

developers

平台Android StudioGoogle PlayJetpackKotlin文档新闻

搜索

中文 - 简体

凡纳

第 6 课: 应用导航

创建 fragment、定义导航路径并启动外部 activity。完成 Android Trivia 应用; 在这款游戏中, 用户可以玩有关 Android 开发的知识问答游戏, 且可以在获胜后分享成绩。

3 项活动 · 1 个测验

6

第 6 课: 应用导航

Badge earned!

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✓ 创建 fragment

CodeLab

✓ 定义导航路径

CodeLab

✓ 启动外部 activity

CodeLab

fragment_rules.xmlfragment_game_won.xmlfragment_about.xmlTitleFragment.kt

Analyzing...

Emulator: Pixel 4 XL API 29

```
19  * create an instance of this fragment.
20  */
21  class TitleFragment : Fragment() {
22      // TODO: Rename and change types of parameters
23
24
25      override fun onCreateView(inflater: LayoutInflater, container: ViewGroup?,
26                              savedInstanceState: Bundle?): View? {
27          val binding = DataBindingUtil.inflate<FragmentTitleBinding>(inflater,
28                          R.layout.fragment_title, container, false)
29          binding.playButton.setOnClickListener {
30              binding.playButton.setOnClickListener { view: View ->
31                  view.findNavController()
32                      .navigate(TitleFragmentDirections.actionTitleFragmentToGameFrag
33              )
34          }
35          binding.rulesButton.setOnClickListener {
36              binding.rulesButton.setOnClickListener { view: View ->
37                  view.findNavController()
38                      .navigate(TitleFragmentDirections.actionTitleFragmentToRulesFrag
39              )
40          }
41          binding.aboutButton.setOnClickListener {
42              binding.aboutButton.setOnClickListener { view: View ->
43                  view.findNavController()
44                      .navigate(TitleFragmentDirections.actionTitleFragmentToAboutFrag
45              )
46          }
47          setHasOptionsMenu(true)
48          return binding.root
49      }
```

Android Trivia

PLAY

RULES

ABOUT

GameWonFragment.ktnavigation.xmlfragment_rules.xmlfragment_game_won.xml

Emulator: Pixel 4 XL API 29

```
38  override fun onCreateView(inflater: LayoutInflater, container: ViewGroup?,
39                          savedInstanceState: Bundle?): View? {
40      // Inflate the layout for this fragment
41      val binding: FragmentGameWonBinding = DataBindingUtil.inflate(
42          inflater, R.layout.fragment_game_won, container, attachToParent: false)
43      binding.nextMatchButton.setOnClickListener { view: View ->
44          view.findNavController()
45              .navigate(GameWonFragmentDirections.actionGameWonFragmentToGameFrag
46      )
47      val args = GameWonFragmentArgs.fromBundle(requireArguments())
48      Toast.makeText(context, text: "NumCorrect: ${args.numCorrect}, NumQuestions:
49      setHasOptionsMenu(true)
50      return binding.root
51  }
52  private fun getShareIntent() : Intent {
53      val args = GameWonFragmentArgs.fromBundle(requireArguments())
54      val shareIntent = Intent(Intent.ACTION_SEND)
55      shareIntent.setType("text/plain")
56      .putExtra(Intent.EXTRA_TEXT, "I mastered #UdacityAndroidTrivia with {ar
57      return shareIntent
58  }
59  private fun shareSuccess() {
60      startActivity(getShareIntent())
61  }
62  override fun onCreateOptionsMenu(menu: Menu, inflater: MenuInflater) {
63      super.onCreateOptionsMenu(menu, inflater)
64      inflater.inflate(R.menu.winner_menu, menu)
65      if(getShareIntent().resolveActivity(requireActivity().packageManager)!=null
66      menu.findItem(R.id.share).isVisible = false
67  }
68  }
```

Android Trivia (1/3)

What method do you use to inflate layouts in fragments?

☒ onCreateLayout()

☐ onCreateView()

☐ onInflateLayout()

☐ onActivityCreated()

SUBMIT





