

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic app src main res drawable-v24 [app] C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic\app\src\main\res\layout\activity_splash.xml

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures 6:Logcat

Gradle

Android

app

- manifests
- java
 - edu.udayton.alohamusic
 - SplashActivity
 - edu.udayton.alohamusic (androidTest)
 - edu.udayton.alohamusic (test)
- generatedJava
- res
 - drawable
 - layout
 - activity_splash.xml
 - mipmap
 - raw
 - drums.mp3
 - ukulele.mp3
 - values
 - colors.xml
 - dimens.xml
 - strings.xml
 - styles.xml

- Gradle Scripts

activity_splash.xml

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5
6 public class SplashActivity extends AppCompatActivity {
7
8     @Override
9     protected void onCreate(Bundle savedInstanceState) {
10         super.onCreate(savedInstanceState);
11         setContentView(R.layout.activity_splash);
12     }
13
14 }
```

In Part 1 of this lesson, we added dimension, string and color resources to the new project, and imported both sound (MP3) and image files.

In this part of Lesson 8, we set up both layout and code for the splash screen (Splash activity), add the MainActivity, and use the emulator to test the splash screen.

TODO Terminal Build Logcat Event Log

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (21 minutes ago)

14:1 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > drawable-v24 [app] C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic\app\src\main\res\layout\activity_splash.xml

1:Project

Resource Manager

Switch to the Splash layout

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6     @Override
7     protected void onCreate(Bundle savedInstanceState) {
8         super.onCreate(savedInstanceState);
9         setContentView(R.layout.activity_splash);
10    }
11
12 }
13
14 }
```

Gradle

2: Favorites

Build Variants

Layout Captures

Event Log

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (21 minutes ago)

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_splash.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_splash.xml

1:Project

Resource Manager

2:Structure

3:Favorites

Build Variants

Layout Captures

Activity_Splash

Note that in this lesson, we do not use a LinearLayout for the splash screen, but instead keep the default ConstraintLayout

We'll again adapt the auto-created Hello World! TextView as the title TextView, so select it in the Component Tree

Component Tree

ConstraintLayout

Ab TextView- "Hello World!"

Attributes

Ab <unnamed>

id

Declared Attributes

Layout

Common

Ab TextView

Text

Buttons

Widgets

Layouts

Containers

Google

Legacy

Pixel 28 AppTheme Default (en-us) 31% 8dp

Layout_width wrap_content

Layout_height wrap_content

visibility

visibility

Common Attributes

text Hello World!

text

contentDescription

textAppearance @android:style/TextAppearance

fontFamily

typeface

textSize 14sp

lineSpacingExtra

textColor @android:color/secondary_text

textStyle B I Tr

All Attributes

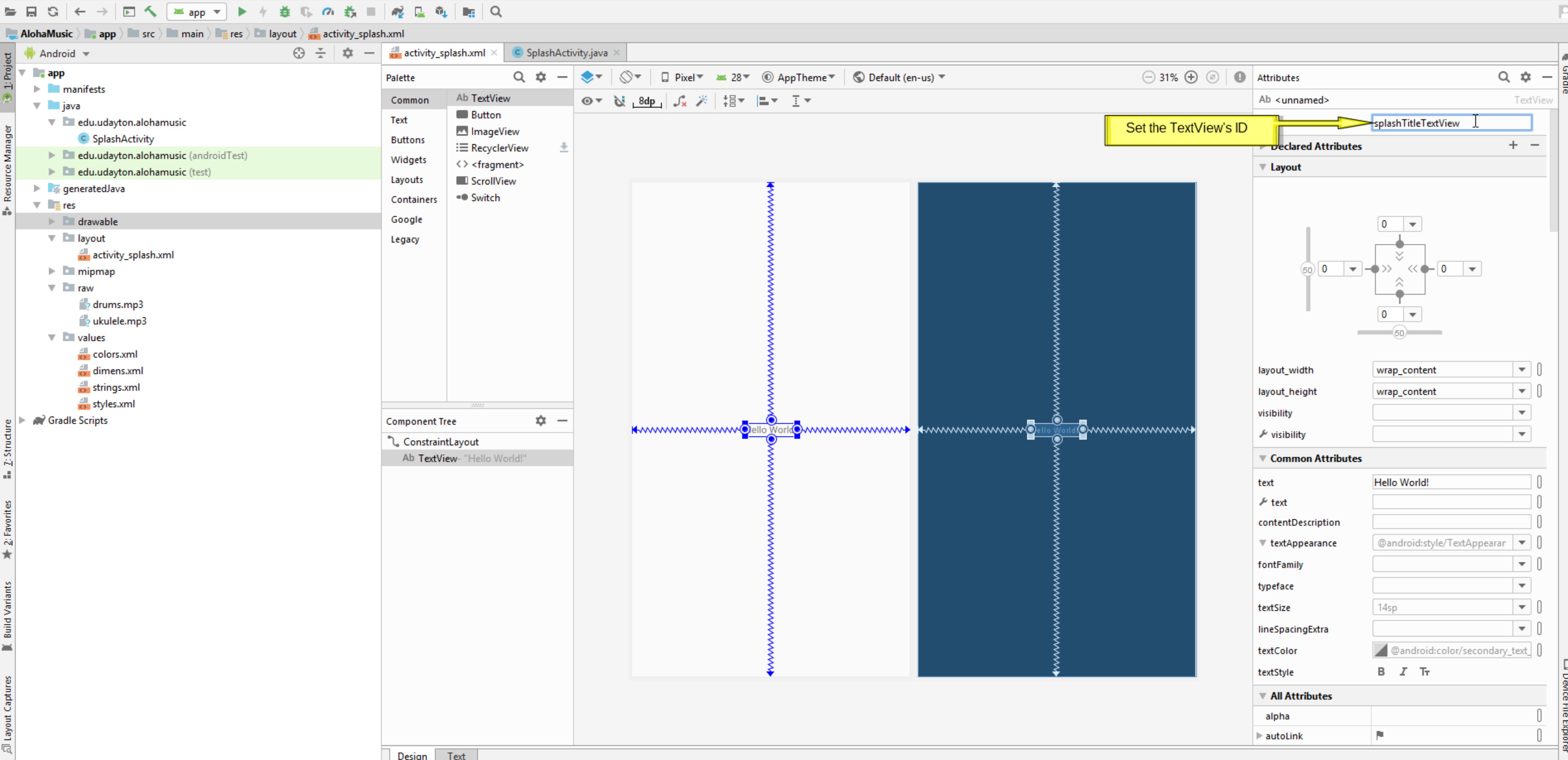
alpha

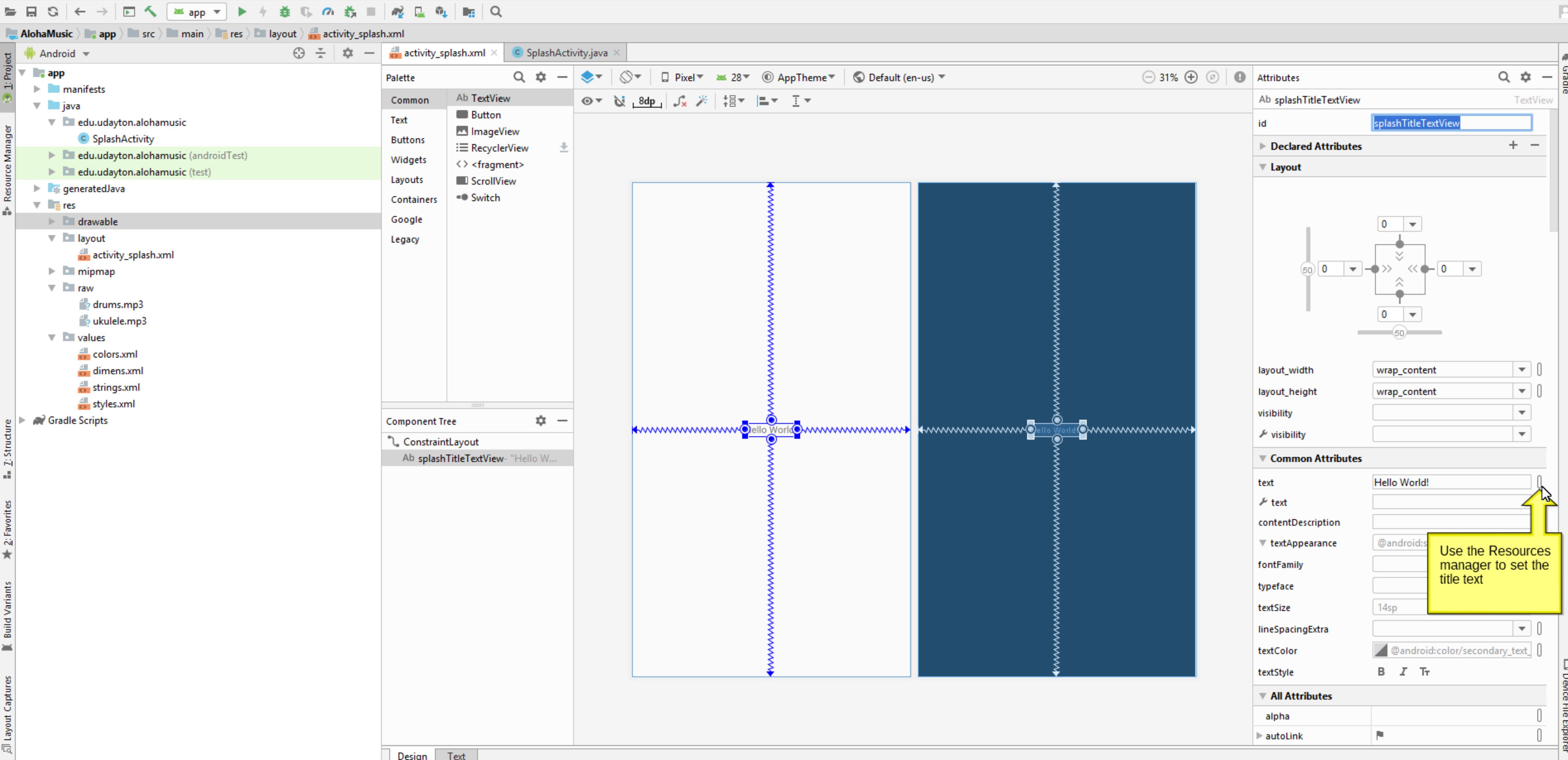
autoLink

Design Text

TODO Terminal Build Logcat Event Log

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (21 minutes ago)





AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_splash.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_splash.xml

1:Project Resource Manager

Android

app

- manifests
- java
 - edu.udayton.alohamusic
 - SplashActivity
 - edu.udayton.alohamusic (androidTest)
 - edu.udayton.alohamusic (test)
- generatedJava
- res
 - drawable
 - layout
 - activity_splash.xml
 - mipmap
 - raw
 - drums.mp3
 - ukulele.mp3
 - values
 - colors.xml
 - dimens.xml
 - strings.xml
 - styles.xml

Resource Manager

2:Structure

3:Favorites

Build Variants

Layout Captures

activity_splash.xml x SplashActivity.java x

Attributes

Ab splashTitleTextView
id splashTitleTextView

Declared Attributes

Layout

31% + !

