoteAdapter.ListItemHolder onCreateViewHolder(@NonNull ViewGroup parent, int viewType) {
        return null;
    }

    @Override
    public void onBindViewHolder(@NonNull NoteAdapter.ListItemHolder holder, int position) {

    }

    @Override
    public int getItemCount() {
        return 0;
    }
}
```

Diagram illustrating code completion errors:

- An arrow labeled "Error" points to the line `mNoteList;`
- An arrow labeled "Error" points to the line `return null;`
- An arrow labeled "Error" points to the line `holder` in `onBindViewHolder`.
- An arrow labeled "Error" points to the line `return 0;`

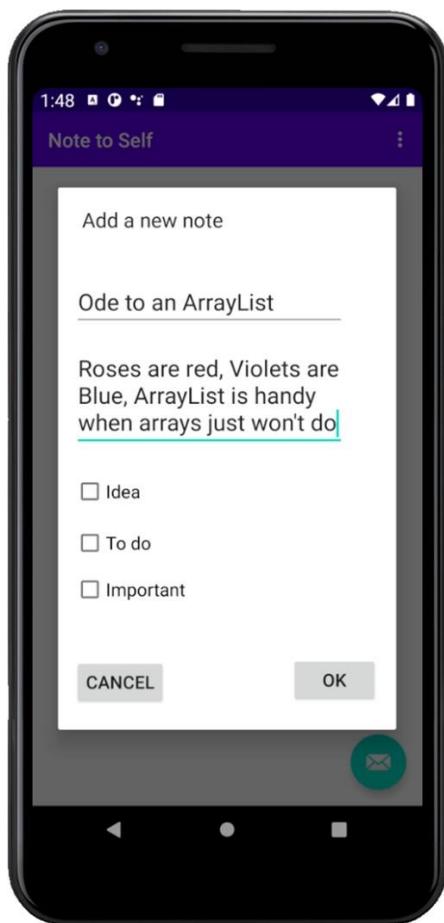
```
import androidx.annotation.NonNull;
import androidx.recyclerview.widget.RecyclerView;

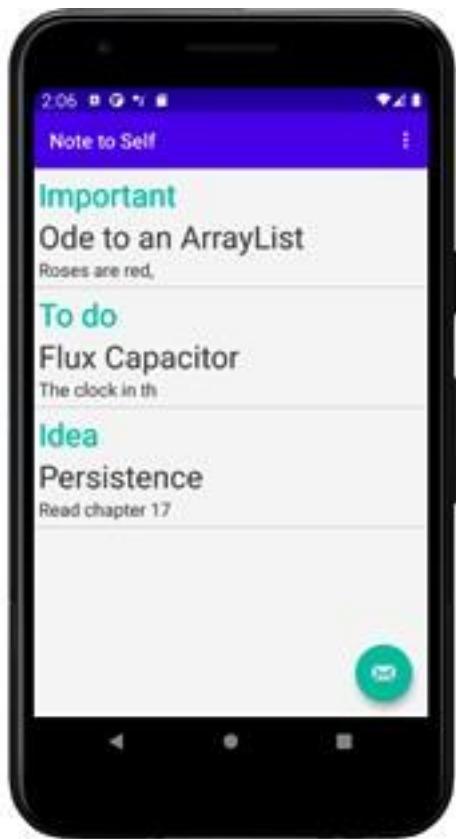
public class NoteAdapter extends
    RecyclerView.Adapter<NoteAdapter.ListItemHolder> {
    Create class 'ListItemHolder'
    Create enum 'ListItemHolder'
    Create interface 'ListItemHolder'
    Create Test
    Create subclass
    Unimplement Class
    Press Ctrl+Shift+I to open preview
    ListItemHolder onCreateViewHolder(@NonNull ViewGroup parent, int viewType) {
        return null;
    }
}
```

