

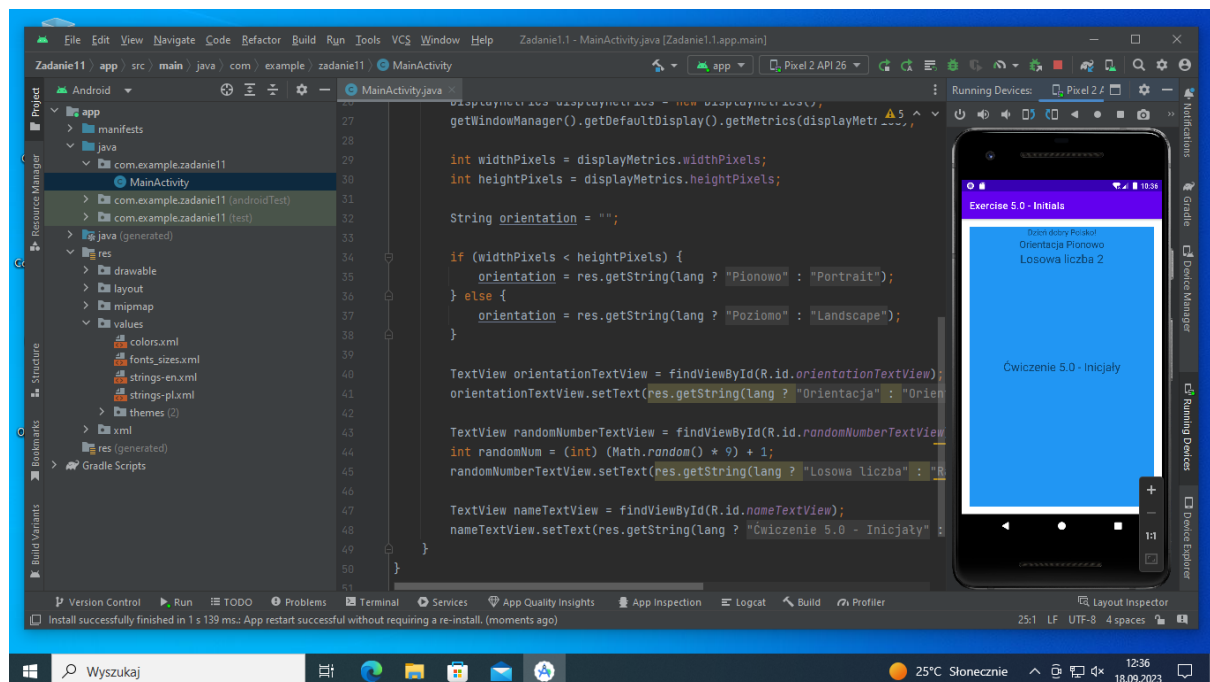
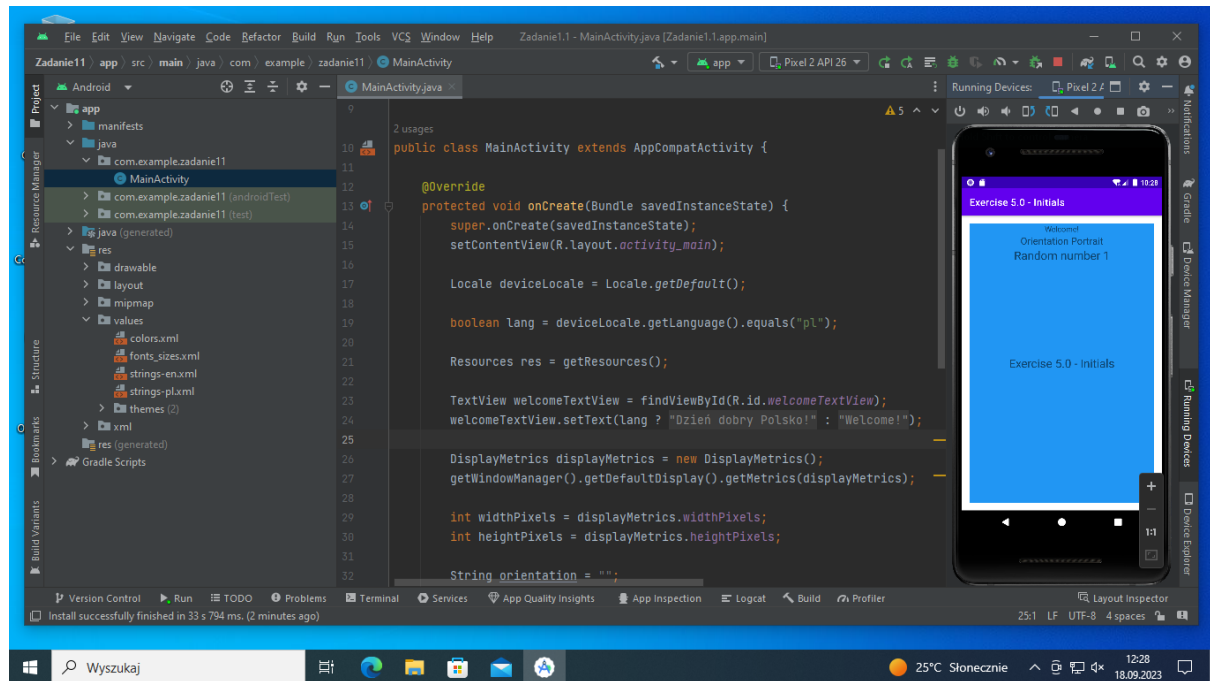
# Dokumentacja pracy "Ćwiczenie 5.0 - Inicjały"