Resources

Add new resource

Name: txtSplashTitle

Default Sounds of Hawaii

txtSplashTitle Sounds of Hawaii

1. Select the txtSplashTitle string resource

2. Click OK

OK Cancel

EDIT TRANSLATIONS

Component Constraints Ab splashTitleTextView

Text

Design

Common Text Buttons Widgets Layouts Container Google Legacy

Project app_name Aloha Music

btnDrumsLabel Play Drums Song

btnUkeleleLabel Play Ukelele Song

imgDrumsDescription Drums Picture

imgUkeleleDescription Ukelele Picture

txtSplashTitle Sounds of Hawaii

android

VideoView_error_button OK

VideoView_error_text_invalid_progress Hierdie video is nie geldig vir stro...

VideoView_error_text_unknown Kan nie hierdie video speel nie.

VideoView_error_title Videoprobleem

autofill Outovul

cancel Kanselleer

copy Kopieer

copyUrl Kopieer URL

cut Sny

defaultMsisdnAlphaTag MSISDN1

defaultVoiceMailAlphaTag Stemboodskap

dialog_alert_title Aandag

emptyPhoneNumber (Geen foornommer)

text Hello World!

fontFamily

typeface

textSize 14sp

lineSpacingExtra

textColor @android:color/secondary_text

textStyle B I Tr

alpha

autoLink

Device File Explorer

TODO Terminal Build Logcat Event Log

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (22 minutes ago)

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_splash.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_splash.xml

1:Project

Resource Manager

2:Structure

2:Favorites

Build Variants

Layout Captures

Activity

app

manifests

java

edu.udayton.alohamusic

SplashActivity

edu.udayton.alohamusic (androidTest)

edu.udayton.alohamusic (test)

generatedJava

res

drawable

layout

activity_splash.xml

mipmap

raw

drums.mp3

ukulele.mp3

values

colors.xml

dimens.xml

strings.xml

styles.xml

Gradle Scripts

Component Tree

ConstraintLayout

Ab splashTitleTextView- "@string..."

Palette

Common

Ab TextView

Text

Buttons

Widgets

Layouts

Containers

Google

Legacy

Pixel 28 AppTheme Default (en-us) 31% Attributes

Ab splashTitleTextView

id splashTitleTextView

Declared Attributes

Layout

0 50 0 0 0 50

layout_width wrap_content

layout_height wrap_content

visibility visibility

Common Attributes

text @string/txtSplashTitle

text

contentDescription

textAppearance @android:style/TextAppearance

fontFamily

typeface

textSize 14sp

lineSpacingExtra

textColor @android:color/secondary_text

textStyle

All Attributes

alpha

autoLink

Design Text

Use the Resources manager to set the title text size

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (22 minutes ago)

Event Log

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_splash.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_splash.xml

1:Project Resource Manager

Android

app

- manifests
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 - ukulele.mp3
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 - colors.xml
 - dimens.xml
 - strings.xml
 - styles.xml

Resource Manager

2:Structure

3:Favorites

Build Variants

Layout Captures

activity_splash.xml < SplashActivity.java

Resources

Add new resource

Name: txtTitleTextSize

Default: 38sp

txtTitleTextSize: 38sp

1. Select the txtTitleTextSize dimension resource

2. Click OK

OK Cancel

Attributes

Ab splashTitleTextView

id splashTitleTextView

Declared Attributes

Layout

Component

Constraint

Ab splashTitleTextView

Common

Text

Buttons

Widgets

Layouts

Container

Google

Legacy

Component

Constraint

Ab splashTitleTextView

Common Attributes

text @string/txtSplashTitle

textAppearance @android:style/TextAppearance

fontFamily

typeface

textSize 14sp

lineSpacingExtra

textColor @android:color/secondary_text

textStyle B I Tr

All Attributes

alpha

autoLink

Design Text

TODO Terminal Build Logcat Event Log

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (22 minutes ago)

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_splash.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_splash.xml

1:Project

Resource Manager

2:Structure

Gradle Scripts

2:Favorites

Build Variants

Layout Captures

Activity

app manifests java edu.udayton.alohamusic SplashActivity edu.udayton.alohamusic (androidTest) edu.udayton.alohamusic (test) generatedJava res drawable layout activity_splash.xml mipmap raw drums.mp3 ukulele.mp3 values colors.xml dimens.xml strings.xml styles.xml

activity_splash.xml SplashActivity.java

Attributes

Ab splashTitleTextView

id splashTitleTextView

Declared Attributes

Layout

Component Tree

ConstraintLayout

Ab splashTitleTextView- "@string..."

Common

Ab TextView

Text

Buttons

Widgets

Layouts

Containers

Google

Legacy

Pixel 28 AppTheme Default (en-us)

31% 31%

Sounds of Hawaii

Sounds of Hawaii

Attributes

layout_width wrap_content

layout_height wrap_content

visibility visibility

Common Attributes

text @string/txtSplashTitle

text

contentDescription

textAppearance @android:style/TextAppearance

fontFamily

typeface

textSize @dimen/txtTitleTextSize

lineSpacingExtra

textColor @android:color/secondary_text

textStyle

All Attributes

alpha

autoLink

Use the Resources manager to set the title text color

Design Text

TODO Terminal Build 6: Logcat

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (23 minutes ago)

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_splash.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_splash.xml

1:Project Resource Manager

Android

app

- manifests
- java
 - edu.udayton.alohamusic
 - SplashActivity
 - edu.udayton.aloha
 - edu.udayton.aloha
- generatedJava
- res
- drawable
 - layout
 - activity_splash.xml
 - mipmap
 - raw
 - drums.mp3
 - ukulele.mp3
- values
 - colors.xml
 - dimens.xml
 - strings.xml
 - styles.xml

2:Structure

Gradle Scripts

3:Favorites

Build Variants

Layout Captures

Design Text

TODO Terminal Build Logcat Event Log

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (23 minutes ago)

Resources

Common Text Buttons Widgets Layouts Container Google Legacy

Name: splashTitleTextColor
Saving this color will override existing resource splashTitleTextColor.
Reference: Color
Custom color (CLOSEST MATERIAL COLOR)
Color: # FF984B00

1. Select the titleTextColor color resource

2. Click OK

OK Cancel

Attributes

Ab splashTitleTextView
id splashTitleTextView

Declared Attributes

Layout

Component Constraints

Common Attributes

All Attributes

Device Configuration

Device File Explorer

The screenshot shows the Android Studio interface for editing the `activity_splash.xml` layout file. A yellow callout box with the text "Make sure the Project color group is expanded" points to the "Project" section of the "Resource Manager" sidebar. Another yellow callout box with the text "1. Select the titleTextColor color resource" points to the "splashTitleTextColor" color resource in the "Resources" dialog. A third yellow callout box with the text "2. Click OK" points to the "OK" button in the same dialog. The "Attributes" panel on the right shows the `splashTitleTextView` with its `id` set to `splashTitleTextView`. The "Layout" panel shows the XML code for the layout.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_splash.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_splash.xml

1:Project Resource Manager

Activity splashActivity.java

Attributes

Ab splashTitleTextView

id splashTitleTextView

Declared Attributes

Layout

Component Tree

ConstraintLayout

Ab splashTitleTextView- "@string/

Common

Text

Buttons

Widgets

Layouts

Containers

Google

Legacy

Pixel 28 AppTheme Default (en-us) 31% 8dp

Common Attributes

text @string/txtSplashTitle

textAppearance @android:style/TextAppearance

fontFamily

typeface

textSize @dimen/txtTitleTextSize

lineSpacingExtra

textColor Bold color/splashTitleTextColor

All Attributes

alpha

autoLink

To make the title more visible (since it will have an image background), make the text boldfaced

Design Text

TODO Terminal Build Logcat Event Log

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (23 minutes ago)

The screenshot shows the Android Studio interface with the project 'AlohaMusic' open. The 'activity_splash.xml' layout file is selected. The layout consists of two overlapping ConstraintLayouts. The top layout contains a single TextView with the text 'Sounds of Hawaii'. The bottom layout has a solid blue background. A yellow callout bubble with a black border and white text points to the 'textColor' attribute in the Properties panel, which is currently set to 'Bold' and 'color/splashTitleTextColor'. The Properties panel also shows other attributes like 'text' set to '@string/txtSplashTitle' and 'textAppearance' set to '@android:style/TextAppearance'.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_splash.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_splash.xml

1:Project Resource Manager 2:Structure Favorites Build Variants Layout Captures

Activity splashActivity.java

Android

app manifests java edu.udayton.alohamusic SplashActivity edu.udayton.alohamusic (androidTest) edu.udayton.alohamusic (test) generatedJava res drawable layout activity_splash.xml mipmap raw drums.mp3 ukulele.mp3 values colors.xml dimens.xml strings.xml styles.xml Gradle Scripts

activity_splash.xml

Attributes

Ab splashTitleTextView
autoSizePresetSizes
autoSizeStepGranularity
autoSizeTextType
autoText
background
bufferType
capitalize
clickable
contentDescription
cursorVisible
digits
drawableBottom
drawableEnd
drawableLeft
drawablePadding
drawableRight
drawableStart
drawableTop
drawingCacheQuality
duplicateParentState
editable
editorExtras
ellipsize
ems
enabled
fadeScrollbars
fadingEdge
fadingEdgeLength
filterTouchesWhenObscu
firstBaselineToTopHeight
fitsSystemWindows
focusable

Use the Resources manager to set the title background image

Palette

Common Ab TextView
Text Button
Buttons ImageView
Widgets RecyclerView
Layouts <> <fragment>
Containers ScrollView
Google Legacy

Component Tree ConstraintLayout Ab splashTitleTextView- "@string..."

Design Text

TODO Terminal Build Logcat Event Log

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (23 minutes ago)

The screenshot shows the Android Studio interface with the project 'AlohaMusic' open. The layout editor is displaying 'activity_splash.xml'. The left side shows the project structure with 'SplashActivity' selected. The main area shows a ConstraintLayout with two text views. The left text view is orange and centered in a white rectangular area, while the right text view is blue and centered in a dark blue rectangular area. The right side of the screen shows the 'Attributes' panel for the selected text view, listing numerous properties like 'autoSizePresetSizes', 'autoSizeStepGranularity', and 'background'. A yellow callout box with the text 'Use the Resources manager to set the title background image' points to the 'background' attribute in the Attributes panel.