Diagram illustrating code completion suggestions:

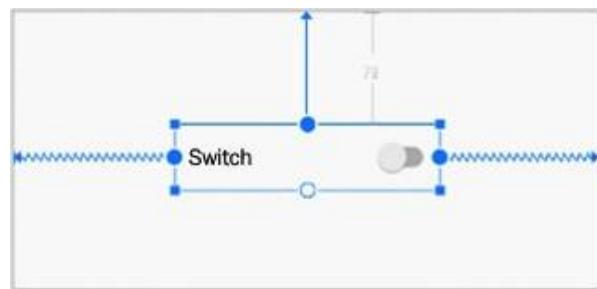
- A dropdown menu is open at the cursor position, showing the following options:
 - Create class 'ListItemHolder'
 - Create enum 'ListItemHolder'
 - Create interface 'ListItemHolder'
 - Create Test
 - Create subclass
 - Unimplement Class
- The message `Press Ctrl+Shift+I to open preview` is displayed.

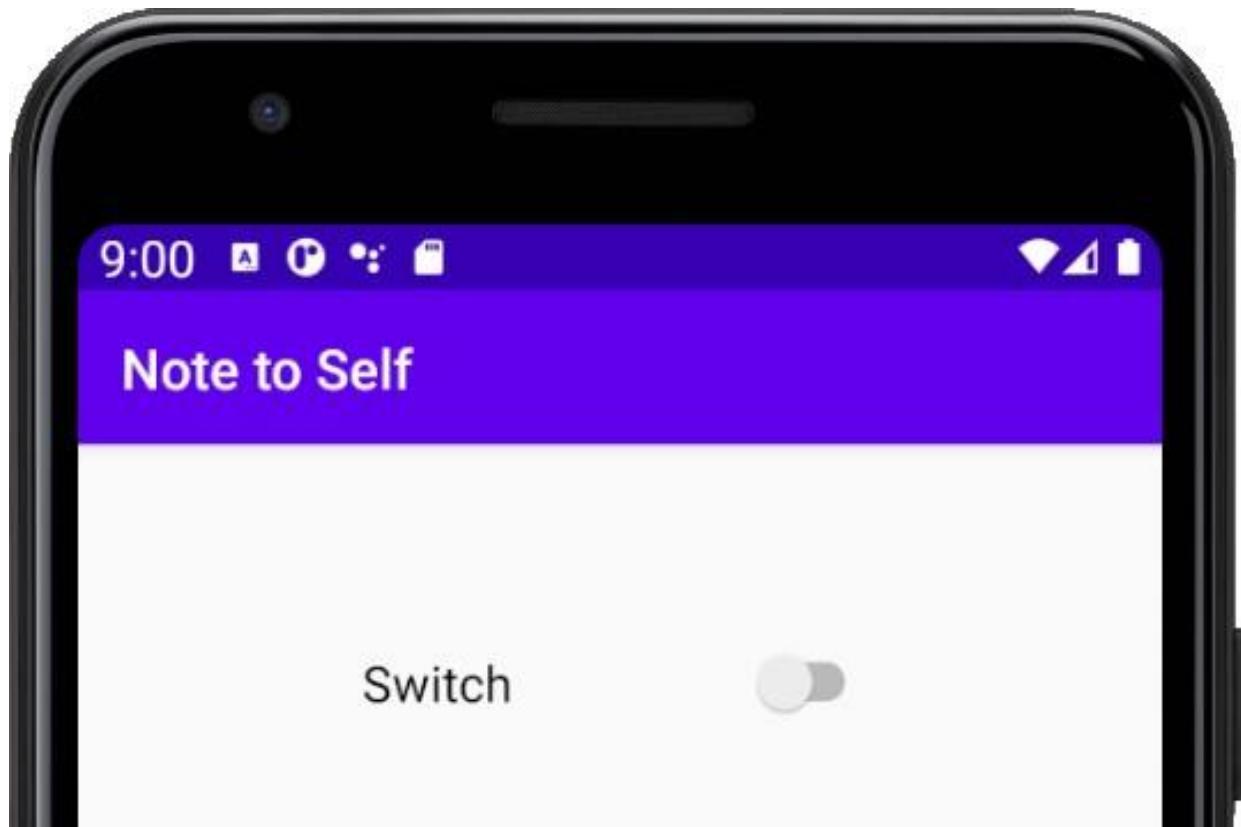
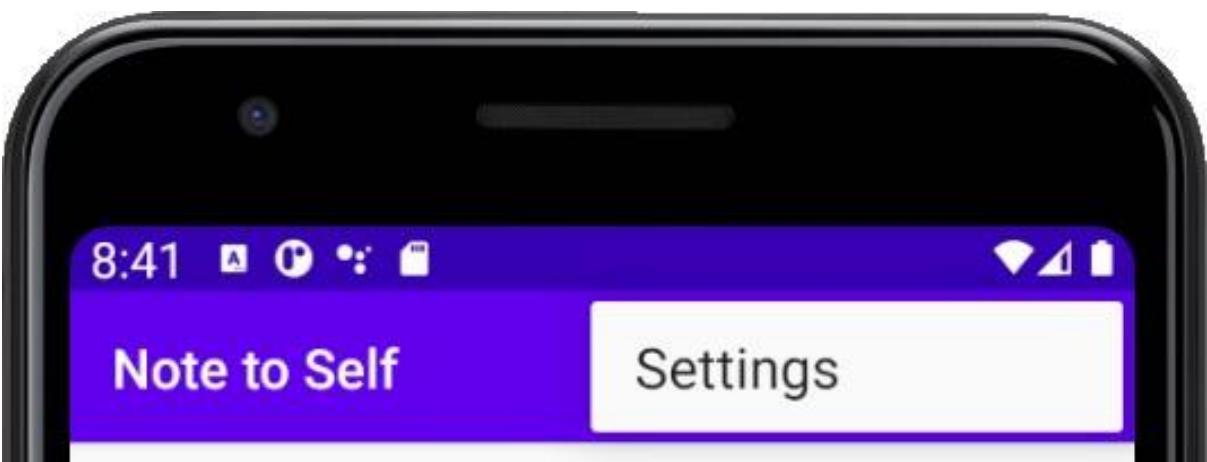
```
public class NoteAdapter extends  
    RecyclerView.Adapter<NoteAdapter.ListItemHolder> {
```

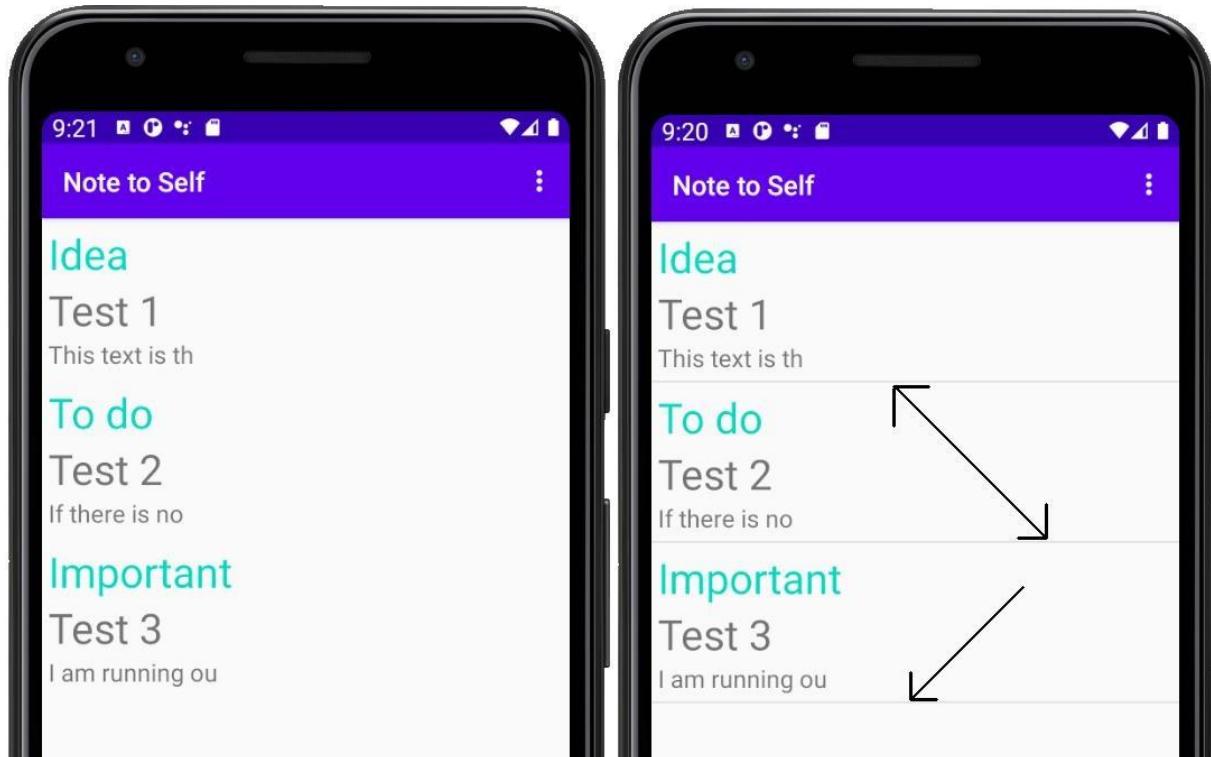




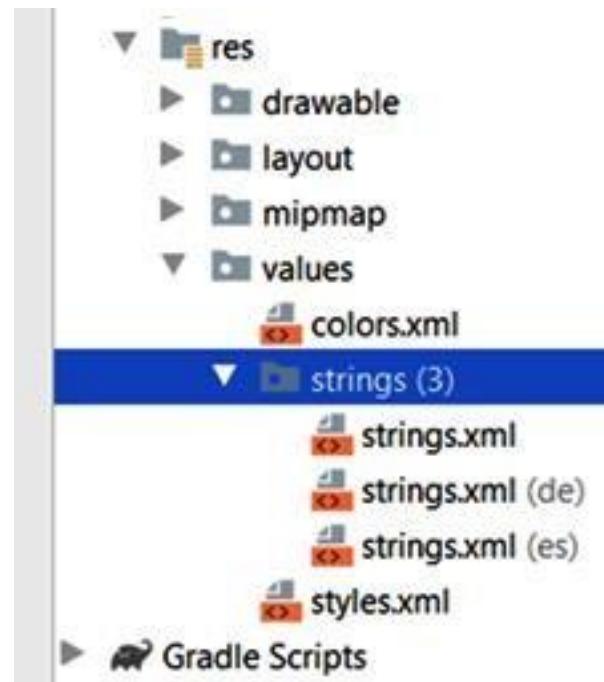
Chapter 17: Data Persistence and Sharing

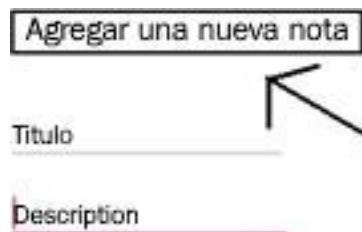
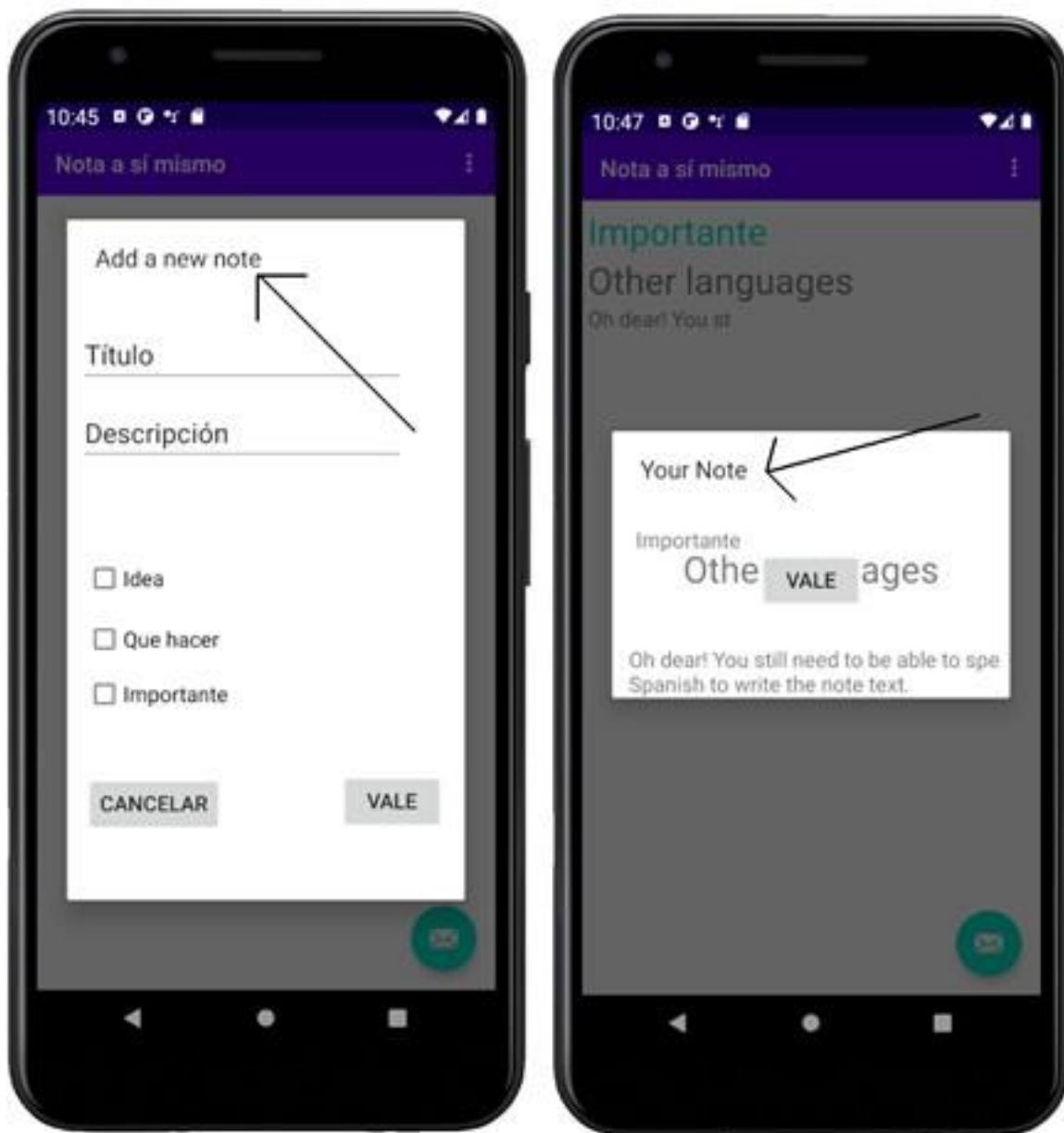




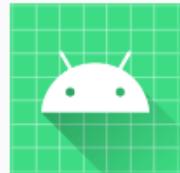


Chapter 18: Localization





Chapter 19: Animations and Interpolations



TextView

FADE IN

FADE OUT

FADE IN OUT

ZOOM IN

ZOOM OUT

LEFT RIGHT

RIGHT LEFT

TOP BOT

BOUNCE

FLASH

ROTATE LEFT

ROTATE RIGHT



TextView

FADE IN

FADE OUT

FADE IN OUT

ZOOM IN

ZOOM OUT

LEFT RIGHT

RIGHT LEFT

TOP BOT

BOUNCE

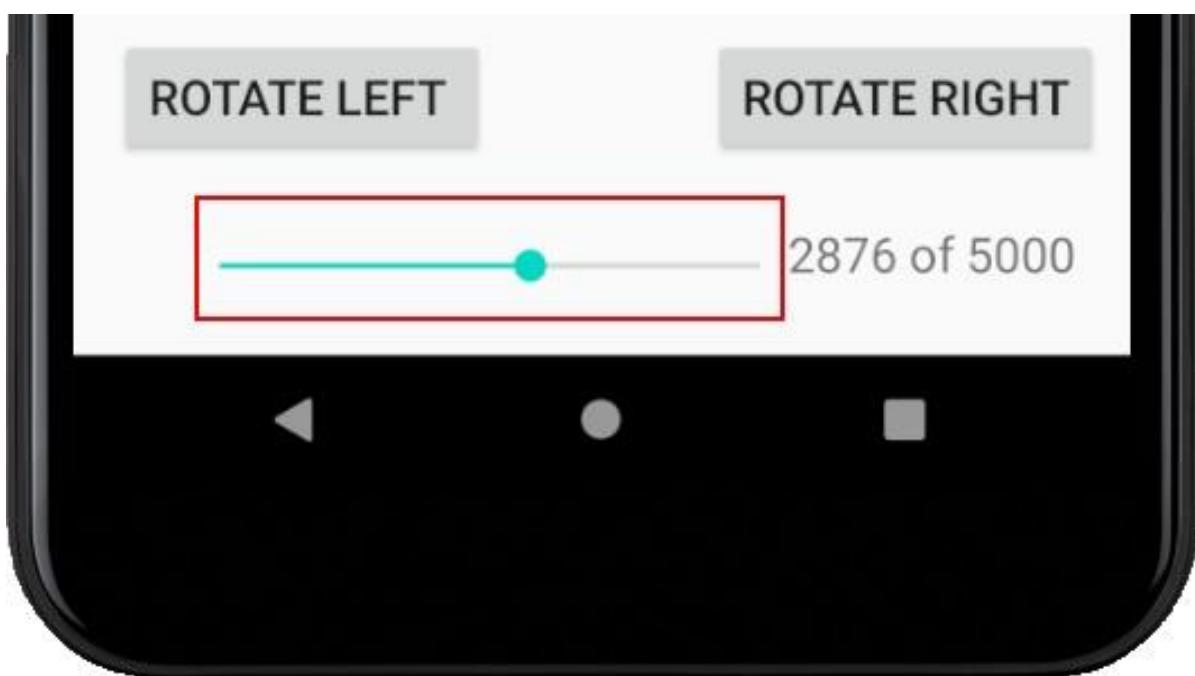
FLASH

ROTATE LEFT

