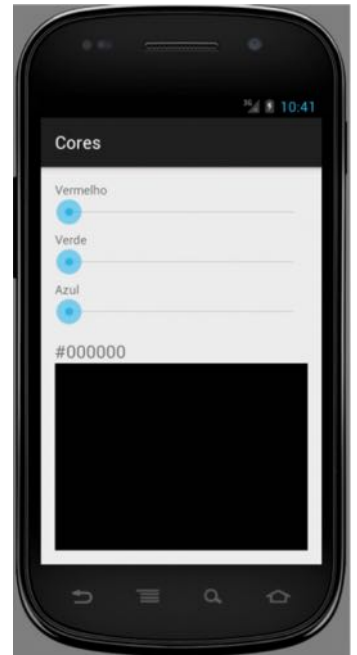# ANDROID
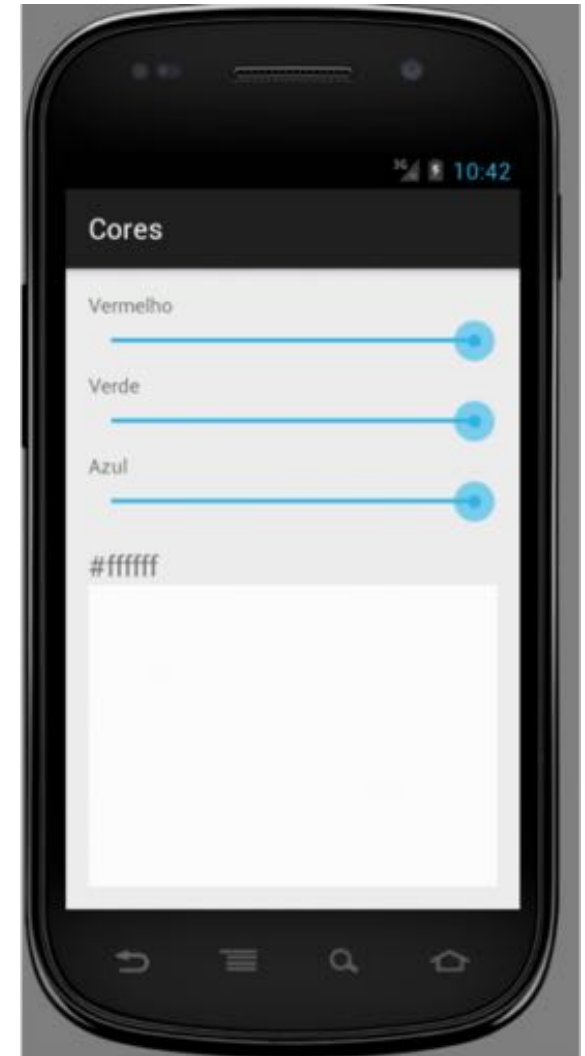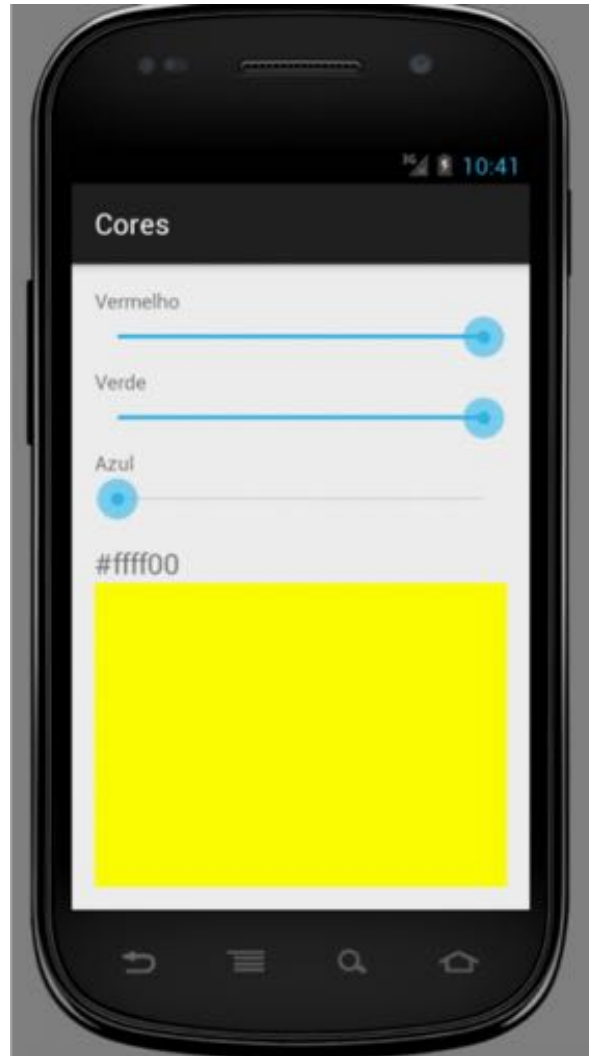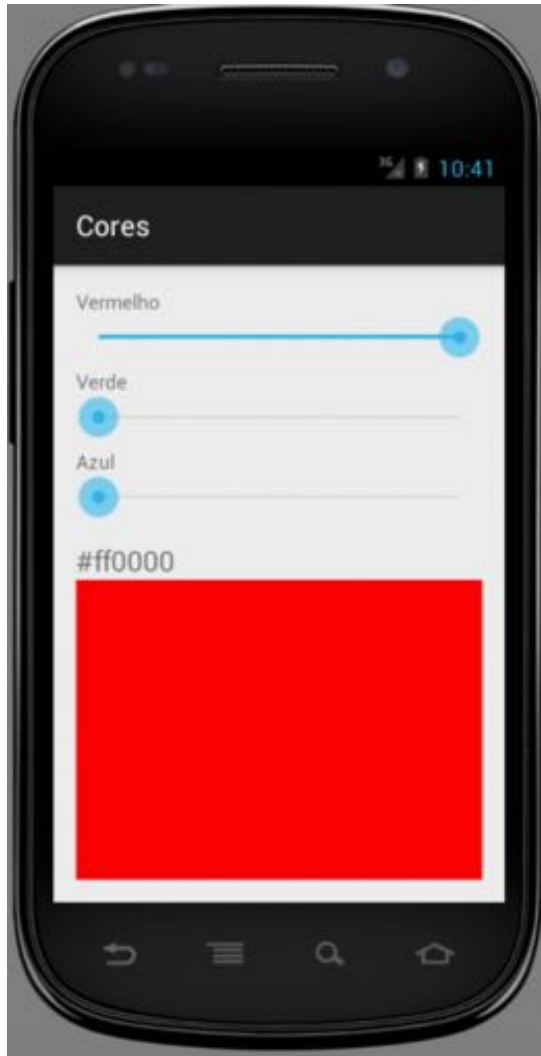
App Cores