Make sure the Project drawable group is expanded

1. Select the hawaii drawable resource (image)

2. Click OK

The screenshot shows the Android Studio interface with the project navigation bar at the top. Below it is the main workspace. On the left, the Project structure is visible, with the 'drawable' folder under 'res' expanded. In the center, the 'Resources' editor is open, showing a list of drawables. One item, 'hawaii', is highlighted with a blue selection bar. To the right of the list is a preview window displaying a ukulele and a starfish on a textured surface. At the bottom of the dialog are 'OK' and 'Cancel' buttons. A large yellow callout box on the left points to the project structure with the text 'Make sure the Project drawable group is expanded'. Another yellow callout box on the right points to the 'hawaii' item with the text '1. Select the hawaii drawable resource (image)'. A third yellow callout box at the bottom points to the 'OK' button with the text '2. Click OK'.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_splash.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_splash.xml

1:Project

Resource Manager

2:Structure

Gradle Scripts

2:Favorites

Build Variants

Layout Captures

Activity

Android

app

manifests

java

edu.udayton.alohamusic

SplashActivity

edu.udayton.alohamusic (androidTest)

edu.udayton.alohamusic (test)

generatedJava

res

drawable

layout

activity_splash.xml

mipmap

raw

drums.mp3

ukulele.mp3

values

colors.xml

dimens.xml

strings.xml

styles.xml

Component Tree

ConstraintLayout

Ab splashTitleTextView- "@string...

Design Text

activity_splash.xml

SplashActivity.java

Attributes

Ab splashTitleTextView

foregroundGravity

freezesText

gravity

hapticFeedbackEnabled

height

hint

id

imeActionId

imeActionLabel

imeOptions

includeFontPadding

inputMethod

inputType

isScrollContainer

keepScreenOn

lastBaselineToBottomHe

layerType

layout_constraints

layout_height

layout_margin

[?, ?, ?, ?, ?]

layout_width

lineHeight

lineSpacingExtra

lineSpacingMultiplier

lines

linksClickable

longClickable

marqueeRepeatLimit

maxEms

maxLength

maxLines

minEms

Pixel 28 AppTheme Default (en-us) 31% Attributes

Expand the gravity attribute

The screenshot shows the Android Studio interface for editing the `activity_splash.xml` layout file. The layout consists of two main components: a `ConstraintLayout` containing a `splashTitleTextView` and a `ImageView` of a ukulele, and a solid blue rectangular background. The `splashTitleTextView` is currently set to `gravity="center"`. A yellow callout box with the text "Expand the gravity attribute" points to the gravity setting in the Attributes panel, indicating that it can be expanded to reveal more options. The Attributes panel lists numerous properties for the `splashTitleTextView`, including `foregroundGravity`, `freezesText`, and various dimensions and behaviors.

AlohaMusic > app > src > main > res > layout > activity_splash.xml

1:Project

Resource Manager

2:Structure

Favorites

Build Variants

Layout Captures

Design Text

Attributes

Ab splashTitleTextView
foregroundGravity
freezesText
gravity bottom
bottom true
clip_horizontal false
center false
clip_start false
right false
center vertical false
clip_end false
fill false
fill horizontal false
top false
left false
center vertical false
fill vertical false
end false
hapticFeedbackEnabled false
height
hint
id splashTitleTextView
imeActionId
imeActionLabel
imeOptions false
includeFontPadding false
inputMethod
inputType
isScrollContainer false
keepScreenOn false
lastBaselineToBottomHei
layerType
layout_constraints

Check this box to place the text at the bottom of the image

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\layout\activity_splash.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity_splash.xml

1:Project

Resource Manager

2:Structure

Favorites

Build Variants

Layout Captures

Activity

app manifests java edu.udayton.alohamusic SplashActivity edu.udayton.alohamusic (androidTest) edu.udayton.alohamusic (test) generatedJava res drawable layout activity_splash.xml mipmap raw drums.mp3 ukulele.mp3 values colors.xml dimens.xml strings.xml styles.xml Gradle Scripts

activity_splash.xml

SplashActivity.java

Attributes

Ab splashTitleTextView
foregroundGravity
freezesText
gravity
bottom
clip_horizontal
center
clip_vertical
start
right
center_horizontal
fill
fill_horizontal
end
hapticFeedbackEnabled
height
hint
id
imeActionId
imeActionLabel
imeOptions
includeFontPadding
inputMethod
inputType
isScrollContainer
keepScreenOn
lastBaselineToBottomHei
layerType
layout_constraints

Common Ab TextView
Text Button
Buttons ImageView
Widgets RecyclerView
Layouts <> <fragment>
Containers ScrollView
Google Switch
Legacy

Component Tree ConstraintLayout Ab splashTitleTextView- "@string...".

Design Text

31%

Pixel 28 AppTheme Default (en-us)

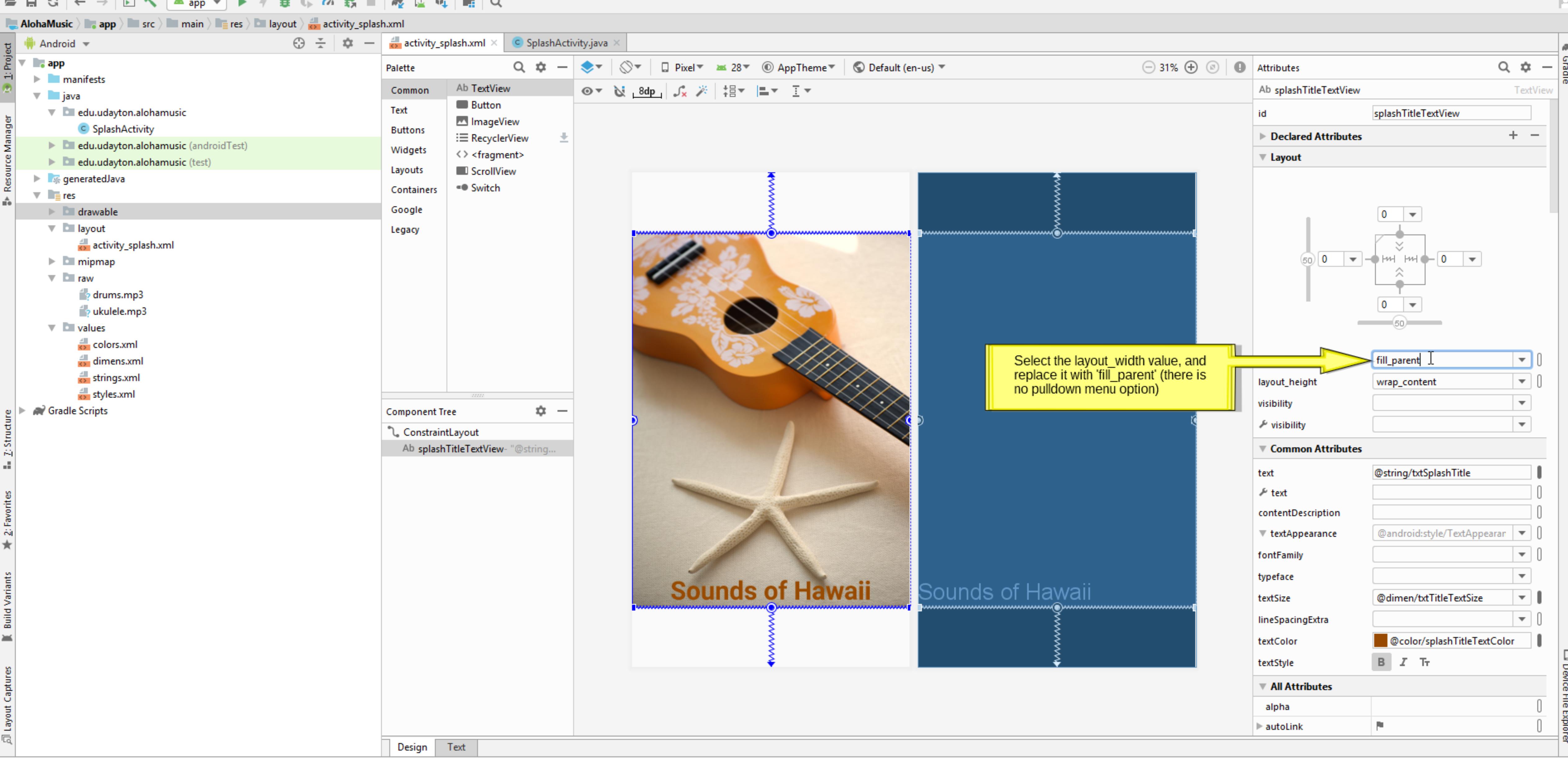
Sounds of Hawaii

Sounds of Hawaii

Check this box to center the text between the left and right edges of the image

Device File Explorer

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (24 minutes ago)



AlohaMusic > app > src > main > res > layout > activity_splash.xml

Android

1:Project

app

- manifests
- java
 - edu.udayton.alohamusic
 - SplashActivity
 - edu.udayton.alohamusic (androidTest)
 - edu.udayton.alohamusic (test)
- generatedJava
- res
 - drawable
 - layout
 - activity_splash.xml
 - mipmap
 - raw
 - drums.mp3
 - ukulele.mp3
 - values
 - colors.xml
 - dimens.xml
 - strings.xml
 - styles.xml

Resource Manager

2:Structure

3:Favorites

Build Variants

Layout Captures

activity_splash.xml

SplashActivity.java

Palette

Common

Ab TextView

- Button
- ImageView
- RecyclerView
- <> <fragment>
- ScrollView
- Switch

Text

Buttons

Widgets

Layouts

Containers

Google

Legacy

Component Tree

ConstraintLayout

Ab splashTitleTextView- "@string..."