ROTATE RIGHT



Existing text property	Value of id property to set
Fade In	btnFadeIn
Fade Out	btnFadeOut
Fade In Out	btnFadeInOut
Zoom In	btnZoomIn
Zoom Out	btnZoomOut
Left Right	btnLeftRight
Right Left	btnRightLeft
Top Bot	btnTopBottom
Bounce	btnBounce
Flash	btnFlash
Rotate Left	btnRotateLeft
Rotate Right	btnRotateRight



11:55

Animation Demo

STOPPED

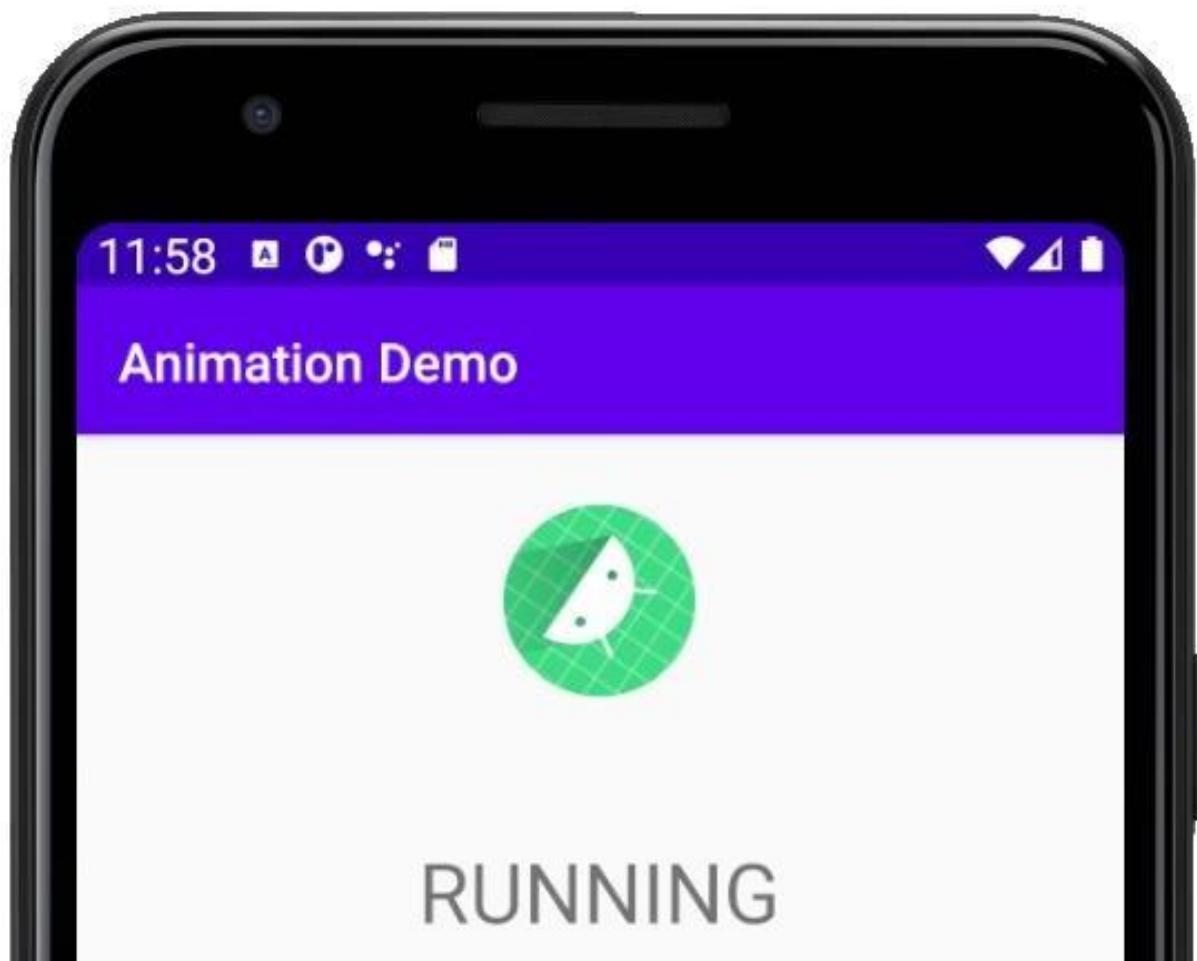
FADE IN

FADE OUT

FADE IN OUT

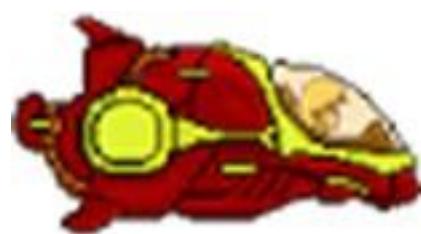
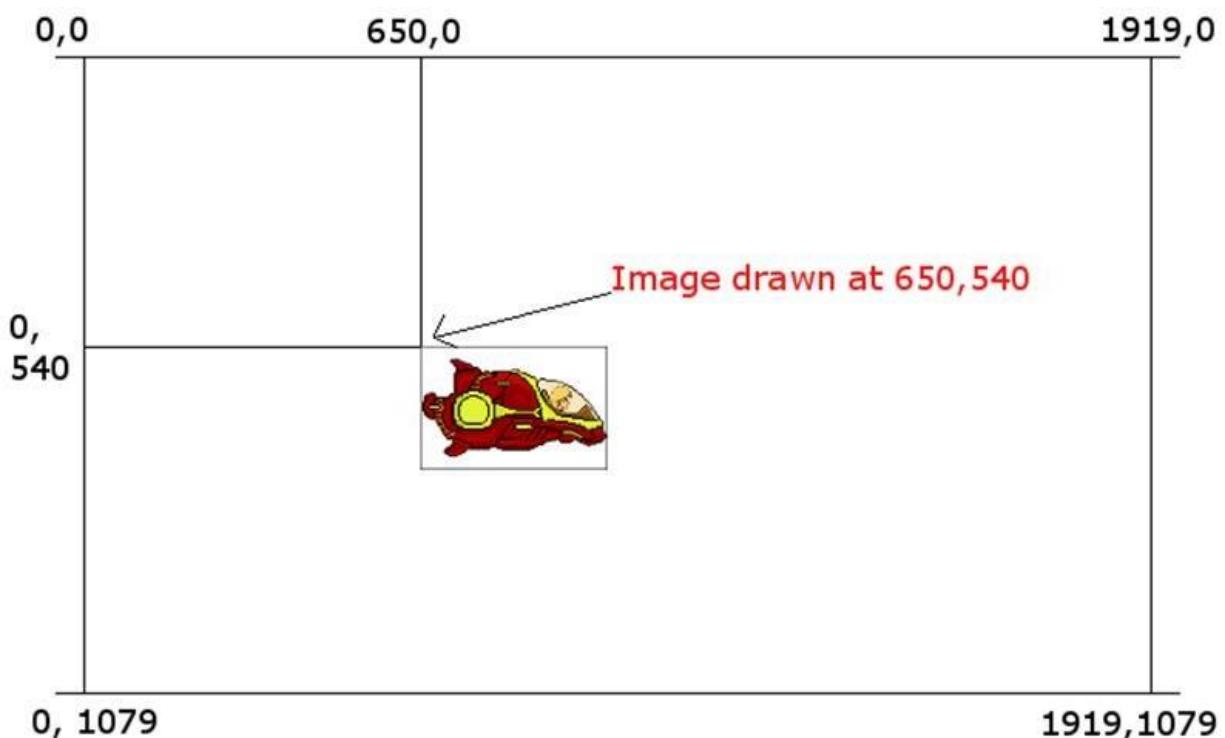
ZOOM IN

ZOOM OUT



Chapter 20: Drawing Graphics







app

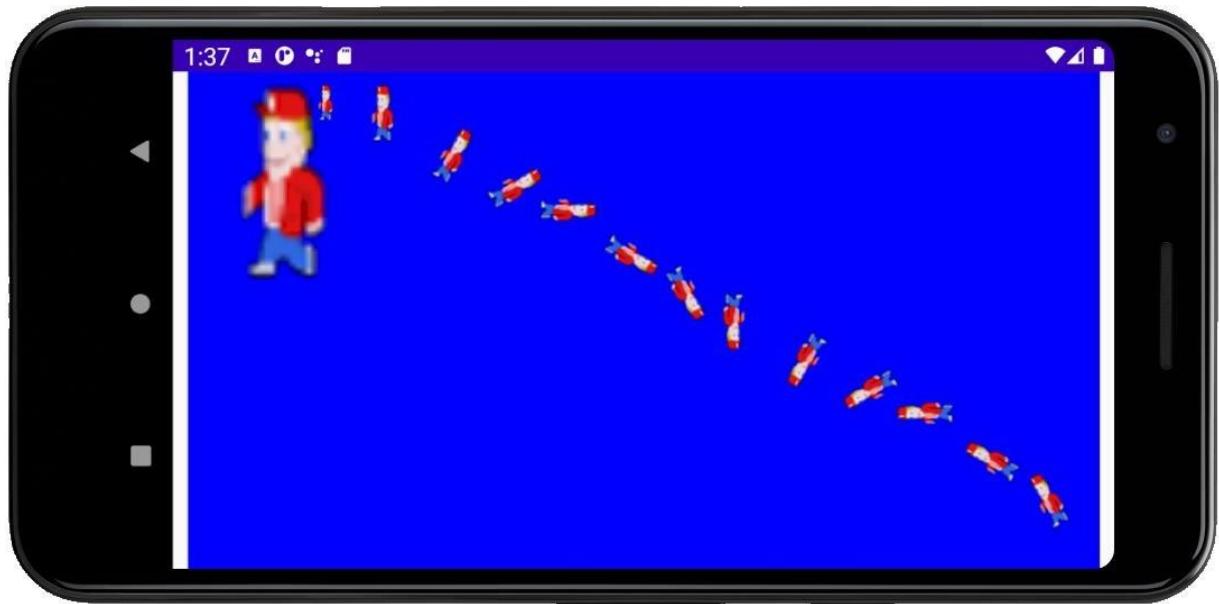
- manifests
- java
- res

- drawable

- bob.png
- ic_launcher_background.xml
- ic_launcher_foreground.xml (v24)

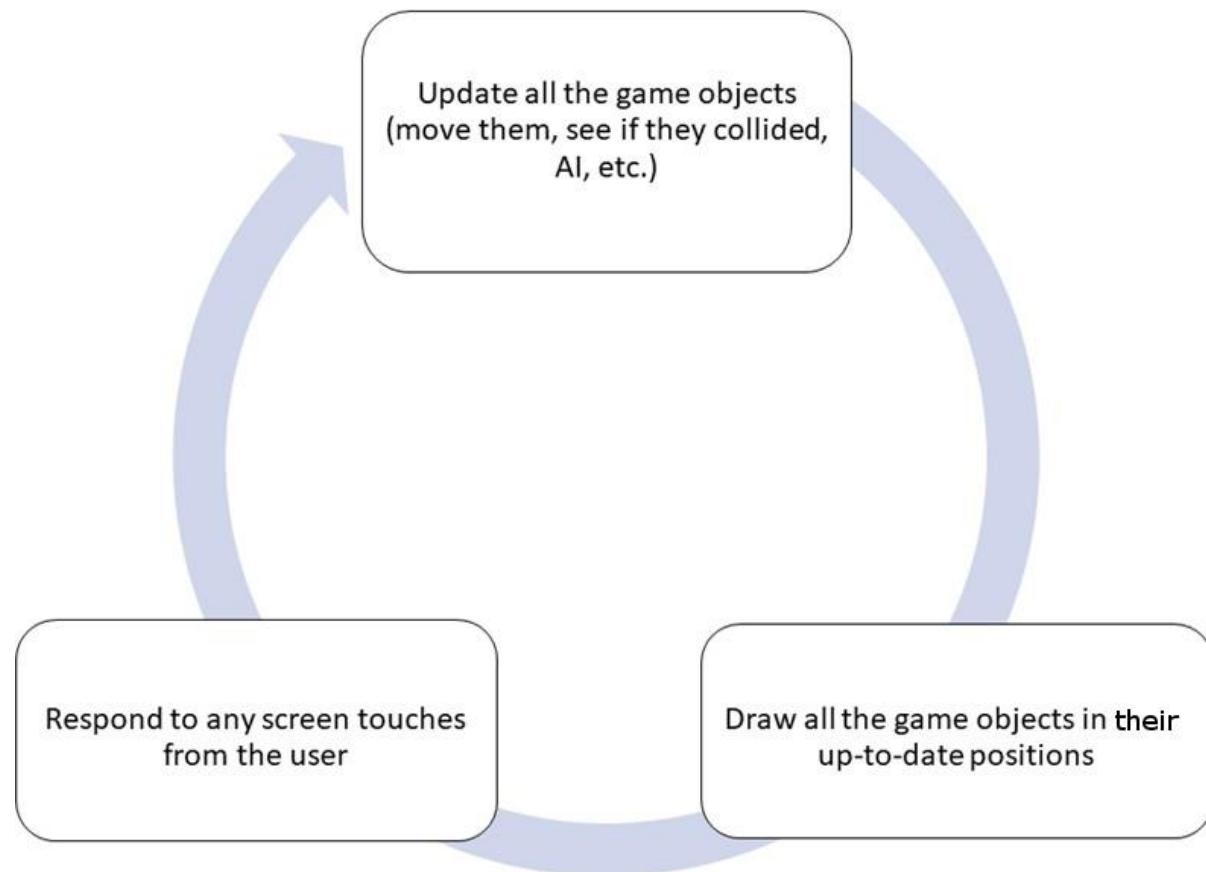
- mipmap
- values

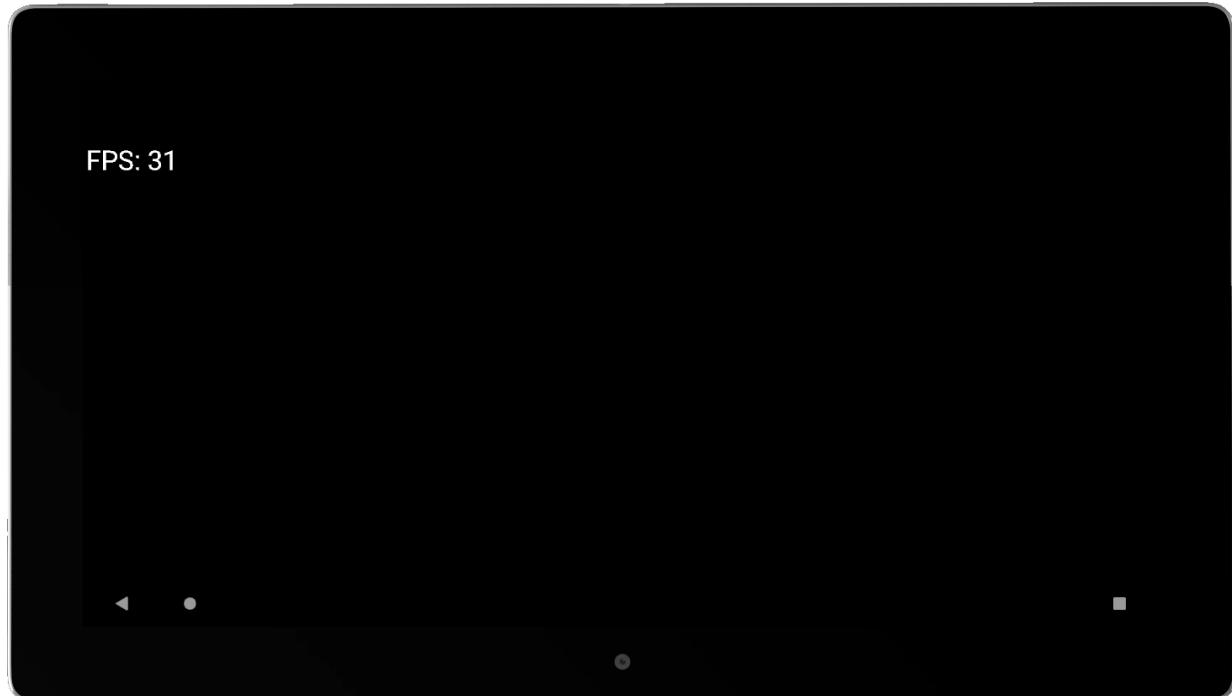
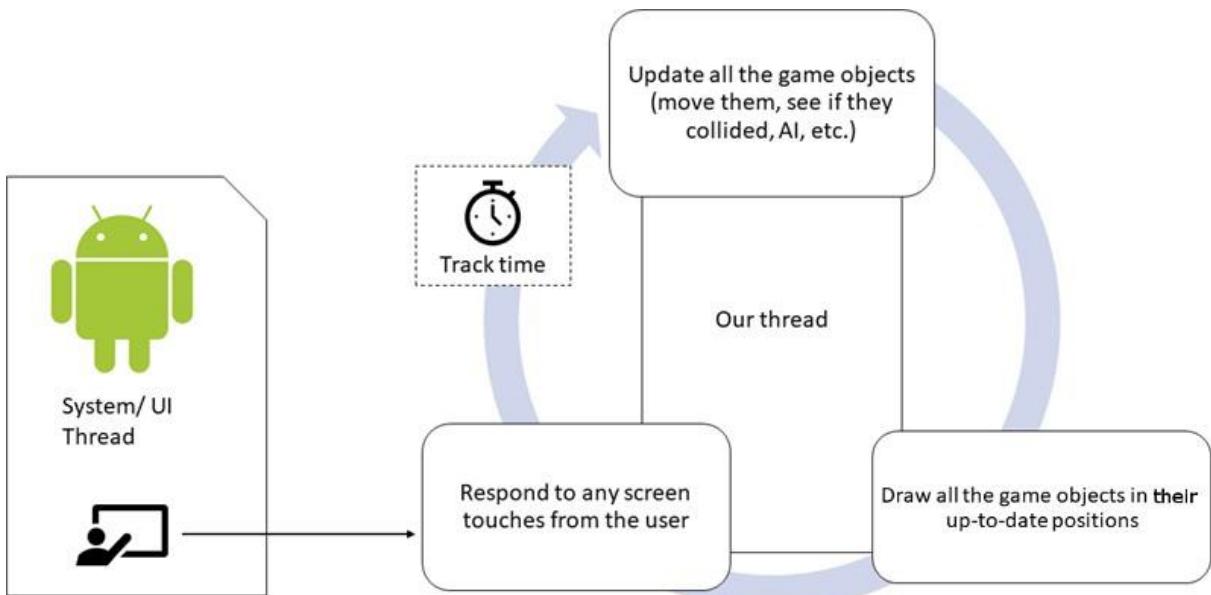
Gradle Scripts



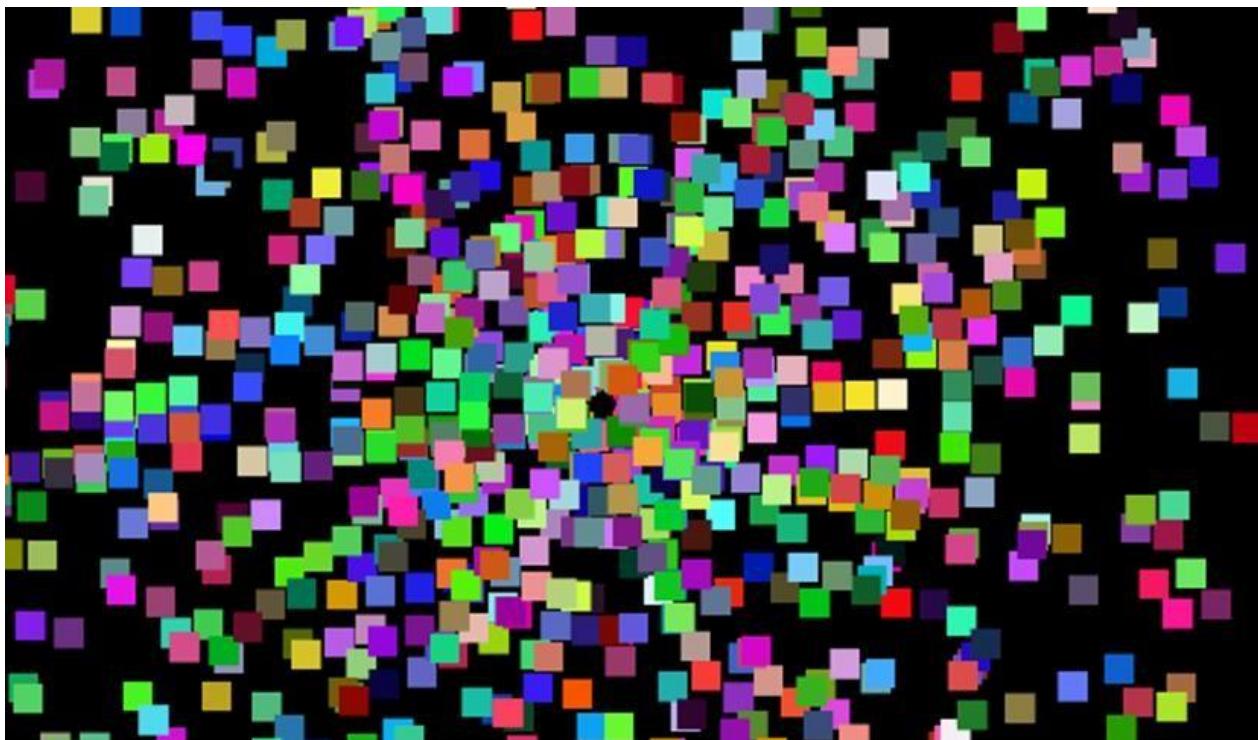
Chapter 21: Threads and Starting the Live Drawing App

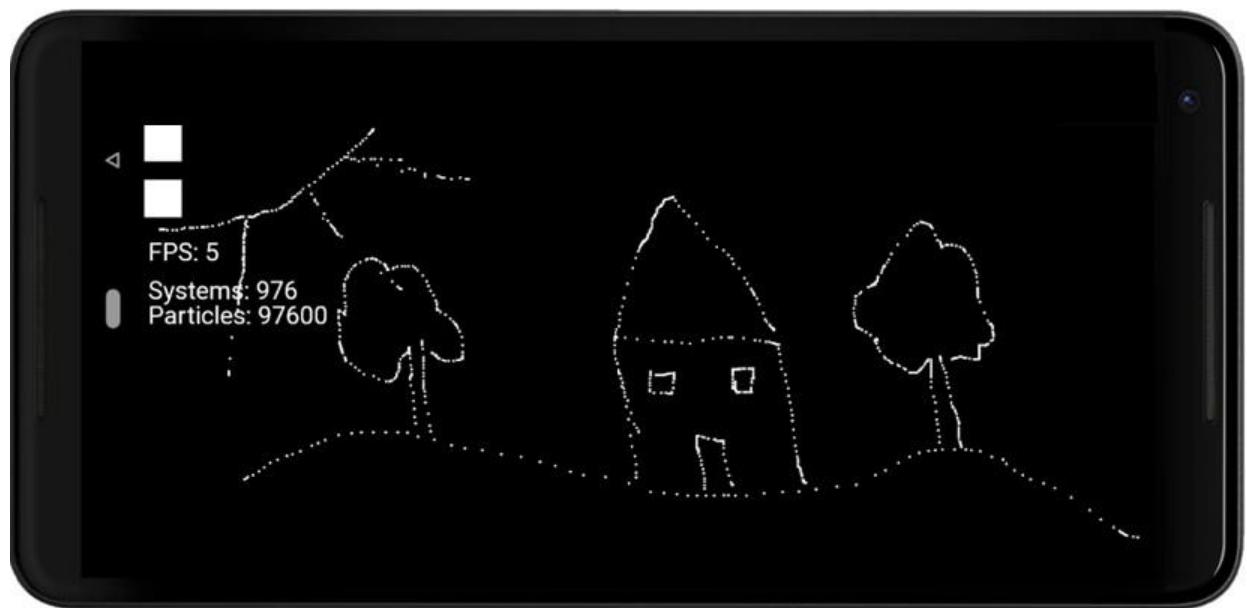
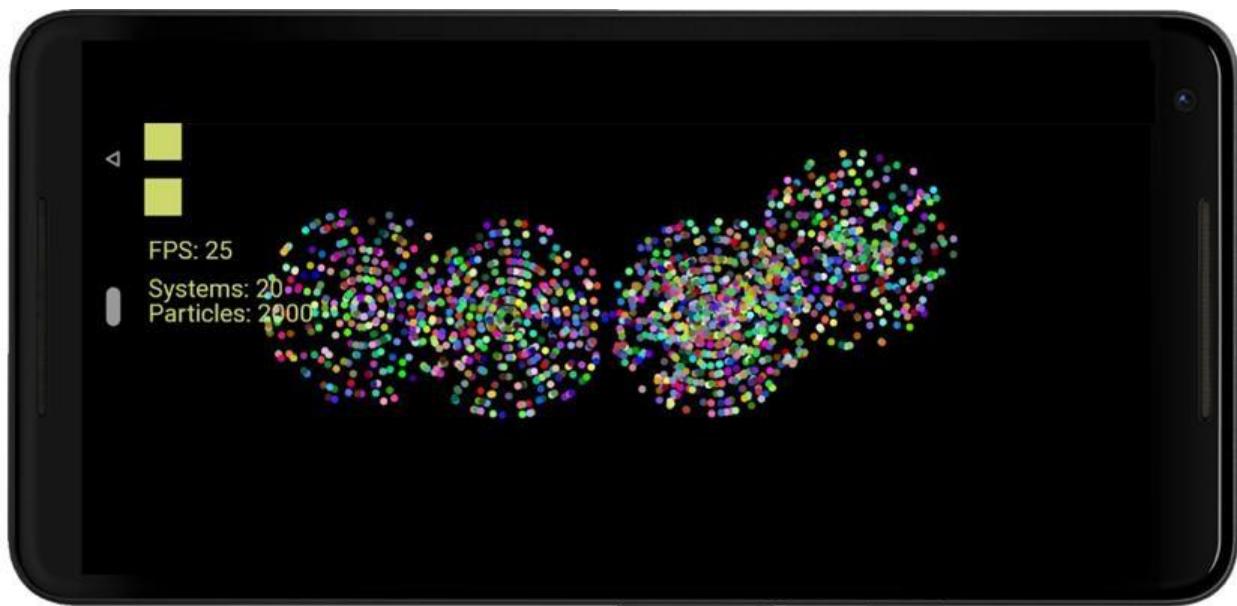
```
class LiveDrawingView extends SurfaceView {  
}  
There is no default constructor available in 'android.view.SurfaceView' ...  