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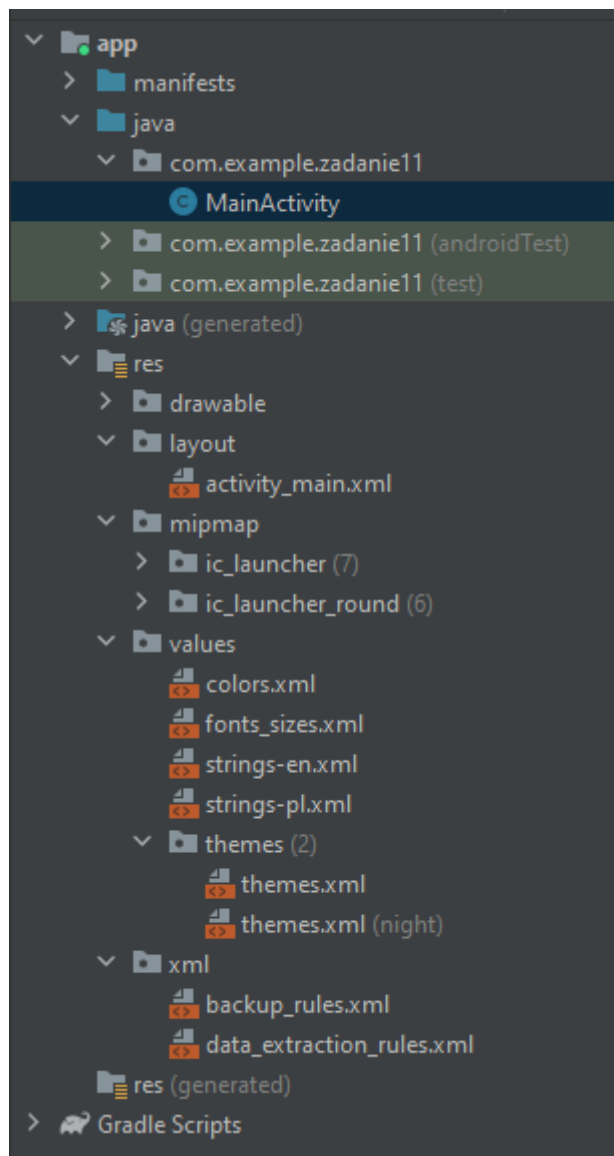
Klasa: 4F

Nazwa przedmiotu: P5\_MOB

Zrzuty ekranu:



Pliki:



Pliki xml:

- activity\_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout 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="@color/blue"
    android:layout_margin="16dp"
    tools:context=".MainActivity">

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:id="@+id/nameTextView"
        android:text="Ćwiczenie 5.0 - Inicjały"
        android:textSize="@dimen/large_font"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />

    <TextView
        android:id="@+id/welcomeTextView"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:textSize="@dimen/small_font"
        app:layout_constraintTop_toTopOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintEnd_toEndOf="parent" />

    <TextView
        android:id="@+id/orientationTextView"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:textSize="@dimen/big_font"
        app:layout_constraintTop_toBottomOf="@+id/welcomeTextView"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintEnd_toEndOf="parent" />

    <TextView
        android:id="@+id/randomNumberTextView"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:textSize="@dimen/large_font"
        app:layout_constraintTop_toBottomOf="@+id/orientationTextView"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintEnd_toEndOf="parent" />

    <androidx.appcompat.widget.LinearLayoutCompat
        android:layout_width="match_parent"
        android:layout_height="match_parent">