Pixel 28 AppTheme Default (en-us) 31% Attributes

Attributes

Ab splashTitleTextView

id splashTitleTextView

Declared Attributes

Layout

layout_width fill_parent

layout_height fill_parent

visibility visibility

Common Attributes

text @string/txtSplashTitle

textAppearance @android:style/TextAppearance

fontFamily

typeface

textSize @dimen/txtTitleTextSize

lineSpacingExtra

textColor @color/splashTitleTextColor

textStyle

All Attributes

alpha

autoLink

Design Text

Sounds of Hawaii

Sounds of Hawaii

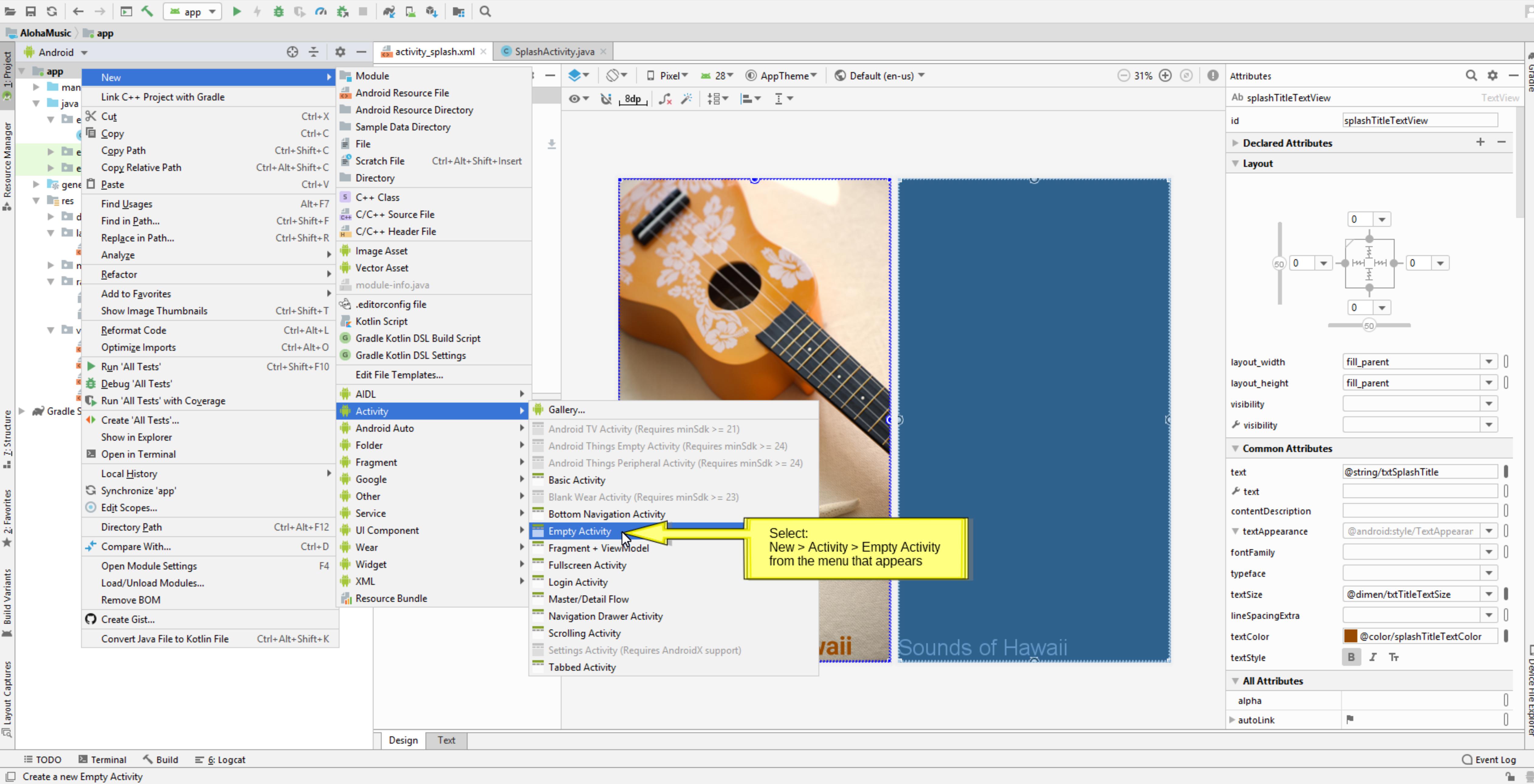
Select the layout_height value, and replace it with 'fill_parent' (there is no pulldown menu option)

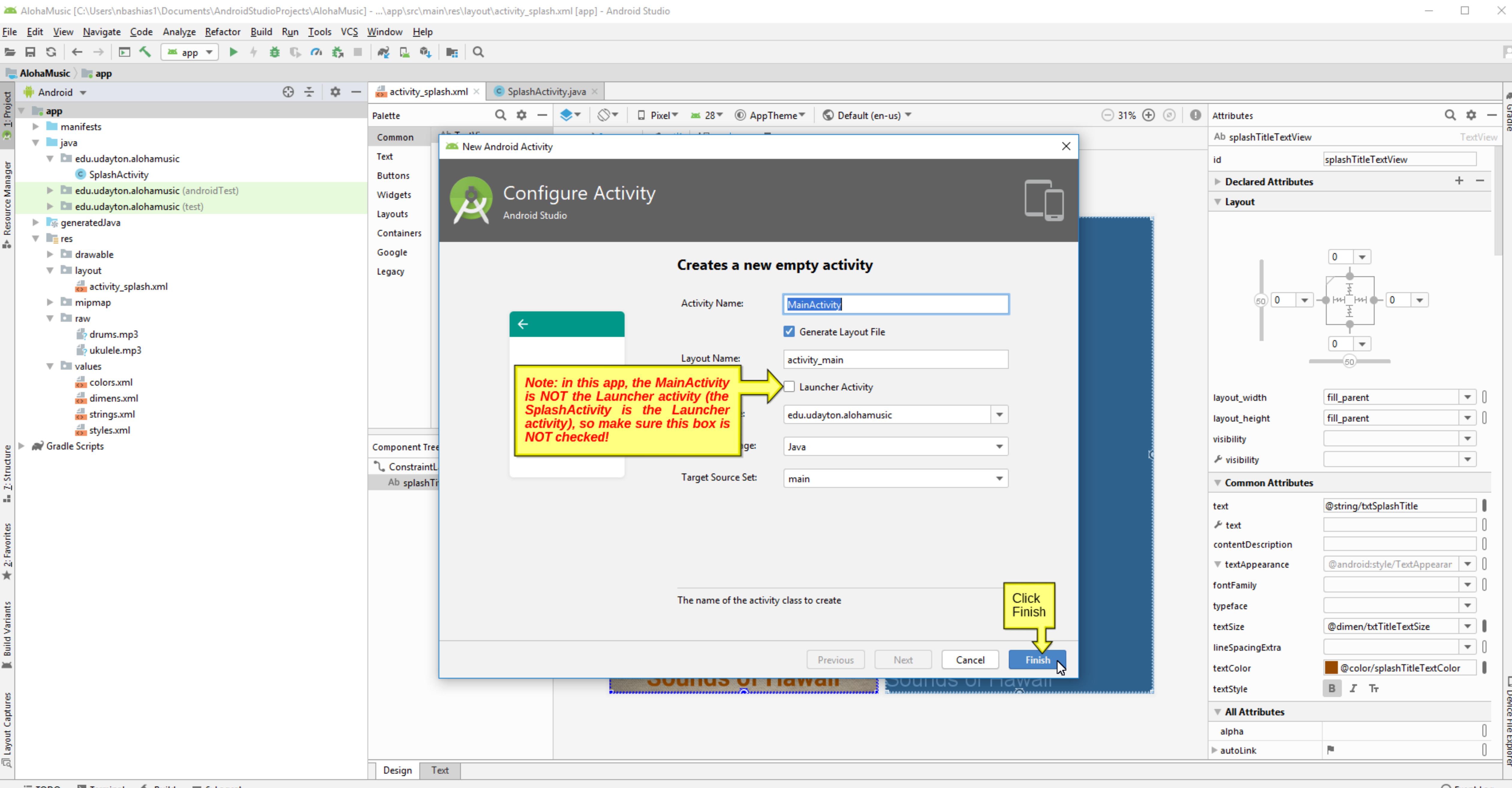
Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (25 minutes ago)

To add the MainActivity, select, then right-click the 'app' in the Project explorer

The screenshot shows the Android Studio interface with the following details:

- Project Explorer:** Shows the project structure under "AlohaMusic > app". A yellow arrow points to the "app" folder.
- Design View:** Displays the XML layout file "activity_splash.xml". It contains a ConstraintLayout with a yellow ukulele and a white starfish on a tan background. Below them is the text "Sounds of Hawaii".
- Attributes Panel:** Shows the properties for the selected "splashTitleTextView" component. Key settings include:
 - id:** splashTitleTextView
 - text:** @string/txtSplashTitle
 - fontFamily:** @font/roboto
 - typeface:** Roboto
 - textSize:** 24sp
 - lineSpacingExtra:** 4dp
 - textColor:** @color/splashTitleTextColor
 - textStyle:** bold
- Component Tree:** Shows the hierarchy of the layout components.
- Text View:** Shows the XML code for the layout file.
- Bottom Navigation:** Includes tabs for TODO, Terminal, Build, Logcat, and Event Log.





AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\MainActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic app src main java edu udayton alohamusic MainActivity [app] C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic\app\src\main\java\edu\udayton\alohamusic\SplashActivity.java

1 Project 2 Resource Manager 3 Favorites 4 Build Variants 5 Layout Captures 6 TODO 7 Terminal 8 Build 9 Logcat 10 Event Log

Source generation ended in 609 ms (moments ago) 11 CRLF 12 UTF-8 13 4 spaces

Now that the MainActivity has been added, switch to the SplashActivity's Java code

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class MainActivity extends AppCompatActivity {
6     @Override
7     protected void onCreate(Bundle savedInstanceState) {
8         super.onCreate(savedInstanceState);
9         setContentView(R.layout.activity_main);
10    }
11 }
12
13 }
```

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > udayton > alohamusic > SplashActivity

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures 6:Logcat

Android

1:Project

app

manifests

java

edu.udayton.alohamusic

MainActivity

SplashActivity

edu.udayton.alohamusic (androidTest)

edu.udayton.alohamusic (test)

generatedJava

res

Gradle Scripts

activity_splash.xml

activity_main.xml

MainActivity.java

SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     @Override
8     protected void onCreate(Bundle savedInstanceState) {
9         super.onCreate(savedInstanceState);
10        setContentView(R.layout.activity_splash);
11    } // end onCreate method
12 } // end SplashActivity class
13
14
```

Device File Explorer

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > udayton > alohamusic > SplashActivity

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures 6:Logcat

Android Gradle

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5
6 public class SplashActivity extends AppCompatActivity {
7
8     @Override
9     protected void onCreate(Bundle savedInstanceState) {
10         super.onCreate(savedInstanceState);
11         setContentView(R.layout.activity_splash);
12     } // end onCreate method
13 } // end SplashActivity class
14
```

Add the line comments as the closing tags for both the onCreate method and the SplashActivity class

Source generation ended in 609 ms (a minute ago) 13:30 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > udayton > alohamusic > SplashActivity

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures 6:Layout Activity 7:Logcat

Android

app manifests java edu.udayton.alohamusic MainActivity SplashActivity edu.udayton.alohamusic (androidTest) edu.udayton.alohamusic (test) generatedJava res Gradle Scripts

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5
6 public class SplashActivity extends AppCompatActivity {
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9
10    @Override
11    protected void onCreate(Bundle savedInstanceState) {
12        super.onCreate(savedInstanceState);
13        setContentView(R.layout.activity_splash);
14    } // end onCreate method
15} // end SplashActivity class
```