Create constructor matching super Alt+Shift+Enter More actions... Alt+Enter
```

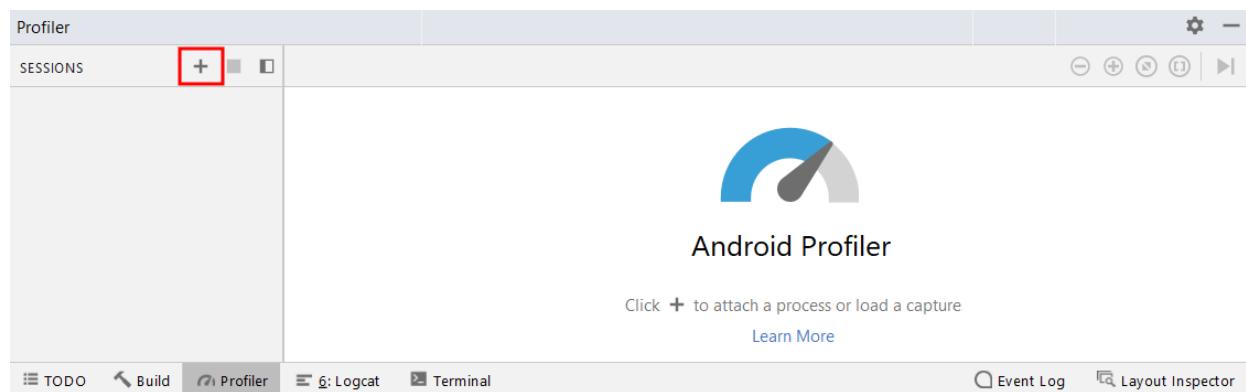
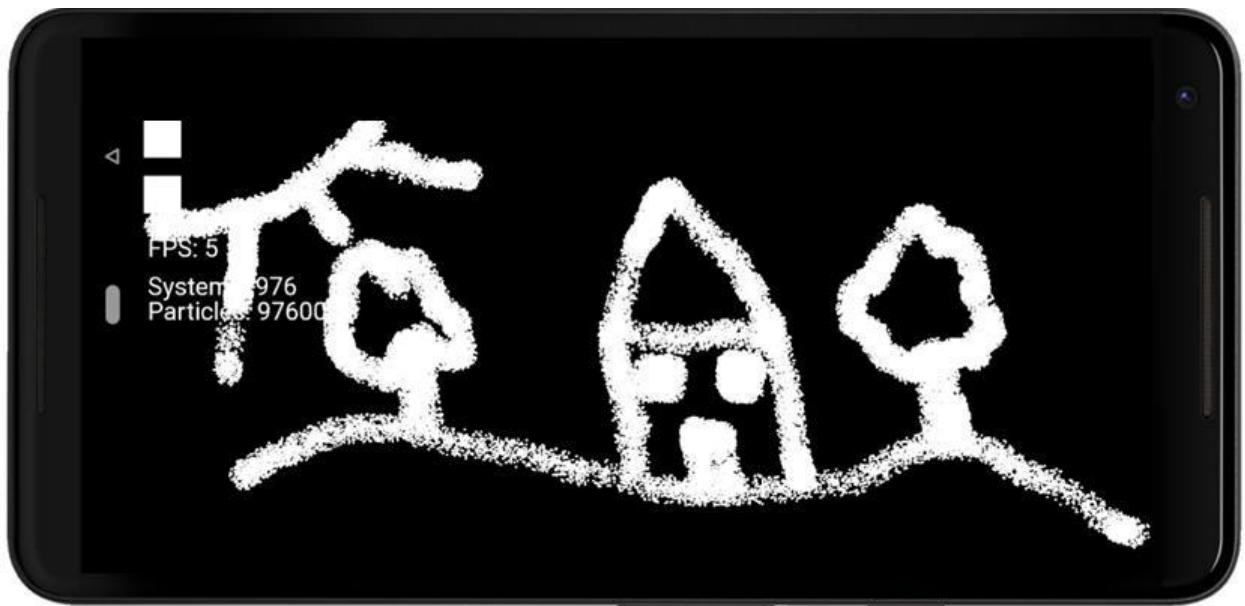


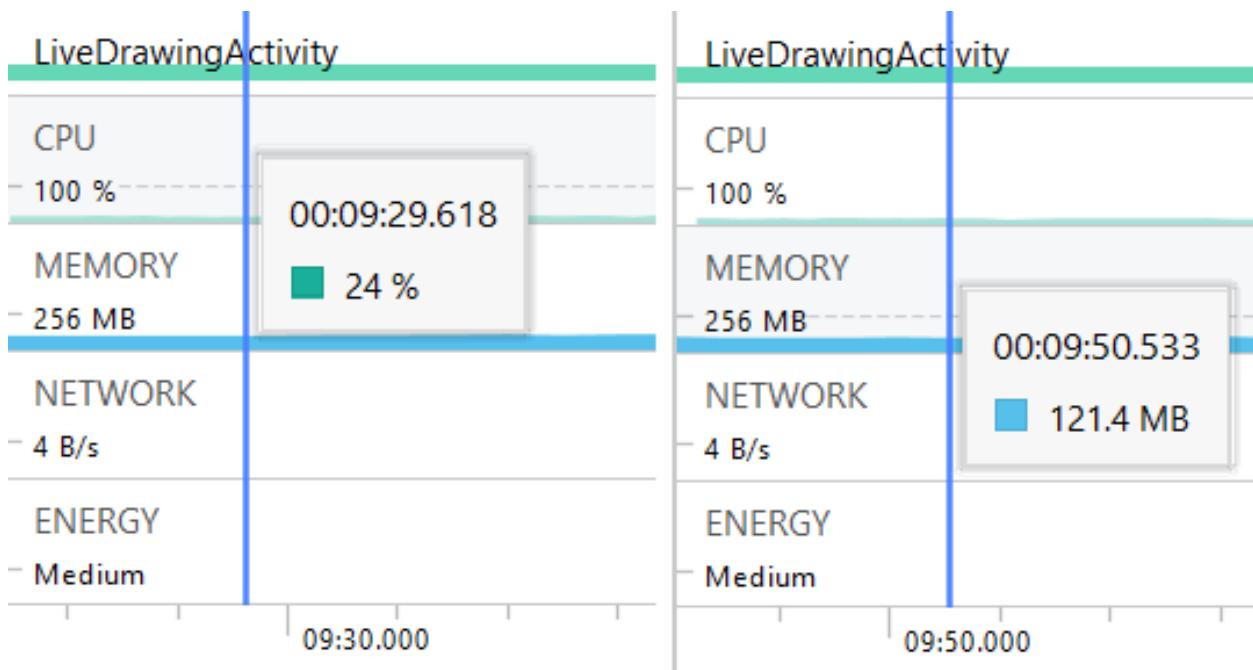
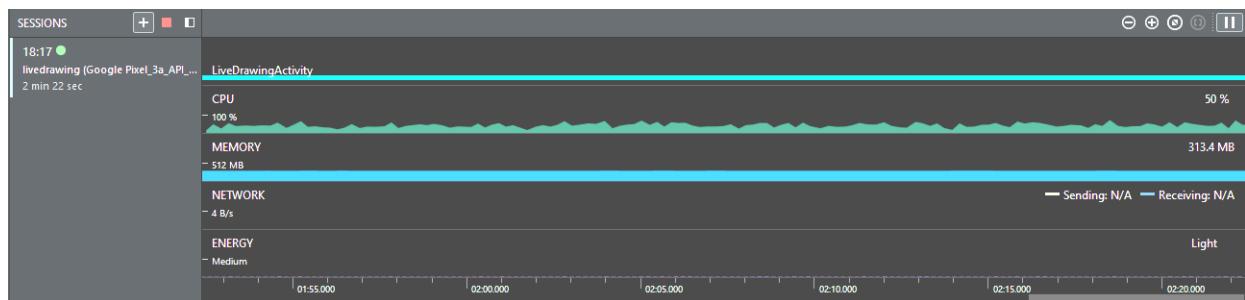


Chapter 22: Particle Systems and Handling Screen Touches

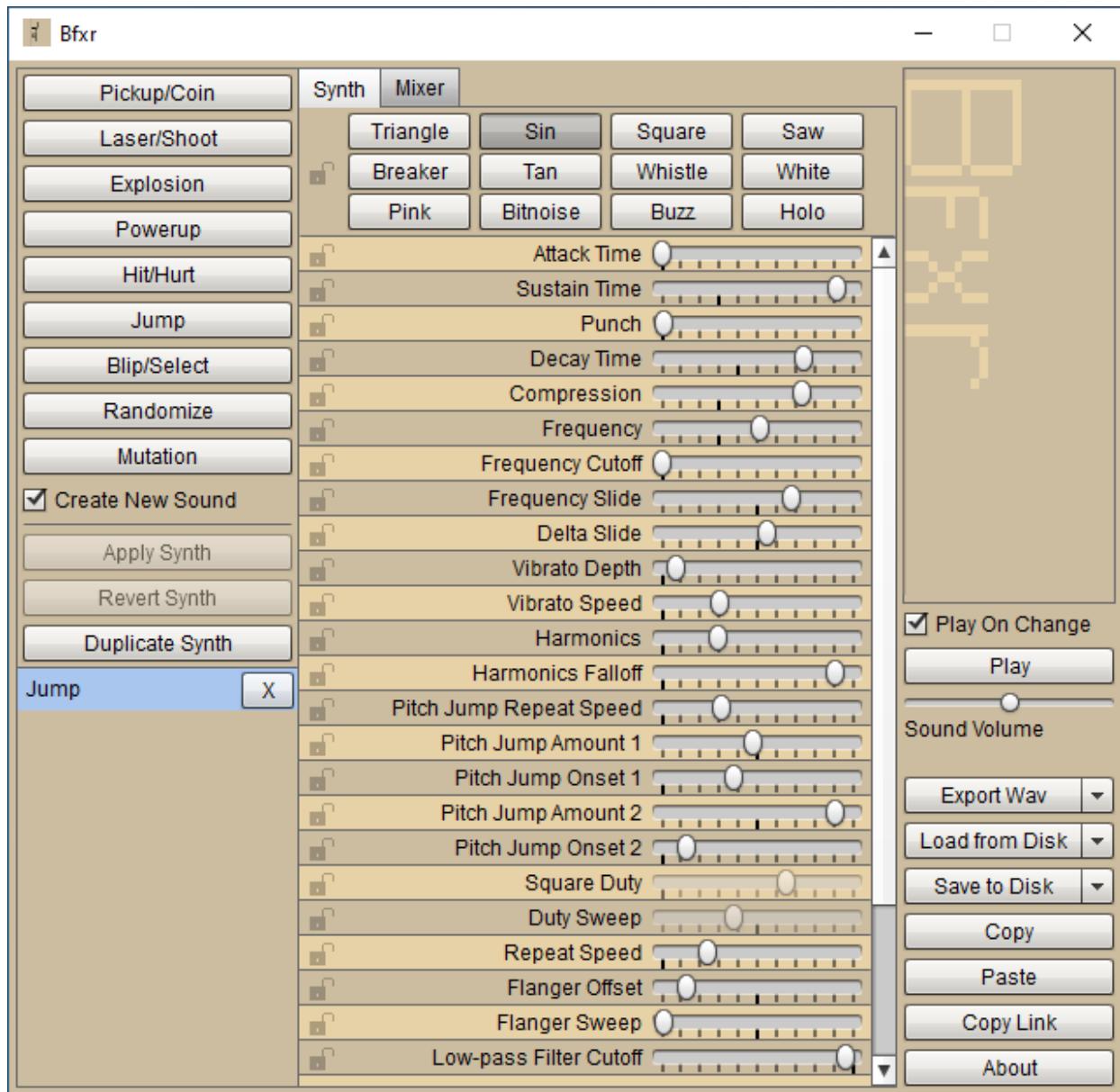








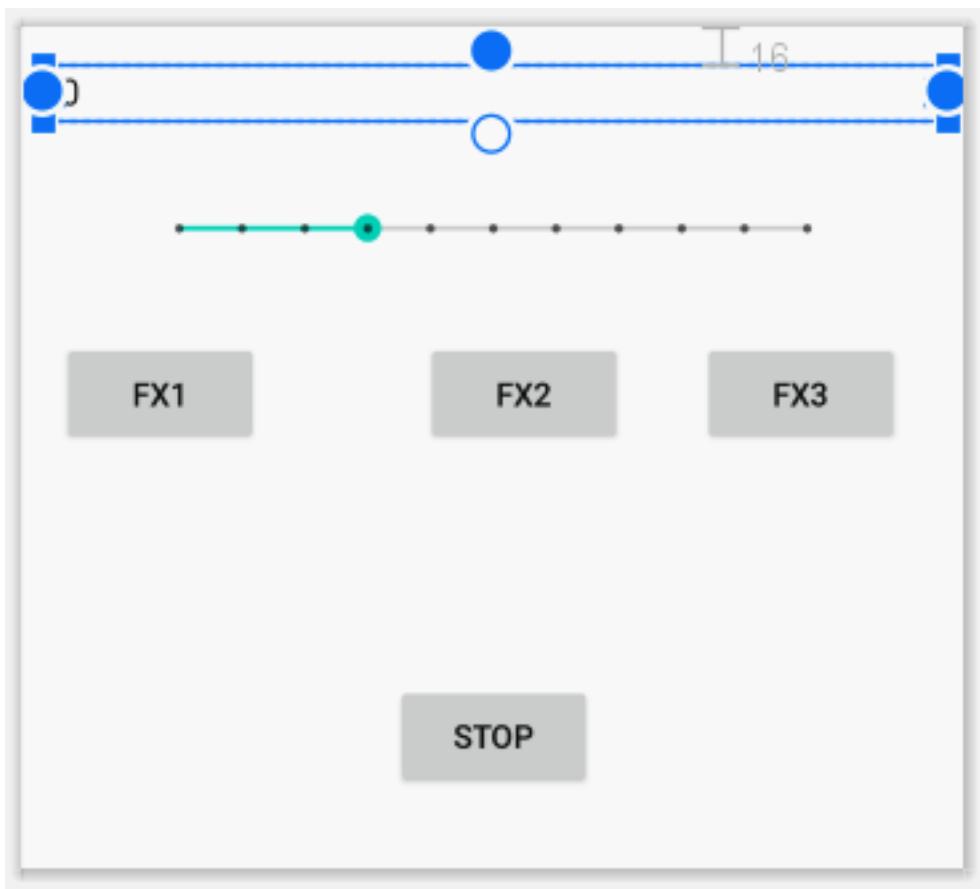
Chapter 23: Supporting Different Versions of Android, Sound Effects, and Spinner Widget





Attack Time	<input type="range"/>
Sustain Time	<input type="range"/>
Punch	<input type="range"/>
Decay Time	<input type="range"/>
Compression	<input type="range"/>
Frequency	<input type="range"/>
Frequency Cutoff	<input type="range"/>
Frequency Slide	<input type="range"/>
Delta Slide	<input type="range"/>
Vibrato Depth	<input type="range"/>
Vibrato Speed	<input type="range"/>
Harmonics	<input type="range"/>
Harmonics Falloff	<input type="range"/>
Pitch Jump Repeat Speed	<input type="range"/>
Pitch Jump Amount 1	<input type="range"/>
Pitch Jump Onset 1	<input type="range"/>
Pitch Jump Amount 2	<input type="range"/>
Pitch Jump Onset 2	<input type="range"/>
Square Duty	<input type="range"/>
Duty Sweep	<input type="range"/>
Repeat Speed	<input type="range"/>
Flanger Offset	<input type="range"/>
Flanger Sweep	<input type="range"/>
Low-pass Filter Cutoff	<input type="range"/>
Low-pass Filter Cutoff Sweep	<input type="range"/>
Low-pass Filter Resonance	<input type="range"/>
High-pass Filter Cutoff	<input type="range"/>
High-pass Filter Cutoff Sweep	<input type="range"/>
