LAB 4.1

|  |
| --- |
| 소스코드 < MainActivity.java > |
| **package** org.androidtown.hello;  **import** android.content.\*; **import** android.graphics.Canvas; **import** android.graphics.Color; **import** android.graphics.Paint; **import** android.graphics.Path; **import** android.support.v7.app.AppCompatActivity; **import** android.os.Bundle; **import** android.view.\*;   **public class** MainActivity **extends** AppCompatActivity {   **protected void** onCreate(Bundle savedInstanceState) {  **super**.onCreate(savedInstanceState);  *//lap41 을 선언하고 setContentView를 통해서 view를 설정합니다.* lap41 vw = **new** lap41(**this**);  setContentView(vw);  }   **protected class** lap41 **extends** View{   *//마우스 포인트를 저장하는 변수 입니다.* **private float pointX**;  **private float pointY**;   *//캔버스에 그릴 Paint와 path의 변수를 선언합니다.* **private** Paint **paint** = **new** Paint();  **private** Path **path** = **new** Path();   **public** lap41(Context context){  **super**(context);  }  **public** lap41(Context context, **double** x, **double** y){  **super**(context);  }   *//터치 이벤트 함수입니다  // Point X와 Y의 변수를 저장하고  // event.getAction을 통해서 이벤트를 불러옵니다.* @Override  **public boolean** onTouchEvent(MotionEvent event){   **pointX** = event.getX();  **pointY** = event.getY();   **switch** (event.getAction()) {  **case** MotionEvent.***ACTION\_DOWN***:  **path**.moveTo(**pointX**, **pointY**);  **return true**;  **case** MotionEvent.***ACTION\_MOVE***:  **path**.lineTo(**pointX**, **pointY**);  **break**;  **default**:  **return false**;  }  invalidate();  **return true**;   }   *//Path와 Paint변수를 처리합니다.* @Override  **protected void** onDraw(Canvas canvas){  **super**.onDraw(canvas);  **paint**.setStrokeWidth(2);  **paint**.setColor(Color.***BLUE***);  **paint**.setStyle(Paint.Style.***STROKE***);  canvas.drawPath(**path**, **paint**);  }  } } |
| 출력 |
|  |

LAB 4.2

|  |
| --- |
| 소스코드 < MainActivity.java > |
| **package** org.androidtown.hello;  **import** android.support.v7.app.AppCompatActivity; **import** android.os.Bundle; **import** android.view.\*; **import** android.view.animation.Animation; **import** android.view.animation.AnimationUtils; **import** android.widget.Button; **import** android.widget.FrameLayout;   **public class** MainActivity **extends** AppCompatActivity {   *//버튼 및 레이아웃 변수를 선언합니다.* Button **openButton**;  Button **closeButton**;  FrameLayout **frameLayout1**;   **protected void** onCreate(Bundle savedInstanceState) {  **super**.onCreate(savedInstanceState);  setContentView(R.layout.***activity\_main***);   *//변수와 xml에 해당하는 것으로 변수를 대입 합니다.* **frameLayout1** = findViewById(R.id.***slidingArea***);  **openButton** = findViewById(R.id.***openButton***);  **closeButton** = findViewById(R.id.***closeButton***);   *//openButton의 버튼이벤트 입니다.* **openButton**.setOnClickListener(**new** View.OnClickListener() {  @Override  **public void** onClick(View v) {  *//애니메이션 하기 전에 보이게 합니다.* **frameLayout1**.setVisibility(View.***VISIBLE***);  *//애니메이션을 선언합니다.* Animation right = AnimationUtils.*loadAnimation*(  getApplicationContext(), R.anim.***left\_slide***);  **frameLayout1**.startAnimation(right);    }  });   *//closeButton의 버튼이벤트 입니다.* **closeButton**.setOnClickListener(**new** View.OnClickListener() {  @Override  **public void** onClick(View v) {  *//애니메이션을 선언합니다.* Animation right = AnimationUtils.*loadAnimation*(  getApplicationContext(), R.anim.***right\_slide***);  **frameLayout1**.startAnimation(right);  *//레이아웃을 가립니다.* **frameLayout1**.setVisibility(View.***INVISIBLE***);  }  });  }  } |

|  |
| --- |
| 소스코드 < activity\_main.xml > |
| *<?***xml version="1.0" encoding="utf-8"***?>* <**LinearLayout 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"  android:background="#ffffff"  android:orientation="vertical"  android:padding="2dp"**>    <**TableLayout  android:layout\_width="match\_parent"  android:layout\_height="wrap\_content"  android:stretchColumns="2"**>   <**TableRow  android:layout\_width="match\_parent"  android:layout\_height="match\_parent"**>   <**TextView  android:id="@+id/textView2"  android:layout\_width="wrap\_content"  android:layout\_height="wrap\_content"  android:text="성명"** />   <**EditText  android:id="@+id/editText"  android:layout\_width="wrap\_content"  android:layout\_height="wrap\_content"  android:layout\_span="2"** />  </**TableRow**>   <**TableRow  android:layout\_width="match\_parent"  android:layout\_height="match\_parent"**>   <**TextView  android:id="@+id/textView3"  android:layout\_width="wrap\_content"  android:layout\_height="wrap\_content"  android:text="성별"** />   <**RadioGroup  android:layout\_width="wrap\_content"  android:layout\_height="wrap\_content"  android:orientation="horizontal"**>   <**RadioButton  android:id="@+id/radioButton1"  android:layout\_width="wrap\_content"  android:layout\_height="wrap\_content"  android:layout\_weight="1"  android:text="남"** />   <**RadioButton  android:id="@+id/radioButton2"  android:layout\_width="wrap\_content"  android:layout\_height="wrap\_content"  android:layout\_weight="1"  android:text="여"** />  </**RadioGroup**>  </**TableRow**>   <**TableRow  android:layout\_width="match\_parent"  android:layout\_height="match\_parent"**>   <**TextView  android:id="@+id/textView4"  android:layout\_width="wrap\_content"  android:layout\_height="wrap\_content"  android:text="수신여부"** />   <**CheckBox  android:id="@+id/checkBox1"  android:layout\_width="wrap\_content"  android:layout\_height="wrap\_content"  android:layout\_weight="0"  android:text="SMS"** />   <**CheckBox  android:id="@+id/checkBox2"  android:layout\_width="wrap\_content"  android:layout\_height="wrap\_content"  android:layout\_weight="1"  android:text="E-mail"** />   </**TableRow**>   </**TableLayout**>   <**Button  android:id="@+id/nextBtn"  android:layout\_width="wrap\_content"  android:layout\_height="wrap\_content"  android:layout\_gravity="right"  android:text="등록"** />   </**LinearLayout**> |

|  |
| --- |
| 출력 |
|  |