Since (as shown in the textbook) our Timer will execute after a fixed 5-second delay, declare/initialize a named constant for this delay

SplashActivity

TODO Terminal Build Logcat Event Log

Source generation ended in 609 ms (a minute ago) 8:74 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\java\\edu\\udayton\\alohamusic\\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > udayton > alohamusic > SplashActivity

1:Project Resource Manager Gradle Scripts

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9
10    @Override
11    protected void onCreate(Bundle savedInstanceState) {
12        super.onCreate(savedInstanceState);
13        setContentView(R.layout.activity_splash);
14
15        // create the timer task to execute after the DELAY
16
17        } // end onCreate method
18    } // end SplashActivity class
19
20
```

To set up the TimerTask, type 'TimerT' here ...

SplashActivity > onCreate()

TODO Terminal Build Logcat Event Log

Source generation ended in 609 ms (2 minutes ago) 17:9 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > udayton > alohamusic > SplashActivity

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures 6:Layout Explorer 7:File Explorer 8:Device File Explorer

Android

app manifests java edu.udayton.alohamusic MainActivity SplashActivity edu.udayton.alohamusic (androidTest) edu.udayton.alohamusic (test) generatedJava res Gradle Scripts

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9
10    @Override
11    protected void onCreate(Bundle savedInstanceState) {
12        super.onCreate(savedInstanceState);
13        setContentView(R.layout.activity_splash);
14
15        // create the timer task to execute after the DELAY
16
17        Timer timer = new Timer();
18        timer.schedule(new TimerTask() {
19            // end SplashActivity class
20        }, DELAY);
21    }
22}
```

SplashActivity > onCreate()

... and select this java.util.TimerTask class from the code completion menu

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic app src main java edu udayton alohamusic SplashActivity

1:Project 1:Resource Manager 1:Gradle

Android

app manifests java edu.udayton.alohamusic MainActivity SplashActivity

edu.udayton.alohamusic (androidTest) edu.udayton.alohamusic (test)

generatedJava res

Gradle Scripts

1:Favorites 1:Structure

Layout Captures

SplashActivity > onCreate()

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9
10    @Override
11    protected void onCreate(Bundle savedInstanceState) {
12        super.onCreate(savedInstanceState);
13        setContentView(R.layout.activity_splash);
14
15        // create the timer task to execute after the DELAY
16
17        TimerTask task[] = {new TimerTask() {
18            public void run() {
19                Intent intent = new Intent(SplashActivity.this, MainActivity.class);
20                startActivity(intent);
21                finish();
22            }
23        }}; // end onCreate method
24    } // end SplashActivity class
25}
```

After typing the variable name shown, type a space, followed by '= new TimerT' here ...

TODO Terminal Build Logcat Event Log

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic app src main java edu udayton alohamusic SplashActivity

1:Project

Resource Manager

1:Structure

2:Favorites

Build Variants

Layout Captures

SplashActivity > onCreate()

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9
10    @Override
11    protected void onCreate(Bundle savedInstanceState) {
12        super.onCreate(savedInstanceState);
13        setContentView(R.layout.activity_splash);
14
15        // create the timer task to execute after the DELAY
16
17        TimerTask task = new TimerT
18    } // end onCreate m...
19    } // end SplashActivity
20
21 } // end SplashActivity
```

Press Ctrl+Shift+Space to show only variants that are suitable by type

... and select this java.util.TimerTask constructor from the code completion menu

TODO Terminal Build Logcat Event Log

expected. Identifier expected. 19:36 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > udayton > alohamusic > SplashActivity

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Build Captures 6:Layout Captures

Android

app manifests java edu.udayton.alohamusic MainActivity SplashActivity edu.udayton.alohamusic (androidTest) edu.udayton.alohamusic (test) generatedJava res Gradle Scripts

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9
10    @Override
11    protected void onCreate(Bundle savedInstanceState) {
12        super.onCreate(savedInstanceState);
13        setContentView(R.layout.activity_splash);
14
15        // create the timer task to execute after the DELAY
16
17        TimerTask task = new TimerTask() {
18            @Override
19            public void run() {
20
21            }
22        };
23
24        task; // end onCreate
25    } // end onCreate
26 } // end SplashActivity
```

Add a semi-colon to the end of the task variable declarationinitialization statement

SplashActivity > onCreate()

TODO Terminal Build Logcat Event Log

Source generation ended in 609 ms (4 minutes ago) 24:11 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > udayton > alohamusic > SplashActivity

1:Project

Resource Manager

Gradle Scripts

2:Structure

2:Favorites

Build Variants

Layout Captures

SplashActivity > onCreate() > new TimerTask

Android

1 Project

app

manifests

java

edu.udayton.alohamusic

MainActivity

SplashActivity

edu.udayton.alohamusic (androidTest)

edu.udayton.alohamusic (test)

generatedJava

res

Gradle Scripts

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9
10    @Override
11    protected void onCreate(Bundle savedInstanceState) {
12        super.onCreate(savedInstanceState);
13        setContentView(R.layout.activity_splash);
14
15        // create the timer task to execute after the DELAY
16
17        TimerTask task = new TimerTask() {
18            @Override
19            public void run() {
20
21                } // end run method
22            };
23        } // end onCreate method
24    } // end SplashActivity class
25
26
27 }
```

Add a line comment as a closing tag for the run method

TODO Terminal Build Logcat Event Log

Source generation ended in 609 ms (4 minutes ago) 23:32 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > udayton > alohamusic > SplashActivity

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures 6:Layout Explorer

Android Gradle

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9
10    @Override
11    protected void onCreate(Bundle savedInstanceState) {
12        super.onCreate(savedInstanceState);
13        setContentView(R.layout.activity_splash);
14
15        // create the timer task to execute after the DELAY
16
17        TimerTask task = new TimerTask() {
18            @Override
19            public void run() {
20                // shut down the Splash activity
21                finish();
22            }
23        }; // end run method
24    }; // end onCreate method
25} // end SplashActivity class
26
27
28
29
30
```

Add this call to its finish
method to terminate the
SplashActivity after the delay

SplashActivity > onCreate() > new TimerTask > run()

TODO Terminal Build Logcat Event Log

Source generation ended in 609 ms (4 minutes ago) 24:26 CRLF ÷ UTF-8 ÷ 4 spaces ÷

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > udayton > alohamusic > SplashActivity

1:Project Resource Manager 2:Structure Favorites Build Variants Layout Captures 3:Logcat

Android

app manifests java edu.udayton.alohamusic MainActivity SplashActivity edu.udayton.alohamusic (androidTest) edu.udayton.alohamusic (test) generatedJava res Gradle Scripts

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9
10    @Override
11    protected void onCreate(Bundle savedInstanceState) {
12        super.onCreate(savedInstanceState);
13        setContentView(R.layout.activity_splash);
14
15        // create the timer task to execute after the DELAY
16
17        TimerTask task = new TimerTask() {
18            @Override
19            public void run() {
20
21                // shut down the Splash activity
22                finish();
23
24                // launch the MainActivity via an explicit Intent
25
26                Intent intent = new Intent("Intent to launch MainActivity");
27                intent.setClass(SplashActivity.this, MainActivity.class);
28                startActivity(intent);
29            } // end run method
30        };
31        task.scheduleAtFixedRate(task, 0, DELAY);
32    } // end onCreate method
33} // end SplashActivity class
```

To declare and create the intent for launching the MainActivity, type 'Int' here ...

SplashActivity > onCreate() > new TimerTask > run()

TODO Terminal Build Logcat Event Log

Source generation ended in 609 ms (5 minutes ago) 28:17 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > udayton > alohamusic > SplashActivity

1:Project Resource Manager 2:Structure Favorites Build Variants Layout Captures Logcat

Android activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9
10    @Override
11    protected void onCreate(Bundle savedInstanceState) {
12        super.onCreate(savedInstanceState);
13        setContentView(R.layout.activity_splash);
14
15        // create the timer task to execute after the DELAY
16
17        TimerTask task = new TimerTask() {
18            @Override
19            public void run() {
20
21                // shut down the Splash activity
22                finish();
23
24                // launch the MainActivity via an explicit Intent
25
26                Intent intent = new Intent("android.intent.action.MAIN");
27                intent.addCategory("android.intent.category.LAUNCHER");
28                startActivity(intent);
29            }
30        }; // end task
31    } // end onCreate()
32 } // end SplashActivity
```

... and select the android.content.Intent class from the code completion menu

SplashActivity > onCreate() > new TimerTask > run()

TODO Terminal Build Logcat Event Log

Source generation ended in 609 ms (5 minutes ago) 28:20 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > udayton > alohamusic > SplashActivity

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures 6:Layout Explorer

Android

app manifests java edu.udayton.alohamusic MainActivity SplashActivity edu.udayton.alohamusic (androidTest) edu.udayton.alohamusic (test) generatedJava res Gradle Scripts

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9     @Override
10    protected void onCreate(Bundle savedInstanceState) {
11        super.onCreate(savedInstanceState);
12        setContentView(R.layout.activity_splash);
13
14        // create the timer task to execute after the DELAY
15
16        TimerTask task = new TimerTask() {
17            @Override
18            public void run() {
19
20                // shut down the Splash activity
21                finish();
22
23                // launch the MainActivity via an explicit Intent
24
25                Intent mainIntent = new Intent(SplashActivity.this, MainActivity.class);
26            } // end run method
27        }; // end onCreate method
28    } // end SplashActivity class
29
30
31
32
33
34 }
```

SplashActivity > onCreate() > new TimerTask > run()

Complete this statement to create the Intent

TODO Terminal Build Logcat Event Log

Source generation ended in 609 ms (6 minutes ago) 29:89 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > udayton > alohamusic > SplashActivity