Bit Crush	<input type="range"/>

Export Wav ▾



Widget	Property to change	Value to set
Spinner	id	spinner
Spinner	spinnerMode	dropdown
Spinner	entries	@array/spinner_options
SeekBar	id	seekBar
SeekBar	max	10
Button (FX 1)	id	btnFX1
Button (FX 2)	id	btnFX2
Button (FX 3)	id	btnFX3
Button (STOP)	id	btnStop

7:10



Sound Demo

0

1

3

5

10

Chapter 24: Design Patterns, Multiple Layouts, and Fragments



Updated a moment ago

Bushey Heath

Next hour

 25° 0% 4

Sunny and light winds

M UV M Pollen L Pollution

BBC WEATHER

12:00

06:08 19:56

1500 Sunny and light winds 1600 1700 1800 1900

Humidity 54% Visibility Very Good Pressure 1012 mb

25° Temperature feels like 28° 24° 24° 22° 21°

0% Precipitation is not expected 2% 11% 13% 13%

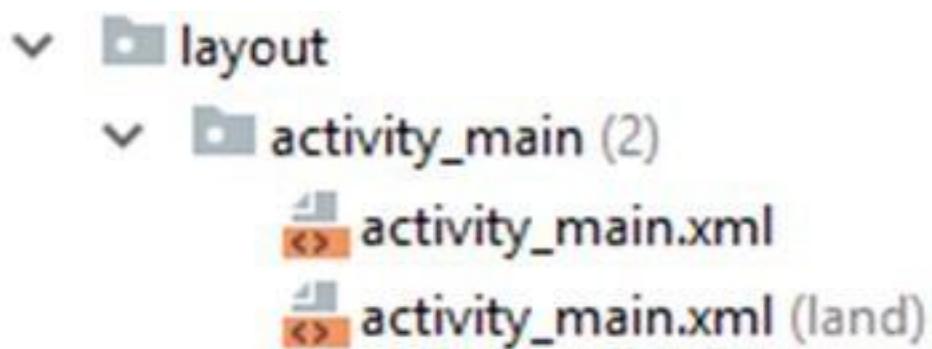
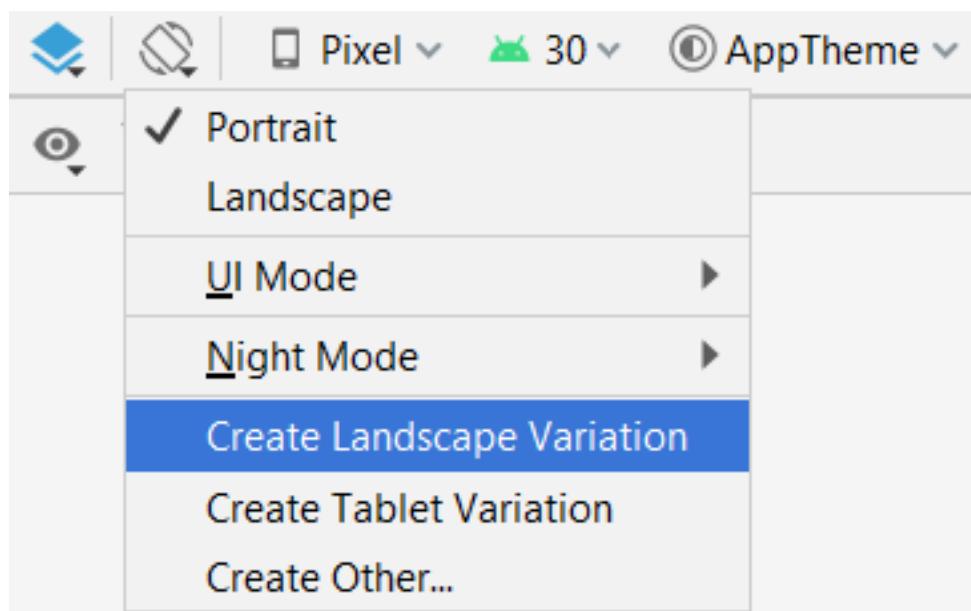
Light winds from the west north west 6 7 8 9

Today 25° 14° Wed 17° 10° Thu 19° 9° Fri 19° 9° Sat 20° 9° Sun 20° 10° Mon 21° 12° Tue 5th 21° 13° Wed 6th 21° 11° Thu 7th 19° 11° Fri 8th 19° 11°

BUTTON

TextView

TextView



Component Tree

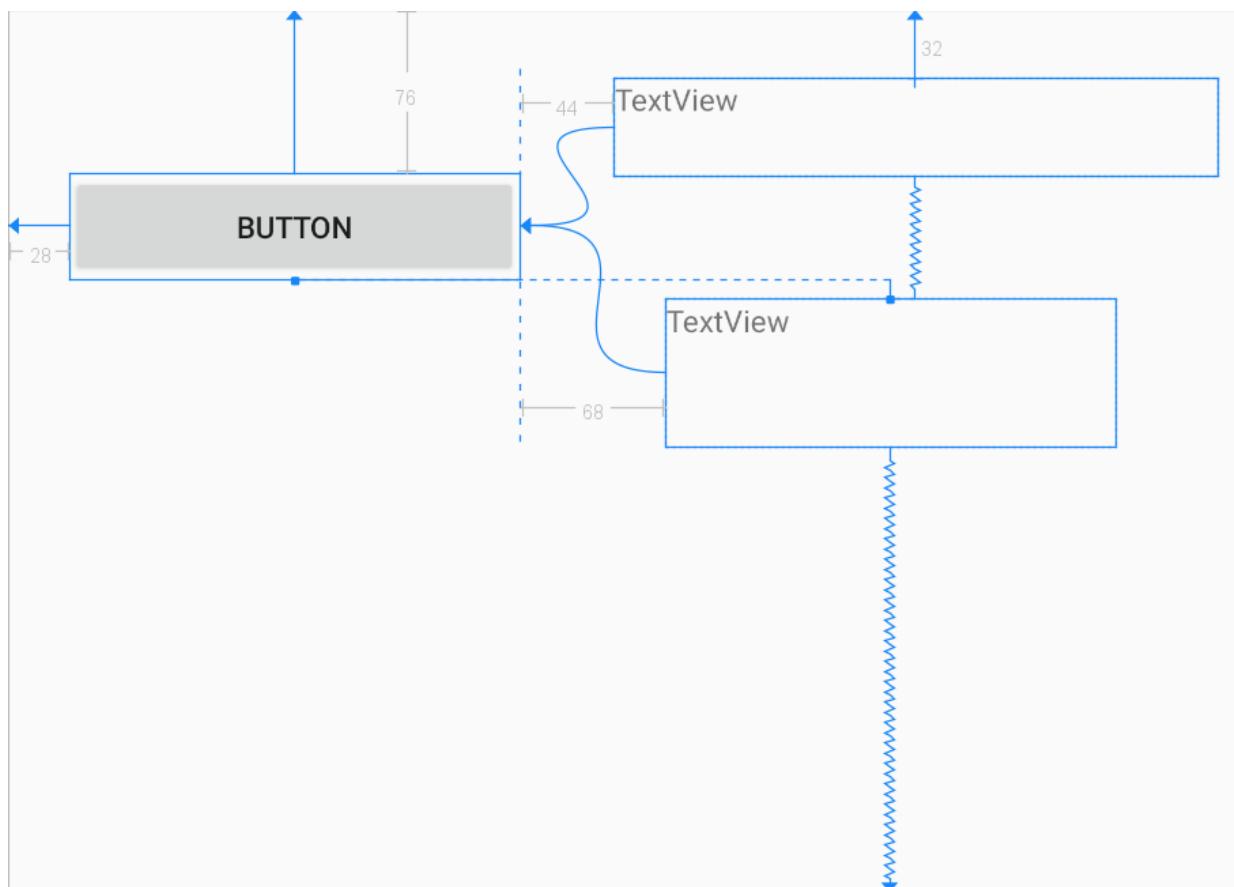


ConstraintLayout

button "Button"

Ab txtOrientation- "TextView"

Ab txtResolution- "TextView"





Display



Brightness level

82%

Wallpaper

Sleep

After 1 minute of inactivity

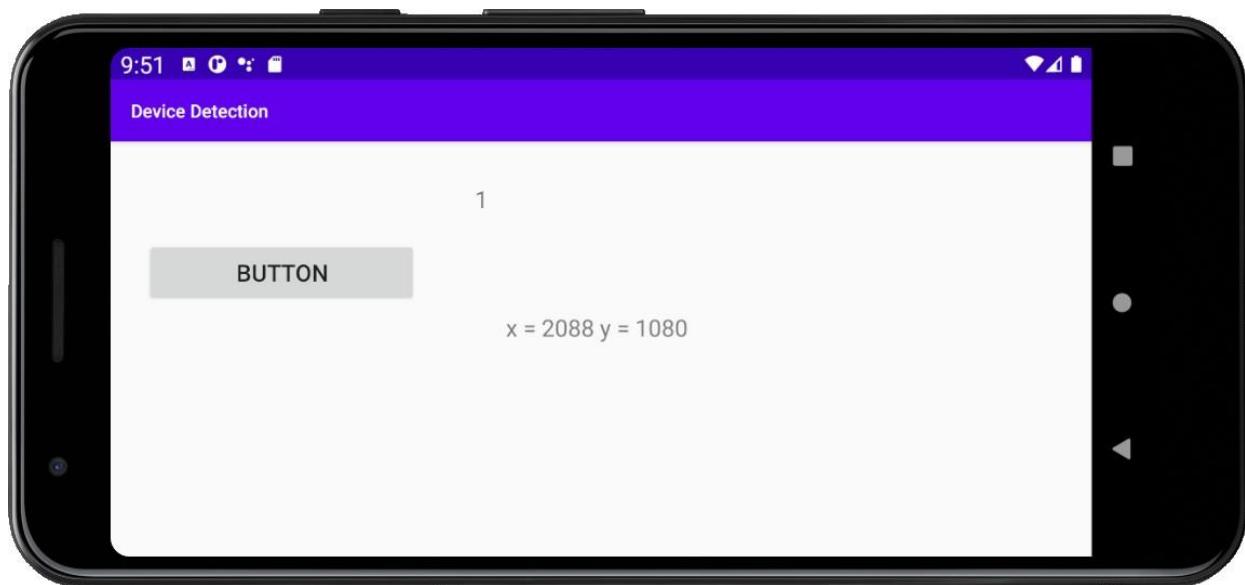
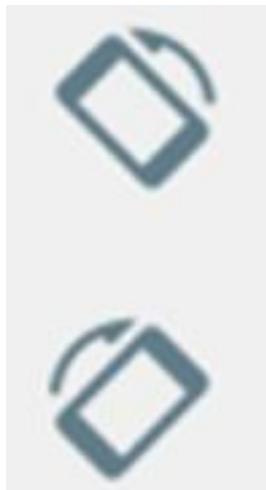
Auto-rotate screen



Advanced

Font size, Display size, Screen saver

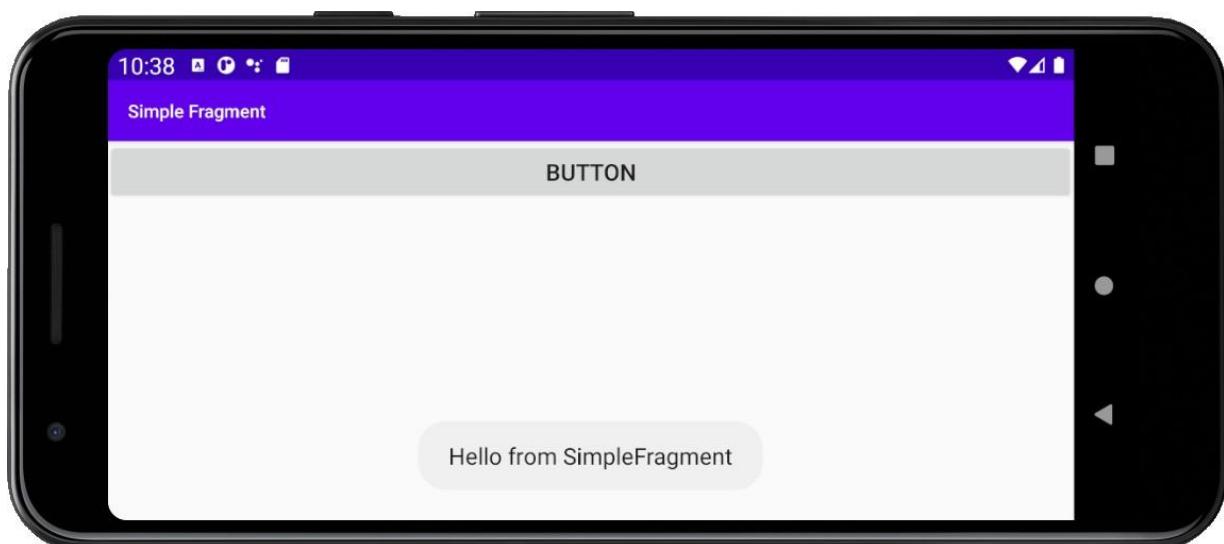




- ▼  **res**
 - >  **drawable**
 - >  **drawable-v24**
 - >  **layout**
