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package com.internshala.echo.fragments
import android.app.Activity
import android.content.Context
import android.media.AudioManager
import android.media.MediaPlayer
import android.net.Uri
import android.os.Bundle
import android.support.v4.app.Fragment
import android.view.LayoutInflater
import android.view.View
import android.view.ViewGroup
import com.internshala.echo.R
/**
 * A simple [Fragment] subclass.
 */
class SongPlayingFragment : Fragment() {
    var myActivity: Activity? = null

    /*This is the media player variable. We would be using this to play/pause the music*/
    var mediaPlayer: MediaPlayer? = null

    /*Similar onCreateView() method of the fragment, which we used for the
MainScreenFragment*/
    override fun onCreateView(inflater: LayoutInflater?, container: ViewGroup?,
                              savedInstanceState: Bundle?): View? {
        // Inflate the layout for this fragment
        return inflater!!.inflate(R.layout.fragment_song_playing, container, false)
    }

    override fun onAttach(context: Context?) {
        super.onAttach(context)
        myActivity = context as Activity
    }

    override fun onAttach(activity: Activity?) {
        super.onAttach(activity)
        myActivity = activity
    }

    override fun onActivityCreated(savedInstanceState: Bundle?) {
        super.onActivityCreated(savedInstanceState)

        /*Now this is new. Let's see what is all this about*/
        /*These are the variables used for retrieving the Bundle items sent from the main
screen
        * Now remember I told you to remember the names of these Bundle items, they will be
used here*/
        var path: String? = null
        var _songTitle: String? = null
        var _songArtist: String? = null
        var songId: Long = 0

        /*See that we have used a try catch block here
        * The reason for doing so is that, it may happen that the bundle object does not
have these in it and the app may crash
        * So in order to prevent the crash we use try-catch block. This block is known as
the error-handling block*/
        try {

            /*path is retrieved using the same key (path) which was used to send it*/
            path = arguments.getString("path")

            /*song title retrieved with its key songTitle*/
            _songTitle = arguments.getString("songTitle")
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            /*song artist with the key songArtist*/
            _songArtist = arguments.getString("songArtist")

            /*song id with the key SongId*/
            songId = arguments.getInt("songId").toLong()

        } catch (e: Exception) {
            e.printStackTrace()
        }

        /*here we initialise the media player object*/
        mediaPlayer = MediaPlayer()

        /*here we tell the media player object that we would be streaming the music*/
        mediaPlayer?.setAudioStreamType(AudioManager.STREAM_MUSIC)

        /*Here also we use the error-handling as the path we sent may return a null
object*/
        try {

            /*The data source set the song to the media player object*/
            mediaPlayer?.setDataSource(myActivity, Uri.parse(path))

            /*Before plaing the music we prepare the media player for playback*/
            mediaPlayer?.prepare()

        } catch (e: Exception) {
            e.printStackTrace()
        }

        /*If all of the above goes well we start the music using the start() method*/
        mediaPlayer?.start()
    }
}
```