Uvod u Android 2Osnove programskog jezika Java

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SADRŽAJ PREDAVANJA

- Intenti
- Modeliranje podataka
- Komunikacija sa API servisom
- Prikaz slika

INTENTI

VRSTE INTENTA

- Implicitni
- OS bira izvršitelja:
 Intent i = new
 Intent(Intent.ACTION_CALL,
 URI.parse("tel:09123456789"));
- Pokretanje: startActivity(i); startActivityForResult(i,314);

- Eksplicitni
- zadajemo izvršitelja:
 Intent i = new Intent(this, MyActivity.class);

 Pokretanje: startActivity(i); startActivityForResult(i,314);

PRIMJERI IMPLICITNIH INTENATA

- Pozivanje broja telefona, npr. 099 1234567
 Intent intent = new Intent(Intent.ACTION_CALL, Uri.parse("tel:0991234567"));
 startActivity(intent);

PRIMANJE PODATAKA - BUNDLE

- Ako se iz aktivnosti B vraćamo u aktivnost A, onda se podaci čitaju u onActivityResult metodi aktivnosti A
- netko nam nešto vraća!

```
@Override
protected void onActivityResult(int requestCode, int resultCode, Intent data) {
   if (requestCode == 314 && resultCode == RESULT_OK) {
      Bundle returningBundle = data.getExtras();
      String message = returningBundle.getString("message");
   }
}
```

ZADATAK

KOMUNIKACIJA MEĐU EKRANIMA 2

 Nakon interakcije s gumbom na ShowActivity potrebno je vratiti sadržaj input polja na prethodni ekran, te ga ispisati u Toastu.

HOUSE CLEANING

ČIŠĆENJE

findViewById(R.id.nekiid)

BUTTERKNIFE

```
implementation 'com.jakewharton:butterknife:
8.8.1'
annotationProcessor
'com.jakewharton:butterknife-compiler:8.8.1'
```

https://github.com/ JakeWharton/butterknife

BUTTERKNIFE

```
buildscript {
    repositories {
        jcenter()
        mavenCentral()
    }
    dependencies {
        classpath 'com.android.tools.build:gradle:2.3.1'
        classpath 'com.jakewharton:butterknife-gradle-plugin:8.6.0'
        // NOTE: Do not place your application dependencies here;
they belong
        // in the individual module build.gradle files
    }
}
```

BUTTERKNIFE

onCreate - ButterKnife.bind(this);

```
@BindView(R.id.image)
ImageView image
```

MODELIRANJE PODATAKA

JSON

- JavaScript notacija
- sintaksa za pohranu i razmjenu podataka
- tekst

```
"name": "John",
"age": 31,
"city": "New York"
```

GSON

- biblioteka Java <-> JSON
- https://github.com/google/gson

```
Gson gson = new Gson();
String jsonString = gson.toJson(obj);
```

```
SomeObject obj =
   gson.fromJson(str, SomeObject.class);
```

BUILD.GRADLE

implementation 'com.google.code.gson:gson:2.8.5'

ZADATAK

SERIJALIZACIJA/DESERIJALIZACIJA

- napravite ImageResponse razred koji sadrži String
 url = "https://www.google.com";
- umjesto stringa iz prethodnog zadatka, predajte objekt

API

SQUARE LIBS

```
implementation 'com.squareup.retrofit2:retrofit:2.4.0
implementation 'com.squareup.retrofit2:converter-gson
.4.0'
implementation 'com.squareup.okhttp3:okhttp:3.11.0'
```

http://square.github.io/retrofit/

DEFINICIJA SUČELJA I METODA

```
public interface SomeService {
   @GET("relative path")
   Call<SomeObject> methodName(params...);
}
```

STVARANJE PRIMJERKA USLUGE

```
Retrofit retrofit = new Retrofit.Builder()
   .baseUrl("https://base url")
   .build();
```

```
SomeService service =
retrofit.create(SomeService.class);
```

DOHVAT PODATAKA

```
service.getImage().execute();
service.getImage().enqueue(new Callback<Response>() {
    @Override
    public void onResponse(Call<Response> call,
Response<Response> response) {
    @Override
    public void onFailure(Call<Response> call, Throwable t) {
```

ZADATAK

HTTPS://ANA.BAOTIC.NET/JAVA/IMAGE.JSON

```
{
    url_location: "http://www.petmd.com/sites/default/files/4-meow-
    conversational-cat.gif"
}
```

- implementirajte dohvat datoteke i učitajte u postojeći model iz prethodnog zadatka
- u onClick metodi pokrenite dohvat, a u "callback-u" otvorite novi ekran, ImageActivity kojem predajete dobiveni podatak.

PRIKAZ SLIKA

DOHVAT SLIKA

```
compile 'com.github.bumptech.glide:glide:4.7.1'
annotationProcessor
com.github.bumptech.glide:compiler:4.7.1'
```

https://github.com/ bumptech/glide

```
Glide.with(this)
    load(imageLocation)
    into(imageView);
```

ZADATAK

PRIKAZ SLIKA

- dodajte ImageView veličine 200dpx200dp u centar ImageActivity.java ekrana
- učitajte u njega sliku s lokacije iz primljenog objekta

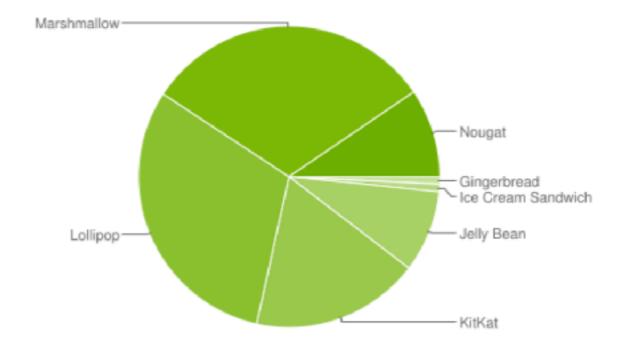
ZADATAK

HTTPS://ANA.BAOTIC.NET/JAVA/CAP.JSON

```
{
   "avatar_location": "http://i.annihil.us/u/prod/marvel/movies/
civilwar/images/captainamerica_hero.png",
   "first_name": "Captain",
   "last_name": "America",
   "phone_no": "0912345679",
   "email_sknf": "captain@america.com",
   "spouse": "",
   "age": 99
}
```

- implementirajte dohvat datoteke i učitajte u novi model
- Implementirajte novi ekran UserActivity koji ima sučelje koje je u stanju prikazati sve elemente novog modela
- u onClick metodi pokrenite dohvat, a u "callback-u" otvorite taj ekran, te mu pošaljite dobiveni model.
- Prikažite sadržaj elemenata na sučelju ekrana

Version	Codename	API	Distribution
2.3.3 - 2.3.7	Gingerbread	10	0.8%
4.0.3 - 4.0.4	Ice Cream Sandwich	15	0.8%
4.1.x	Jelly Bean	16	3.1%
4.2.x		17	4.4%
4.3		18	1.3%
4.4	KitKat	19	18.1%
5.0	Lollipop	21	8.2%
5.1		22	22.6%
6.0	Marshmallow	23	31.2%
7.0	Nougat	24	8.9%
7.1		25	0.6%



Data collected during a 7-day period ending on June 5, 2017. Any versions with less than 0.1% distribution are not shown.

Distribucija verzija operacijskih sustava



Različiti ekrani i orijentacije

REFERENCE

- Professional Android 4 development
- Android weekly newsletter
- https://developer.android.com/index.html
- Odgovori na sva pitanja, ikad