 - >  **layout-land**
 - >  **mipmap-anydpi-v26**
 - >  **mipmap-hdpi**
 - >  **mipmap-mdpi**
 - >  **mipmap-xhdpi**
 - >  **mipmap-xxhdpi**
 - >  **mipmap-xxxhdpi**
 - >  **values**

```
public class SimpleFragment extends Frag{  
}  
    c Fragment androidx.fragment.app  
    c Fragment android.app  
    c FragmentActivity androidx.fragment.app  
    c FragmentContainer androidx.fragment.app  
    c FragmentController androidx.fragment.app  
    c FragmentFactory androidx.fragment.app  
    c FragmentHostCallback<E> androidx.fragment.app  
    c FragmentLifecycleCallbacks androidx.fragment.app.FragmentMana...  
    c FragmentManager androidx.fragment.app  
    c FragmentPagerAdapter androidx.fragment.app  
    c FragmentStatePagerAdapter androidx.fragment.app
```

Press Enter to insert, Tab to replace



Chapter 25: Building a Simple Image Gallery app



1



Image 1

2



Image 2

3



Image 3

4

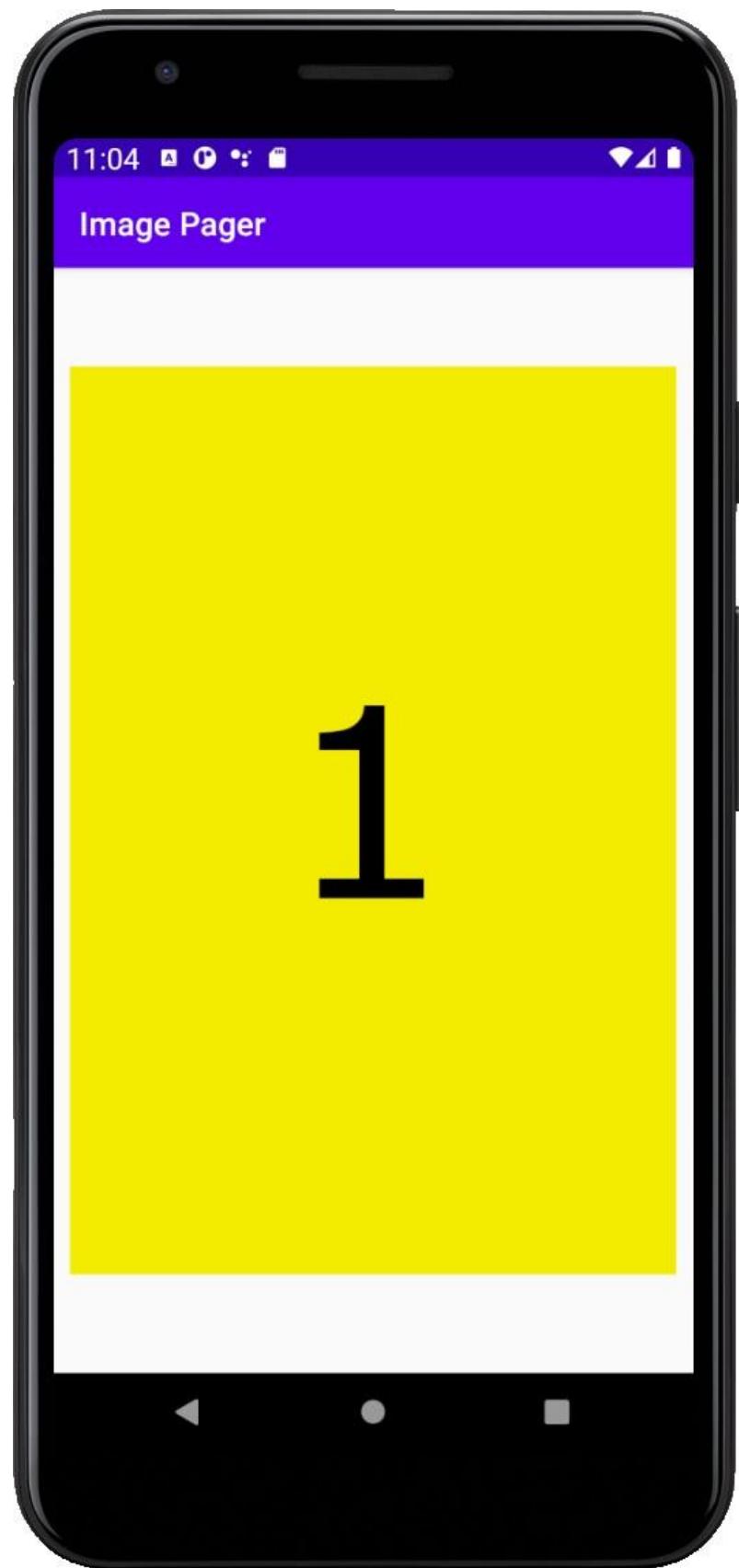


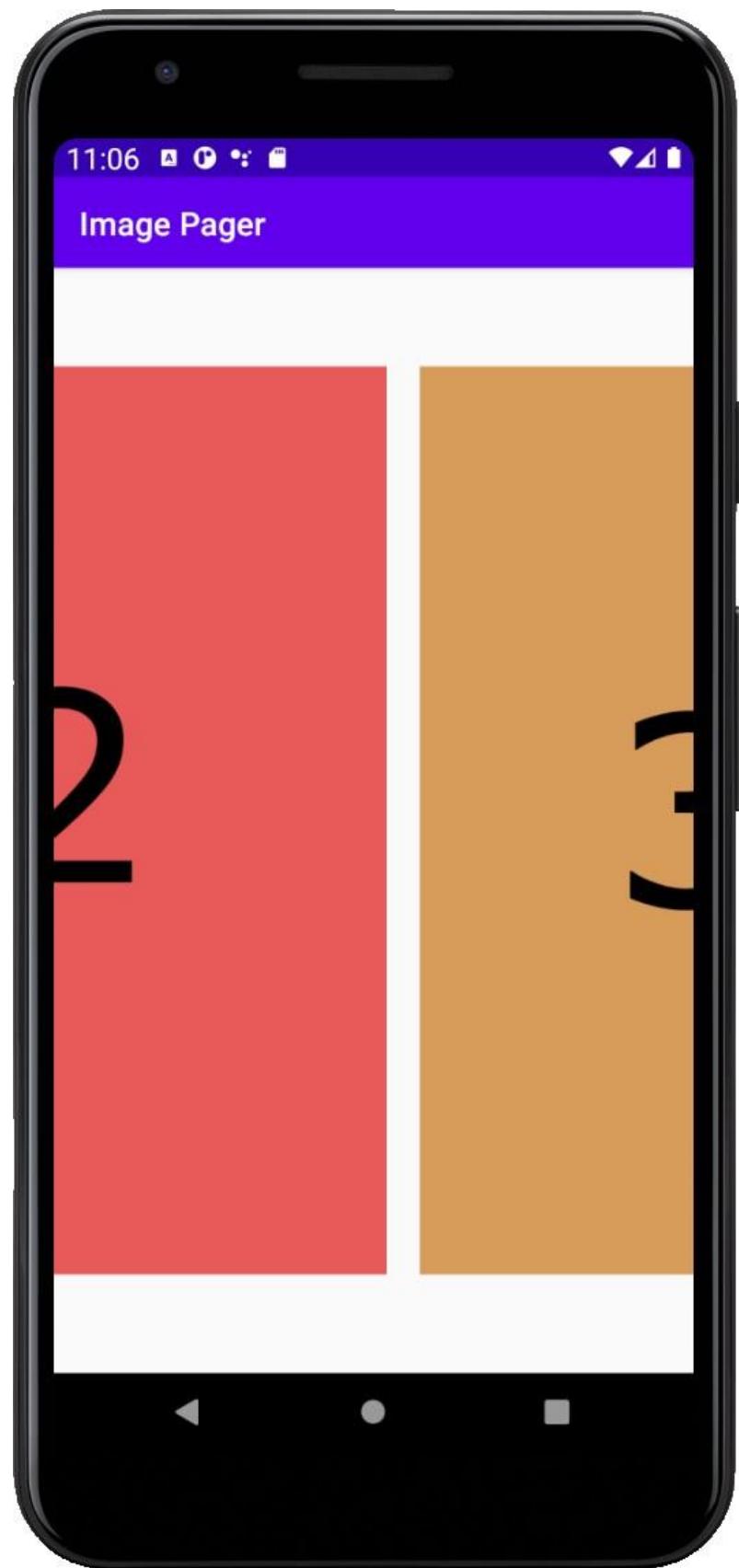
5



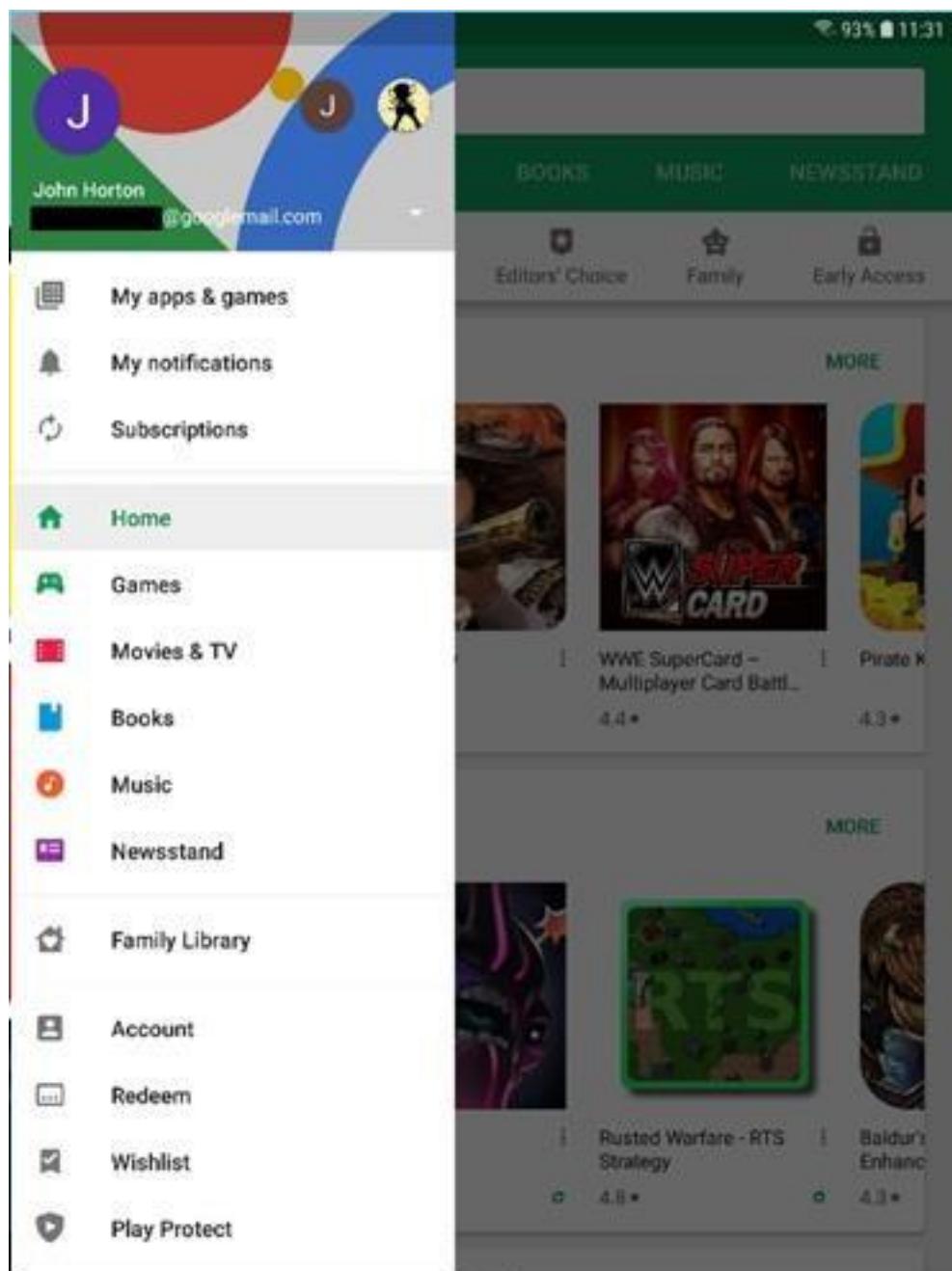
6

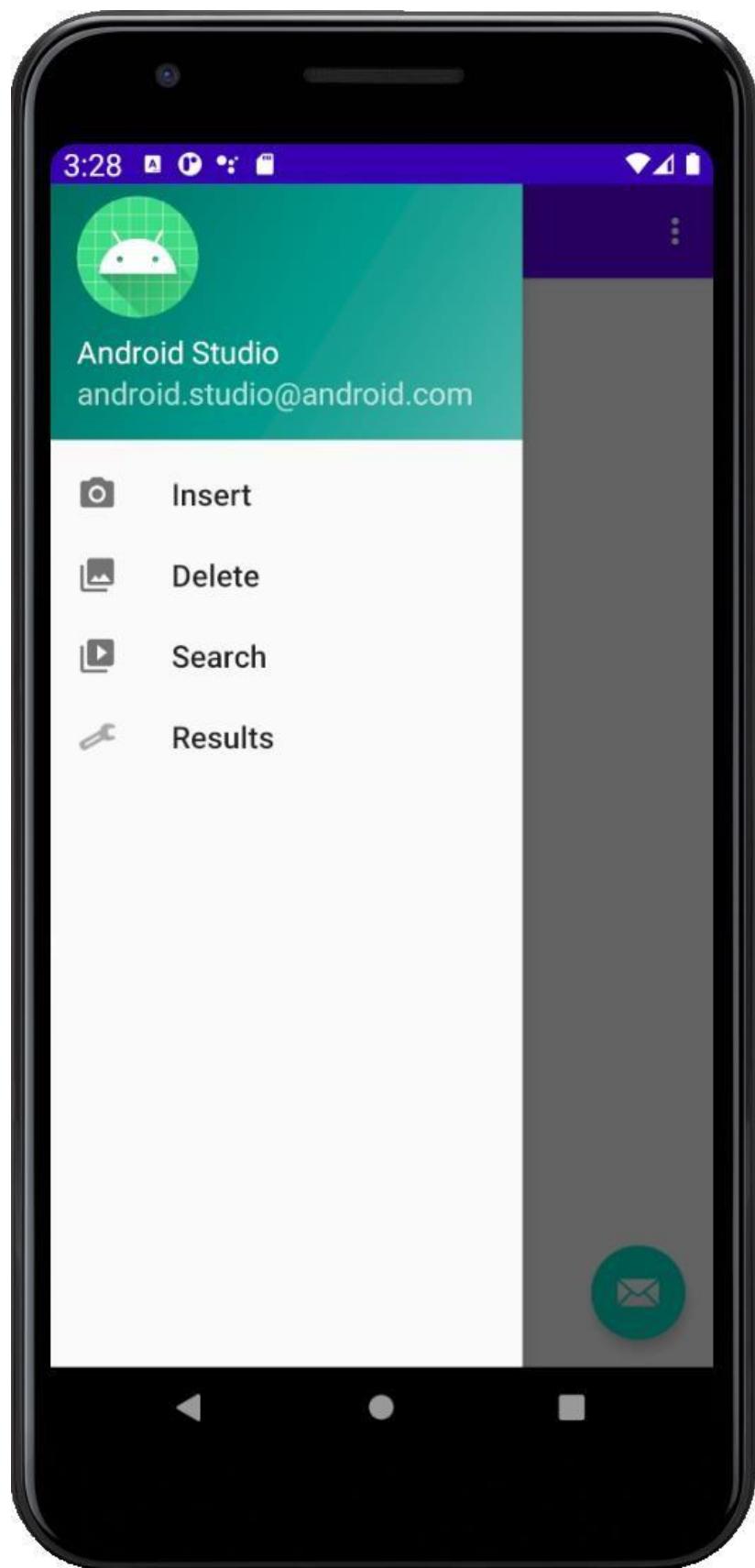






Chapter 26: Advanced UI with Navigation Drawer and Fragment





3:28 A ⚡ ⚡ ⚡

≡ Age Database :

Name

Age

INSERT

3:28



Age Database



Name

DELETE

3:29

Age Database

:

Name

SEARCH

TextView

3:29



Age Database



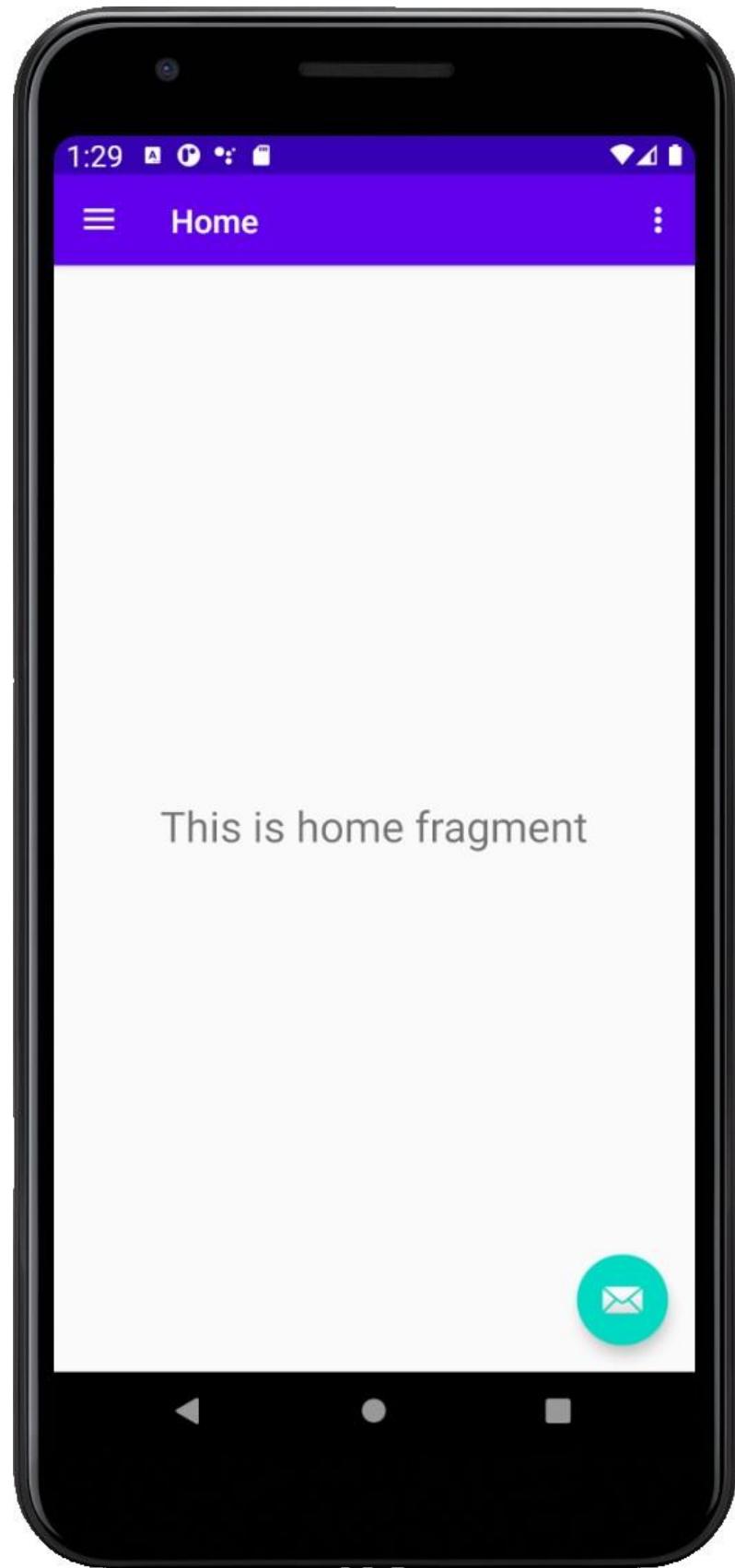
James Bond - 49

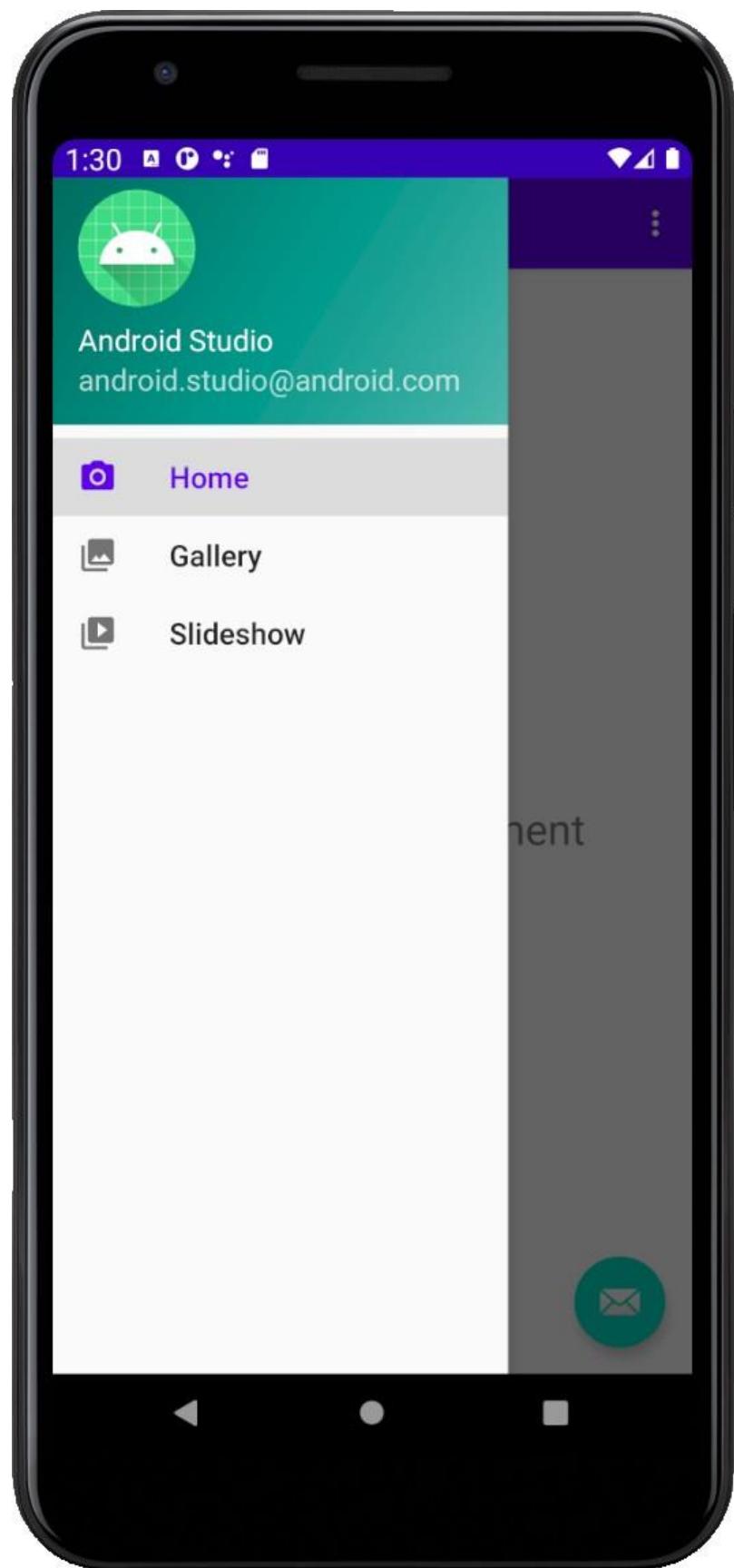
Jill - 38

Keagan - 21

Divij - 21

Rohit - 21





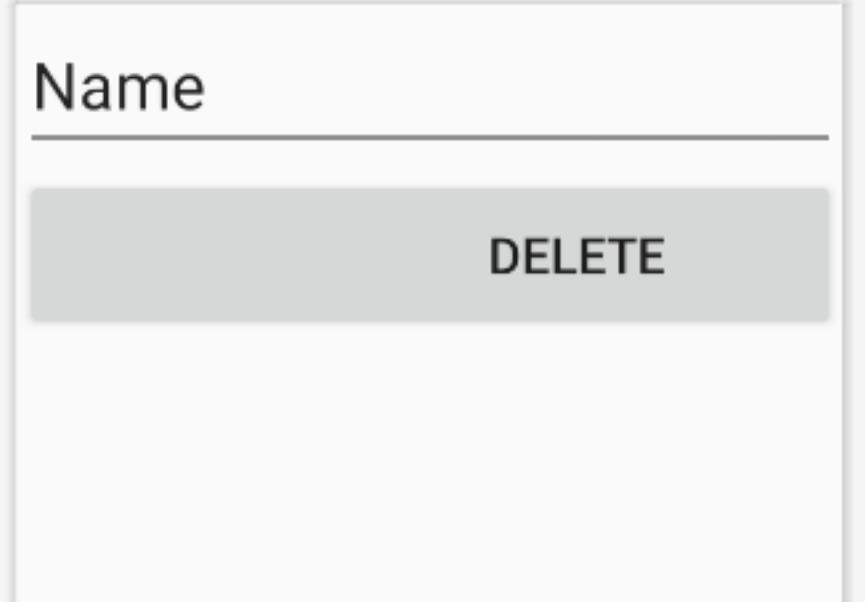
Widget	Attribute and value