1:Project

Resource Manager

Gradle Scripts

2:Structure

2:Favorites

Build Variants

Layout Captures

TODO Terminal Build Logcat Event Log

Source generation ended in 609 ms (6 minutes ago) 30:43 CRLF UTF-8 4 spaces

Android

1:Project

app

manifests

java

edu.udayton.alohamusic

MainActivity

SplashActivity

edu.udayton.alohamusic (androidTest)

edu.udayton.alohamusic (test)

generatedJava

res

Gradle Scripts

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9     @Override
10    protected void onCreate(Bundle savedInstanceState) {
11        super.onCreate(savedInstanceState);
12        setContentView(R.layout.activity_splash);
13
14        // create the timer task to execute after the DELAY
15
16        TimerTask task = new TimerTask() {
17            @Override
18            public void run() {
19
20                // shut down the Splash activity
21                finish();
22
23                // launch the MainActivity via an explicit Intent
24
25                Intent mainIntent = new Intent(SplashActivity.this, MainActivity.class);
26                startActivity(mainIntent); ← Add this code to
27                // launch the MainActivity via an explicit Intent
28
29            } // end run method
30        }; ← Add this code to
31        // launch the MainActivity via an explicit Intent
32    } // end onCreate method
33 } // end SplashActivity class
34 } // end SplashActivity class
35 } // end SplashActivity class
36 }
```

SplashActivity > onCreate() > new TimerTask > run()

Add this code to
launch the intent
(and MainActivity)

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > udayton > alohamusic > SplashActivity

1-Project Resource Manager 2-Structure Favorites Build Variants Layout Captures 3-Layout Explorer 4-Tool Windows Device File Explorer

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9     @Override
10    protected void onCreate(Bundle savedInstanceState) {
11        super.onCreate(savedInstanceState);
12        setContentView(R.layout.activity_splash);
13
14        // create the timer task to execute after the DELAY
15
16        TimerTask task = new TimerTask() {
17            @Override
18            public void run() {
19
20                // shut down the Splash activity
21                finish();
22
23                // launch the MainActivity via an explicit Intent
24
25                Intent mainIntent = new Intent(SplashActivity.this, MainActivity.class);
26                startActivity(mainIntent);
27
28            } // end run method
29        };
30
31        task.scheduleAtFixedRate(task, 0, DELAY);
32    } // end onCreate method
33
34 }
35 } // end SplashActivity class
```

To create the Timer itself,
type 'Timer' here ...

SplashActivity > onCreate()

TODO Terminal Build Logcat Event Log

Source generation ended in 609 ms (6 minutes ago) 35:9 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > udayton > alohamusic > SplashActivity

1:Project Resource Manager Favorites Build Variants Layout Captures

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9     @Override
10    protected void onCreate(Bundle savedInstanceState) {
11        super.onCreate(savedInstanceState);
12        setContentView(R.layout.activity_splash);
13
14        // create the timer task to execute after the DELAY
15
16        TimerTask task = new TimerTask() {
17            @Override
18            public void run() {
19
20                // shut down the Splash activity
21                finish();
22
23                // launch the MainActivity via an explicit Intent
24
25                Intent mainIntent = new Intent(SplashActivity.this, MainActivity.class);
26                startActivity(mainIntent);
27
28            } // end run method
29        };
30
31        Timer timer = new Timer();
32        timer.schedule(task, DELAY);
33    }
34
35    Timer
36    }
37
38 }
```

... and select this java.util.Timer class from the code completion menu

SplashActivity > onCreate()

TODO Terminal Build Logcat Event Log

Source generation ended in 609 ms (6 minutes ago) 35:14 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > udayton > alohamusic > SplashActivity

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures 6:Layout Explorer 7:Device File Explorer

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9     @Override
10    protected void onCreate(Bundle savedInstanceState) {
11        super.onCreate(savedInstanceState);
12        setContentView(R.layout.activity_splash);
13
14        // create the timer task to execute after the DELAY
15
16        TimerTask task = new TimerTask() {
17            @Override
18            public void run() {
19                // shut down the Splash activity
20                finish();
21
22                // launch the MainActivity via an explicit Intent
23
24                Intent mainIntent = new Intent(SplashActivity.this, MainActivity.class);
25                startActivity(mainIntent);
26
27            } // end run method
28        };
29
30        task.run();
31    } // end onCreate method
32
33    } // end SplashActivity class
34
35
36    Timer opening = new Timer(); ← Complete this statement to create the Timer
37
38 } // end SplashActivity class
39
```

SplashActivity > onCreate()

TODO Terminal Build Logcat Event Log

Source generation ended in 609 ms (7 minutes ago) 36:37 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > udayton > alohamusic > SplashActivity

1:Project Gradle

Resource Manager Generated Java res Gradle Scripts

2:Structure Favorites

Build Variants Layout Captures

SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9     @Override
10    protected void onCreate(Bundle savedInstanceState) {
11        super.onCreate(savedInstanceState);
12        setContentView(R.layout.activity_splash);
13
14        // create the timer task to execute after the DELAY
15
16        TimerTask task = new TimerTask() {
17            @Override
18            public void run() {
19                // shut down the Splash activity
20                finish();
21
22                // launch the MainActivity via an explicit Intent
23
24                Intent mainIntent = new Intent(SplashActivity.this, MainActivity.class);
25                startActivity(mainIntent);
26
27            } // end run method
28        };
29
30        Timer opening = new Timer();
31        opening.schedule(task, DELAY); ← Add this statement to schedule the task with the opening Timer
32
33    } // end onCreate method
34 }
35
36 } // end SplashActivity class
37
38
39
40
41
```

SplashActivity > onCreate()

TODO Terminal Build Logcat Event Log

Source generation ended in 609 ms (7 minutes ago) 37:39 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

To test our splash screen, build the project

Make Project (Ctrl+F9)

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

1: Project

Resource Manager

Gradle Scripts

2: Favorites

Build Variants

Layout Captures

SplashActivity > onCreate()

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9     @Override
10    protected void onCreate(Bundle savedInstanceState) {
11        super.onCreate(savedInstanceState);
12        setContentView(R.layout.activity_splash);
13
14        // create the timer task to execute after the DELAY
15
16        TimerTask task = new TimerTask() {
17            @Override
18            public void run() {
19
20                // shut down the Splash activity
21                finish();
22
23                // launch the MainActivity via an explicit Intent
24
25                Intent mainIntent = new Intent(SplashActivity.this, MainActivity.class);
26                startActivity(mainIntent);
27
28            } // end run method
29        };
30
31        Timer opening = new Timer();
32        opening.schedule(task, DELAY);
33
34    } // end onCreate method
35
36} // end SplashActivity class
```

TODO Terminal Build Logcat Event Log

Source generation ended in 609 ms (7 minutes ago) 37:39 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AVD Manager Open the AVD Manager