Prof. Alessandro Brawerman

App Cores

App Cores - Layout

```xml
<TextView
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
    android:text="Vermelho"
    android:id="@+id/redTextView"/>

<SeekBar
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
    android:max="255"
    android:id="@+id/redSeekBar"
    android:layout_below="@+id/redTextView"
    android:paddingBottom="5dp"/>
```

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Fernando Anselmo

App Cores - Layout

```xml
<TextView
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
    android:text="Verde"
    android:id="@+id/greenTextView"
    android:layout_below="@+id/redSeekBar" />

<SeekBar
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
    android:max="255"
    android:id="@+id/greenSeekBar"
    android:layout_below="@+id/greenTextView"
    android:paddingBottom="5dp"/>
```

App Cores - Layout

```
<TextView
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
    android:text="Azul"
    android:id="@+id/blueTextView"
    android:layout_below="@+id/greenSeekBar" />

<SeekBar
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
    android:max="255"
    android:id="@+id/blueSeekBar"
    android:layout_below="@+id/blueTextView"
    android:paddingBottom="5dp"/>
```

App Cores - Layout

```xml
<TextView
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
    android:id="@+id/selectedColor"
    android:layout_below="@+id/blueSeekBar"
    android:paddingTop="10dp"
    android:textSize="20sp"/>

<TextView
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    android:id="@+id/color"
    android:layout_below="@+id/selectedColor" />
```

App Cores - Medidas

- px (pixels)
  - Corresponde a um pixel em uma janela
- in (polegadas) ou mm (milímetros)
  - Baseado na tamanho físico da janela
- pt (pontos)
  - Corresponde a 1/72 de uma polegada, baseado no tamanho físico de uma janela
- dp ou dip (density-independent pixels)
  - Baseado na densidade física da tela
  - Relativa a uma tela de 160 dpi
  - 1 dp corresponde a 1 pixel em uma tela de 160 dpi
- sp (scale-iden-independent pixels)
  - Similar ao dp, porém para tamanho de fontes

App Cores – MainActivity.java

```java
public class MainActivity extends ActionBarActivity {

    private SeekBar redSeekBar;
    private SeekBar greenSeekBar;
    private SeekBar blueSeekBar;
    private TextView selectedColorTextView;
    private TextView colorTextView;
    private String[] hexColor = {"00", "00", "00"};
```

App Cores – MainActivity.java

```java
private class EventSeek implements SeekBar.OnSeekBarChangeListener {
    private byte color;

    public EventSeek(byte color) {
        this.color = color;
    }

    @Override
    public void onStopTrackingTouch(SeekBar seekBar) {}

    @Override
    public void onStartTrackingTouch(SeekBar seekBar) {}

    @Override
    public void onProgressChanged(SeekBar seekBar, int progress, boolean fromUser) {
        setHexNumber(progress, color);
    }
};
```

App Cores – MainActivity.java

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

    redSeekBar = (SeekBar)findViewById(R.id.redSeekBar);
    greenSeekBar = (SeekBar)findViewById(R.id.greenSeekBar);
    blueSeekBar = (SeekBar)findViewById(R.id.blueSeekBar);

    redSeekBar.setOnSeekBarChangeListener(new EventSeek((byte)0));
    greenSeekBar.setOnSeekBarChangeListener(new EventSeek((byte)1));
    blueSeekBar.setOnSeekBarChangeListener(new EventSeek((byte)2));

    selectedColor = (TextView)findViewById(R.id.selectedColor);
    color = (TextView)findViewById(R.id.color);

    setColor("#" + hexColor[0] + hexColor[1] + hexColor[2]);

}
```

App Cores – MainActivity.java

```java
private void setColor(String str) {
    selectedColor.setText(str);
    color.setBackgroundColor(Color.parseColor(str));
}

private void setHexNumber(int progress, byte color) {
    String c = Integer.toHexString(progress);
    hexColor[color] = (c.length() == 2 ? "" : "0") + c;
    setColor("#" + hexColor[0] + hexColor[1] + hexColor[2]);
}
```