Top edit text	<code>id = editText</code>
Top edit text	<code>text = Name</code>
Second edit text	<code>id = editAge</code>
Second edit text	<code>text = Age</code>
Button	<code>id = btnInsert</code>
Button	<code>text = Insert</code>

Name

Age

INSERT

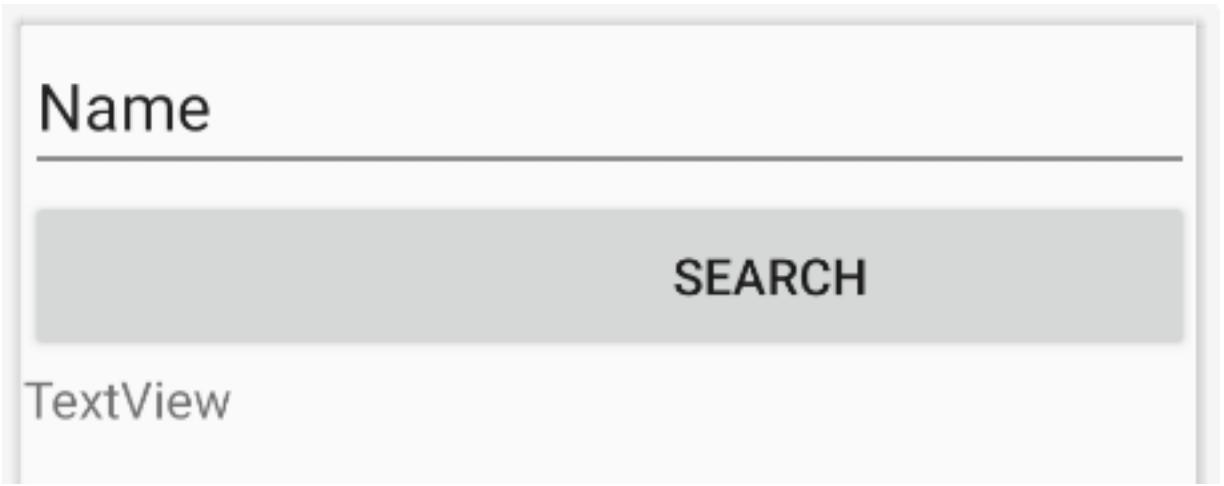
Widget	Attribute value
EditText	<code>id = editText</code>
EditText	<code>text = Name</code>
Button	<code>id = btnDelete</code>
Button	<code>text = Delete</code>



Name

DELETE

Widget	Attribute value
EditText	id = editSearch
EditText	text = Name
Button	id = btnSearch
Button	text = Search
TextView	id = textResult

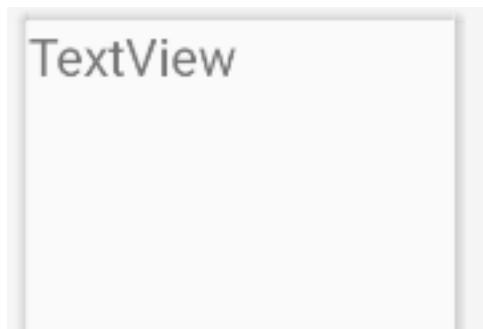


Name

SEARCH

TextView

Widget	Attribute value
TextView	id = textResults



Chapter 27: Android Databases

_ID	name	score
1	Bart	23
2	Lisa	100
3	Jim	66

_ID	name	score
1	Bart	23
2	Lisa	100

3:00 A P : :



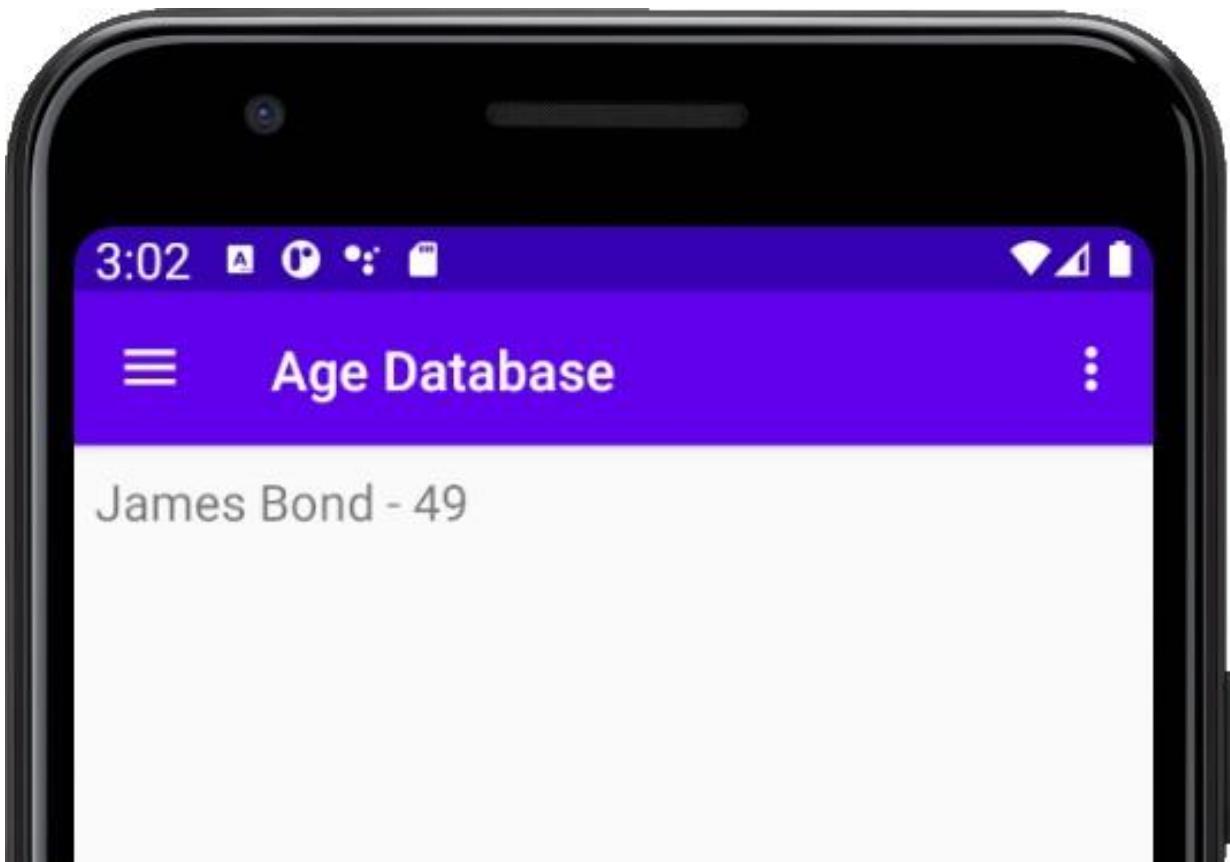
Age Database

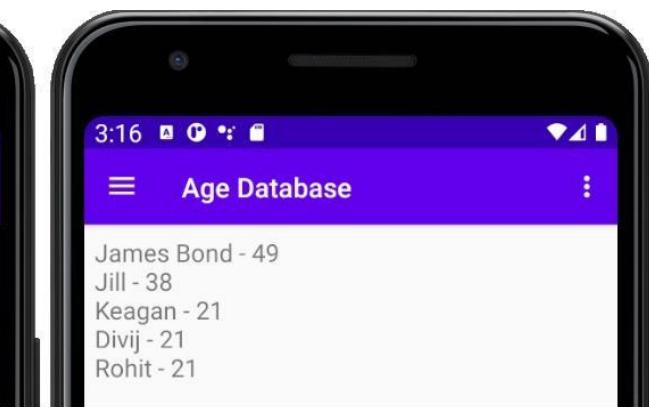
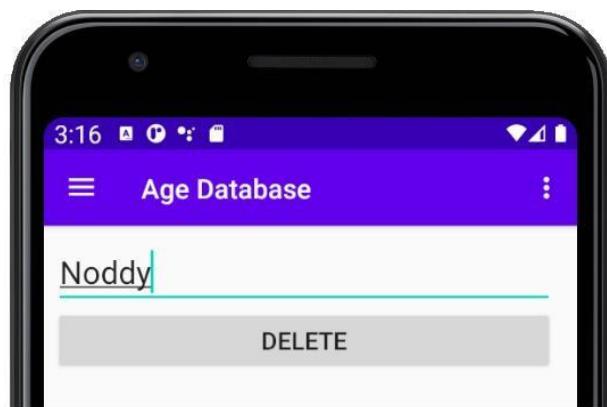
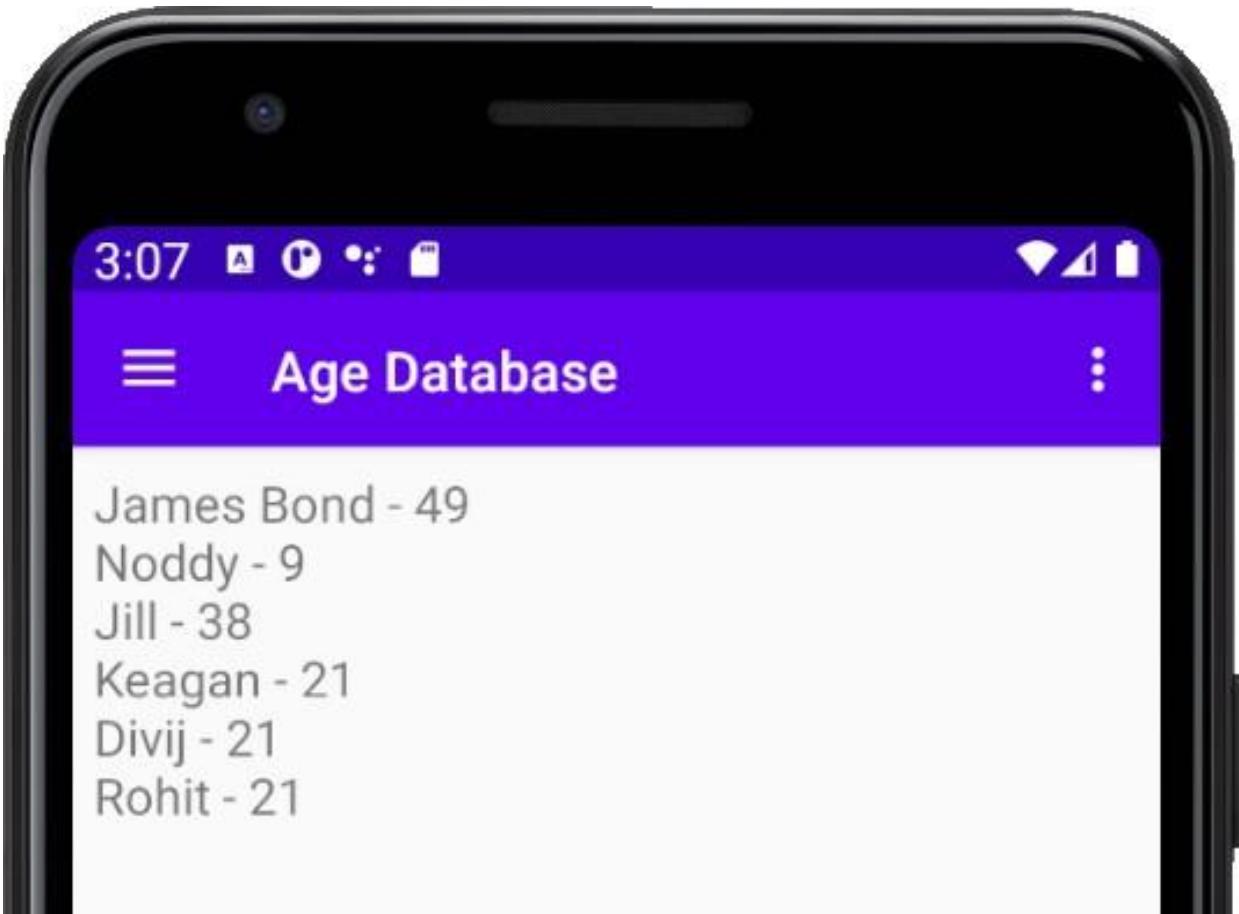


James Bond

49

INSERT





3:10



Age Database



Jill

SEARCH

Result = Jill - 38

Chapter 28: A Quick Chat Before You Go

← → 🔒 github.com/search?q=android+fragment

Why GitHub? Team Enterprise Explore Marketplace Pricing

Sign in Sign up

android fragment

Repositories 5K

Code ?

Commits 446K

Issues 55K

Discussions Beta 38

Packages 11

Marketplace 0

Topics 6

Wikis 9K

Users 2

Languages Java 4,472

 **Android**
Android is an operating system built by Google designed for mobile devices.
[See topic](#)

5,817 repository results Sort: Best match ▾