AlohaMusic > app > src > main > java > edu > udayton > SplashActivity

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9     @Override
10    protected void onCreate(Bundle savedInstanceState) {
11        super.onCreate(savedInstanceState);
12        setContentView(R.layout.activity_splash);
13
14        // create the timer task to execute after the DELAY
15
16        TimerTask task = new TimerTask() {
17            @Override
18            public void run() {
19                // shut down the Splash activity
20                finish();
21
22                // launch the MainActivity via an explicit Intent
23
24                Intent mainIntent = new Intent(SplashActivity.this, MainActivity.class);
25                startActivity(mainIntent);
26
27            } // end run method
28        };
29
30        Timer opening = new Timer();
31        opening.schedule(task, DELAY);
32
33    } // end onCreate method
34 }
35
36 } // end SplashActivity class
```

SplashActivity > onCreate()

TODO Terminal Build Logcat Event Log

Gradle build finished in 13 s 927 ms (moments ago) 37:39 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\java\\edu\\udayton\\alohamusic\\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

Android Virtual Device Manager

Your Virtual Devices

Android Studio

Resource Manager

Gradle

Layout Captures

Build Variants

Favorites

Structure

Create Virtual Device...

SplashActivity > onCreate()

TODO Terminal Build Logcat

Event Log

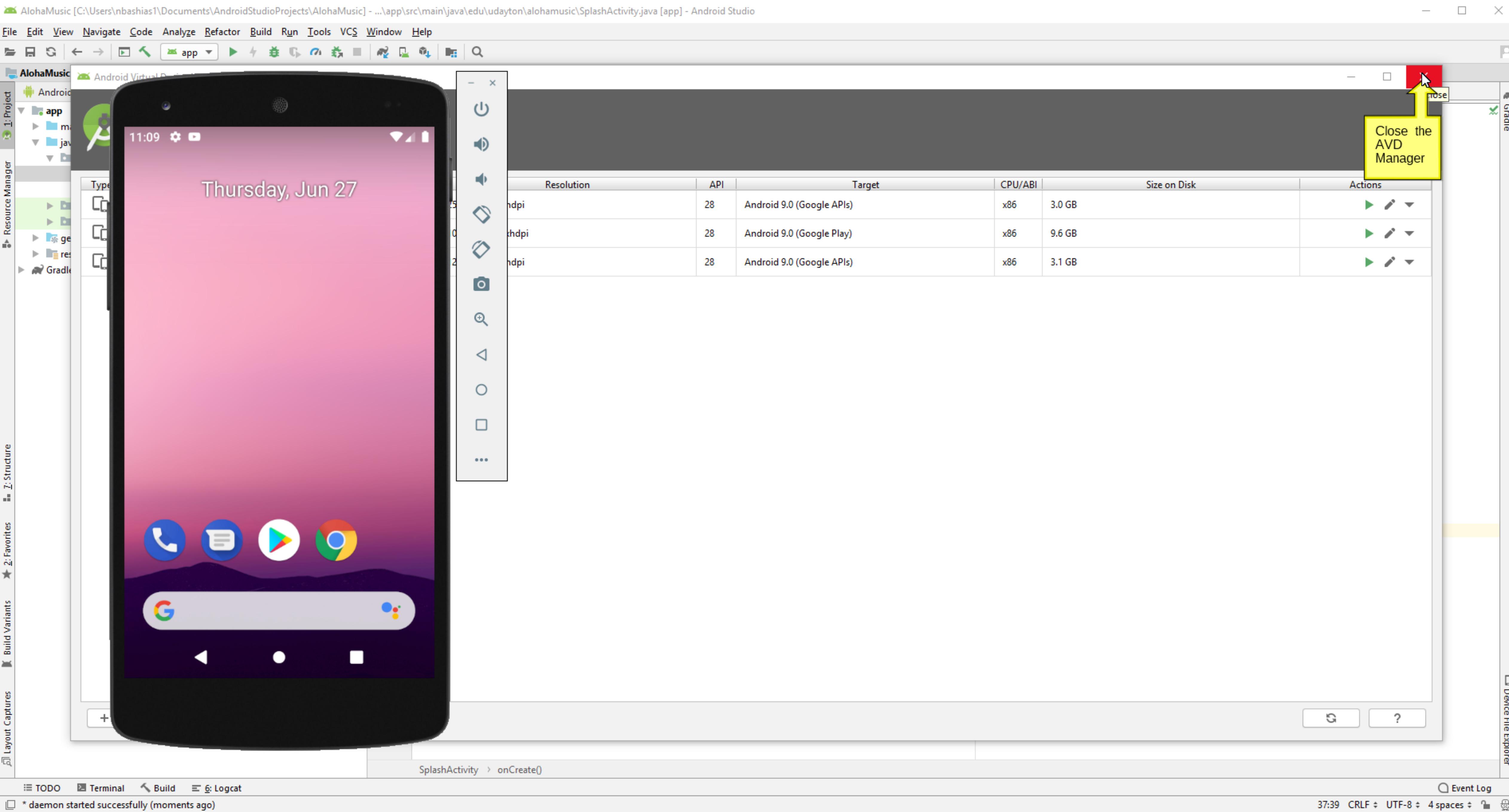
Gradle build finished in 13 s 927 ms (moments ago)

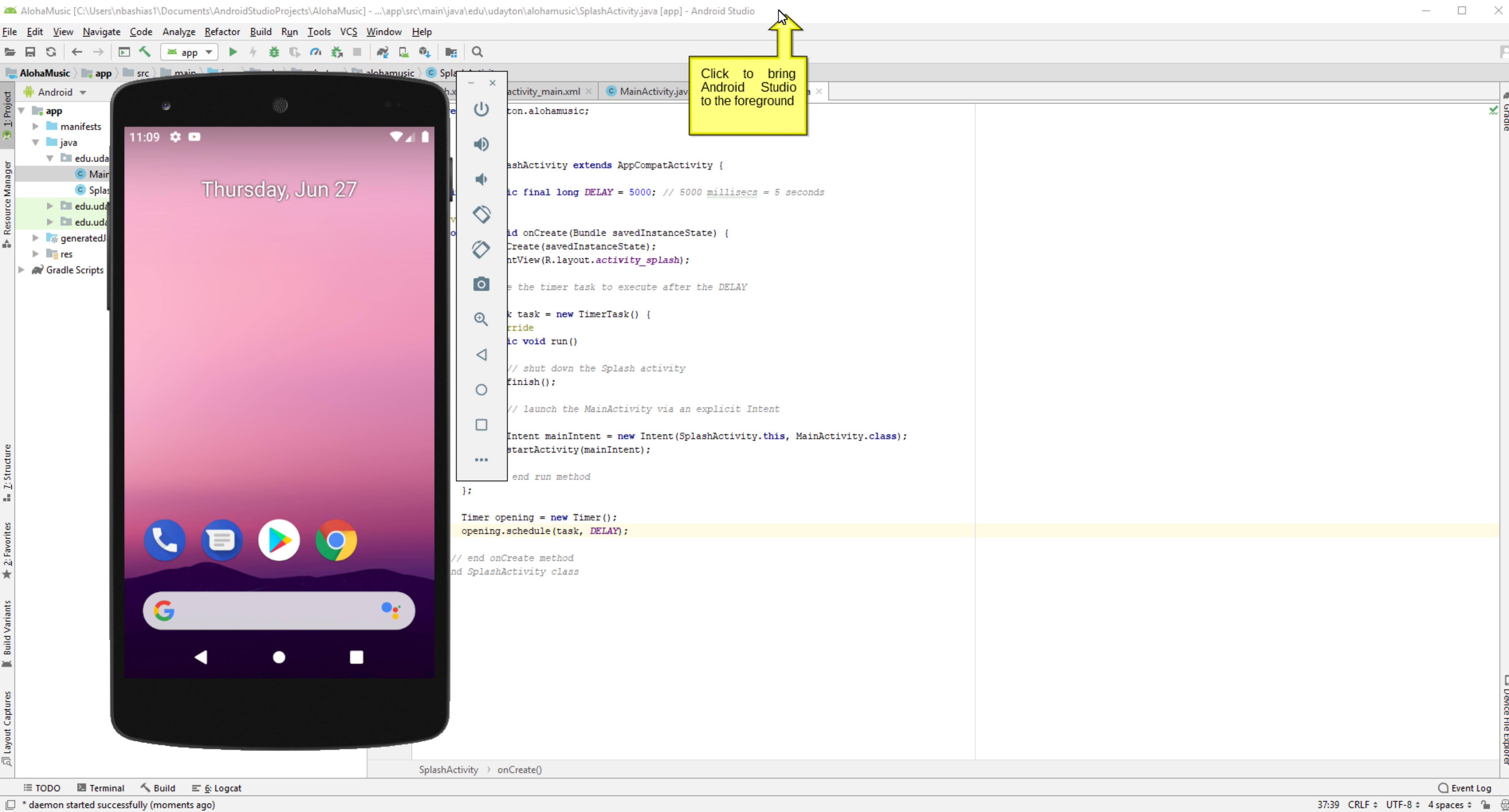
37:39 CRLF UTF-8 4 spaces

Type	Name	Play Store	Resolution	API	Target	CPU/ABI	Size on Disk	Actions
AVD	Nexus 10 Pie		2560 x 1600: xhdpi	28	Android 9.0 (Google APIs)	x86	3.0 GB	<button>Launch this AVD in the emulator</button>
AVD	Nexus 5 Pie		1080 x 1920: xxhdpi	28	Android 9.0 (Google Play)	x86	9.6 GB	<button>Launch this AVD in the emulator</button>
AVD	Nexus 7 Pie		1200 x 1920: xhdpi	28	Android 9.0 (Google APIs)	x86	3.1 GB	<button>Launch this AVD in the emulator</button>

Launch the emulator with the Nexus 5 system image

Device File Explorer





AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\java\\edu\\udayton\\alohamusic\\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

Run the app ...

Run 'app' (Shift+F10)

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

1 Project 2 Resource Manager 3 Favorites 4 Layout Captures 5 Build Variants 6 Build Captures 7 Favorites 8 Device File Explorer

1: Project

app manifests java edu.udayton.alohamusic MainActivity SplashActivity edu.udayton.alohamusic (androidTest) edu.udayton.alohamusic (test) generatedJava res Gradle Scripts

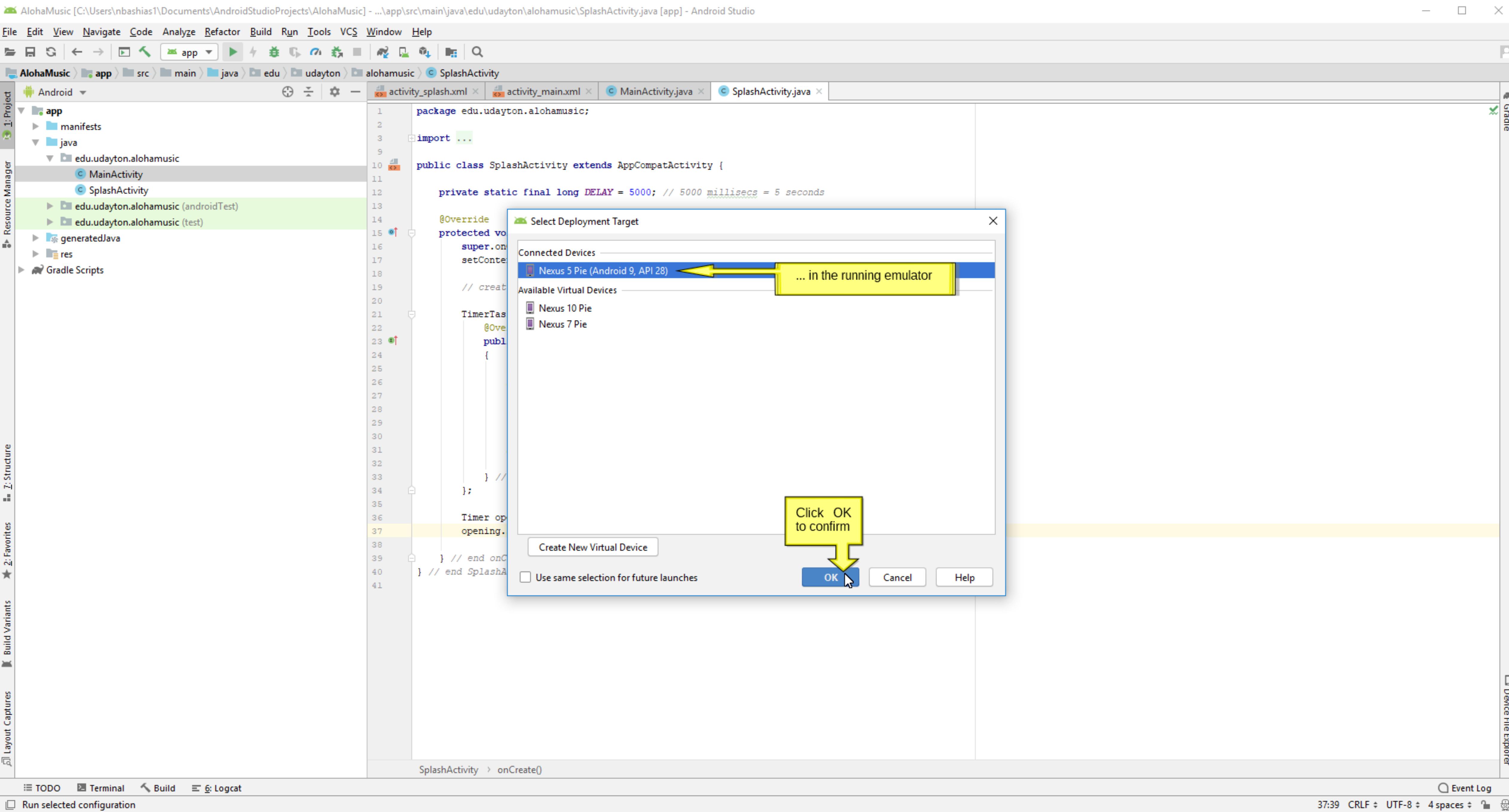
1: Structure 2: Favorites

1 TODO 2 Terminal 3 Build 4 Logcat

Run selected configuration 37:39 CRLF UTF-8 4 spaces

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9     @Override
10    protected void onCreate(Bundle savedInstanceState) {
11        super.onCreate(savedInstanceState);
12        setContentView(R.layout.activity_splash);
13
14        // create the timer task to execute after the DELAY
15
16        TimerTask task = new TimerTask() {
17            @Override
18            public void run() {
19
20                // shut down the Splash activity
21                finish();
22
23                // launch the MainActivity via an explicit Intent
24
25                Intent mainIntent = new Intent(SplashActivity.this, MainActivity.class);
26                startActivity(mainIntent);
27
28            } // end run method
29        };
29
30        Timer opening = new Timer();
31        opening.schedule(task, DELAY);
32
33    } // end onCreate method
34 }
35
36 } // end SplashActivity class
37
38
39
40
41
```

SplashActivity > onCreate()



AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic app src main alohamusic SplashActivity.java