 **YoKeyword/Fragmentation**
[DEPRECATED] A powerful library that manage Fragment for Android
fragment swipeback activity-fragment
9.7k Java Apache-2.0 license Updated on Dec 21, 2020

 **xxv/android-lifecycle**
A diagram of the Android Activity / Fragment lifecycle
5k Java Updated 21 days ago

0
votes

0
answers

3 views

Attempt to invoke virtual method 'void androidx.appcompat.app.ActionBar.setTitle(java.lang.CharSequence)' on a null object reference

I was following this tutorial: <https://youtu.be/LyAmpfm4ndo> to build an Android mobile chat app using Java. But when I try to run the code, this error java.lang.NullPointerException: Attempt to ...

[java](#) [android](#) [nullpointerexception](#) [android-actionbar](#) [android-appbarlayout](#)

asked 5 mins ago

 ProudHKer
61 • 8

0
votes

0
answers

2 views

Not showing video, only sounds when play real android device in react-native-video

I using react-native-video: 5.1.1, react-native: 0.63.3 . Writing code works in emulator but not showing video, only sound in android real device.

[android](#) [react-native-video](#)

asked 14 mins ago

 HBK
11 • 2

0
votes

0
answers

6 views

Huawei Face detection with ML Kit won't work on some devices

I am trying to create a simple Android app that can recognize faces from a bitmap. First, I am trying to initialize VisionBase with the following lines of code: VisionBase.init(c, object : ...

[android](#) [face-detection](#) [huawei-mobile-services](#) [huawei-developers](#)

asked 23 mins ago

 Petar LjubicOfficial
21 • 2