1:Project

Resource Manager

2:Structure

Favorites

Build Variants

Layout Captures

Code

activity_main.xml MainActivity.java SplashActivity.java

```
ton.alohamusic;

public class SplashActivity extends AppCompatActivity {

    private final long DELAY = 5000; // 5000 millisecs = 5 seconds

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_splash);

        // schedule the timer task to execute after the DELAY
        TimerTask task = new TimerTask() {
            @Override
            public void run() {
                // shut down the Splash activity
                finish();

                // launch the MainActivity via an explicit Intent
                Intent mainIntent = new Intent(SplashActivity.this, MainActivity.class);
                startActivity(mainIntent);
            }
        };
        Timer opening = new Timer();
        opening.schedule(task, DELAY);

        // end onCreate method
    }
}
```

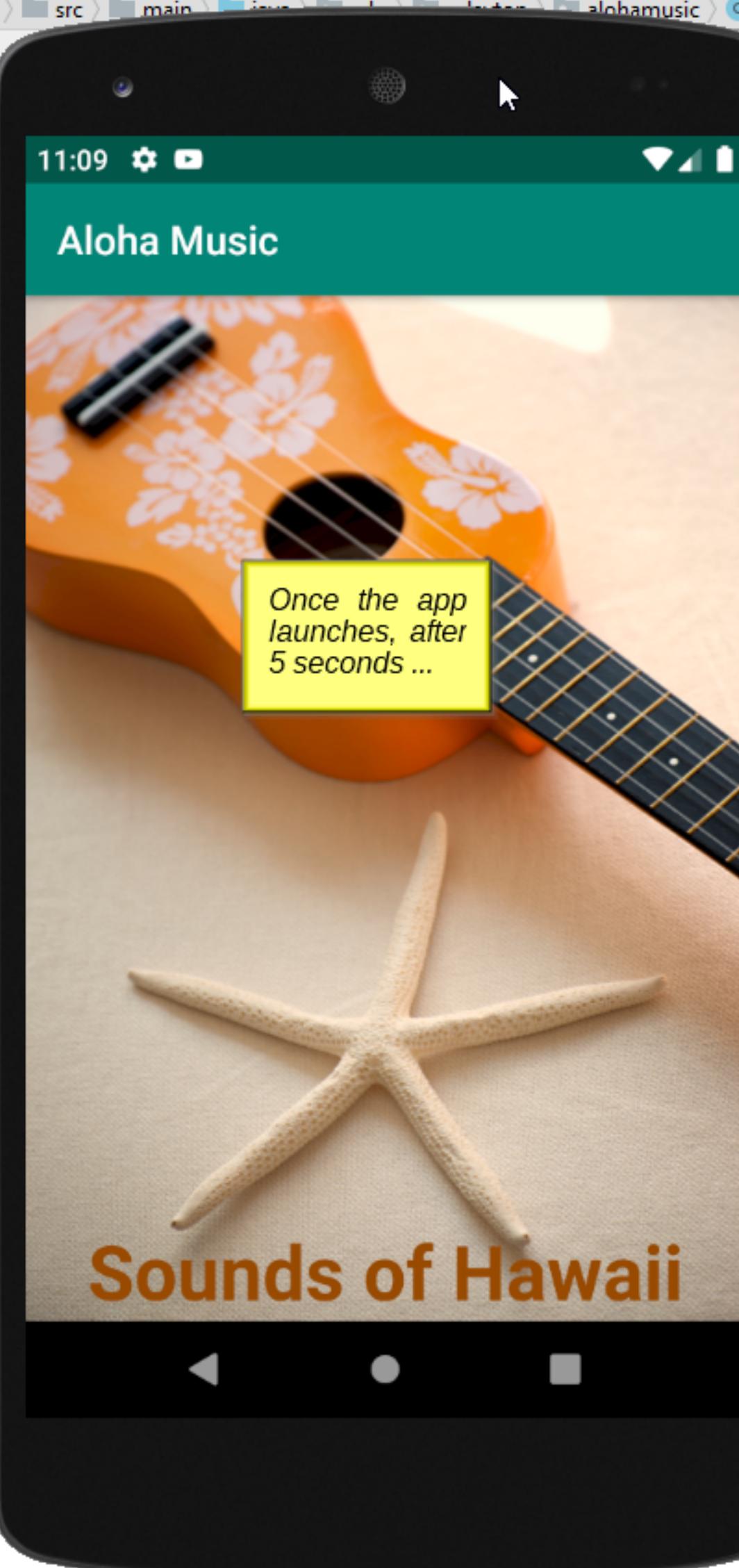
Sounds of Hawaii

Once the app launches, after 5 seconds ...

Device File Explorer

Todo Terminal Build Logcat Profiler Run Event Log

Gradle build finished in 12 s 292 ms (moments ago) 37:39 CRLF UTF-8 4 spaces



AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic app src main alohamusic SplashActivity.java

1:Project 2:Structure 3:Favorites

Resource Manager

Layout Captures Build Variants

Android

app manifests java edu.udayton.alohamusic MainActivity.java SplashActivity.java

activity_main.xml

```
11:09
Aloha Music
... the main screen appears!
Our splash screen works!
```

MainActivity.java

```
public class MainActivity extends AppCompatActivity {
    private static final long DELAY = 5000; // 5000 millisecs = 5 seconds

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

        Timer opening = new Timer();
        opening.schedule(new TimerTask() {
            @Override
            public void run() {
                Intent mainIntent = new Intent(SplashActivity.this, MainActivity.class);
                startActivity(mainIntent);
            }
        }, DELAY);
    }
}
```

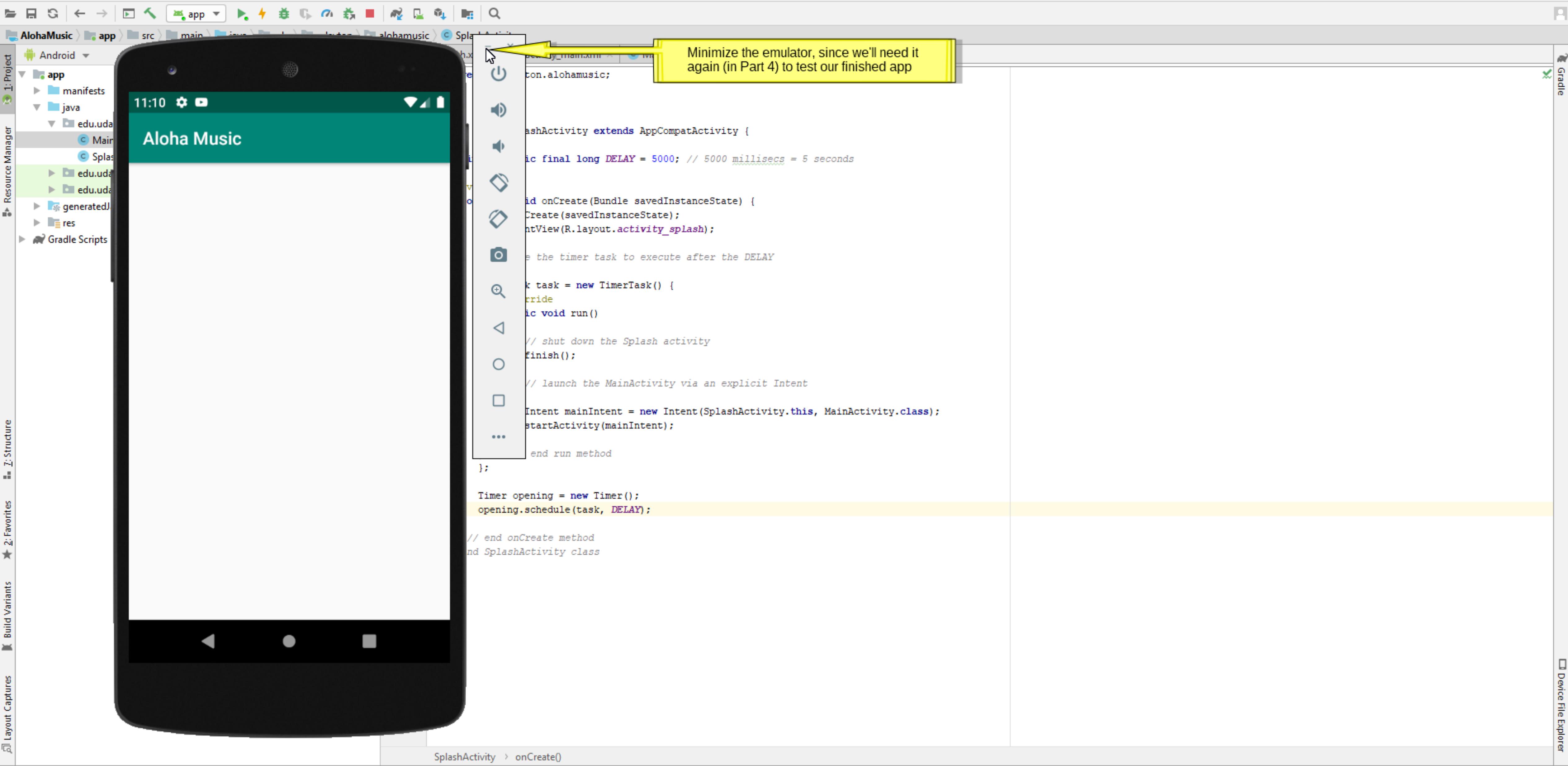
SplashActivity.java

```
public class SplashActivity extends AppCompatActivity {
    private static final long DELAY = 5000; // 5000 millisecs = 5 seconds

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_splash);

        Timer task = new TimerTask() {
            @Override
            public void run() {
                finish();
                Intent mainIntent = new Intent(SplashActivity.this, MainActivity.class);
                startActivity(mainIntent);
            }
        };
        task.run();
    }
}
```

Device File Explorer



AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > SplashActivity.java

1:Project 2:Resource Manager 3:Favorites 4:Build Variants 5:Layout Captures 6:Build Captures

activity_splash.xml activity_main.xml MainActivity.java SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     private static final long DELAY = 5000; // 5000 millisecs = 5 seconds
8
9     @Override
10    protected void onCreate(Bundle savedInstanceState) {
11        super.onCreate(savedInstanceState);
12        setContentView(R.layout.activity_splash);
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14        // create the timer task to execute after the DELAY
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16        TimerTask task = new TimerTask() {
17            @Override
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20                // shut down the Splash activity
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25                Intent mainIntent = new Intent(SplashActivity.this,
26                    MainActivity.class);
27                startActivity(mainIntent);
28
29            } // end run method
30        };
31
32        Timer opening = new Timer();
33        opening.schedule(task, DELAY);
34
35    } // end onCreate method
36
37 } // end SplashActivity class
```

SplashActivity > onCreate()

This concludes Part 2 of this lesson.
In Part 3 of Lesson 8, we set up the layout for the MainActivity.
In Part 4, we add the MainActivity.java code and test our finished app.

Device File Explorer