    </androidx.appcompat.widget.LinearLayoutCompat>

</androidx.constraintlayout.widget.ConstraintLayout>
```

- colors.xml

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <color name="purple_200">#FFBB86FC</color>
    <color name="purple_500">#FF6200EE</color>
    <color name="purple_700">#FF3700B3</color>
    <color name="teal_200">#FF03DAC5</color>
    <color name="teal_700">#FF018786</color>
    <color name="black">#FF000000</color>
    <color name="white">#FFFFFFFF</color>
    <color name="blue">#FF2196F3</color>
    <color name="green">#FF4CAF50</color>
    <color name="red">#FFF44336</color>
    <color name="yellow">#FFFFEB3B</color>
    <color name="purple">#FF9C27B0</color>
    <color name="orange">#FFFF9800</color>
    <color name="pink">#FFE91E63</color>
    <color name="teal">#FF009688</color>
    <color name="brown">#FF795548</color>
    <color name="indigo">#FF3F51B5</color>
</resources>
```

- font\_sizes.xml

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <dimen name="small_font">16sp</dimen>
    <dimen name="big_font">20sp</dimen>
    <dimen name="large_font">24sp</dimen>
</resources>
```

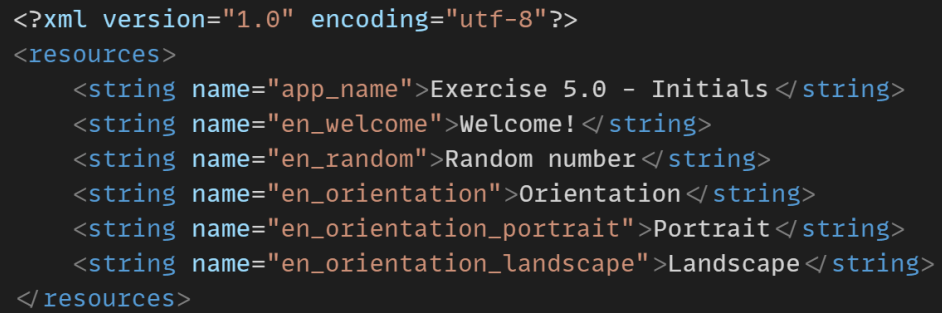
codesnap.dev

- strings-pl.xml

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <string name="pl_app_name">Ćwiczenie 5.0 - Inicjały</string>
    <string name="pl_welcome">Dzień dobry Polsko!</string>
    <string name="pl_random">Losowa liczba</string>
    <string name="pl_orientation">Orientacja</string>
    <string name="pl_orientation_portrait">Pionowo</string>
    <string name="pl_orientation_landscape">Poziom</string>
</resources>
```

codesnap.dev

- strings-en.xml



```
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <string name="app_name">Exercise 5.0 - Initials </string>
    <string name="en_welcome">Welcome! </string>
    <string name="en_random">Random number</string>
    <string name="en_orientation">Orientation</string>
    <string name="en_orientation_portrait">Portrait</string>
    <string name="en_orientation_landscape">Landscape</string>
</resources>
```

Kod Java:

- MainActivity.java

```
package com.example.zadanie11;

import androidx.appcompat.app.AppCompatActivity;
import android.content.res.Resources;
import android.os.Bundle;
import android.widget.TextView;
import android.util.DisplayMetrics;
import java.util.Locale;

public class MainActivity extends AppCompatActivity {

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

        Locale deviceLocale = Locale.getDefault();

        boolean lang = deviceLocale.getLanguage().equals("pl");

        Resources res = getResources();

        TextView welcomeTextView = findViewById(R.id.welcomeTextView);
        welcomeTextView.setText(lang ? res.getString(R.string.pl_welcome) : res.getString(R.string.en_welcome));

        DisplayMetrics displayMetrics = new DisplayMetrics();
        getWindowManager().getDefaultDisplay().getMetrics(displayMetrics);

        int widthPixels = displayMetrics.widthPixels;
        int heightPixels = displayMetrics.heightPixels;

        String orientation = "";

        if (widthPixels < heightPixels) {
            orientation = res.getString(lang ? R.string.pl_orientation_portrait : R.string.en_orientation_portrait);
        } else {
            orientation = res.getString(lang ? R.string.pl_orientation_landscape : R.string.en_orientation_landscape);
        }

        TextView orientationTextView = findViewById(R.id.orientationTextView);
        orientationTextView.setText(res.getString(lang ? R.string.pl_orientation : R.string.en_orientation) + " " + orientation);

        TextView randomNumberTextView = findViewById(R.id.randomNumberTextView);
        int randomNum = (int) (Math.random() * 9) + 1;
        randomNumberTextView.setText(res.getString(lang ? R.string.pl_random : R.string.en_random) + " " + Integer.toString(randomNum));

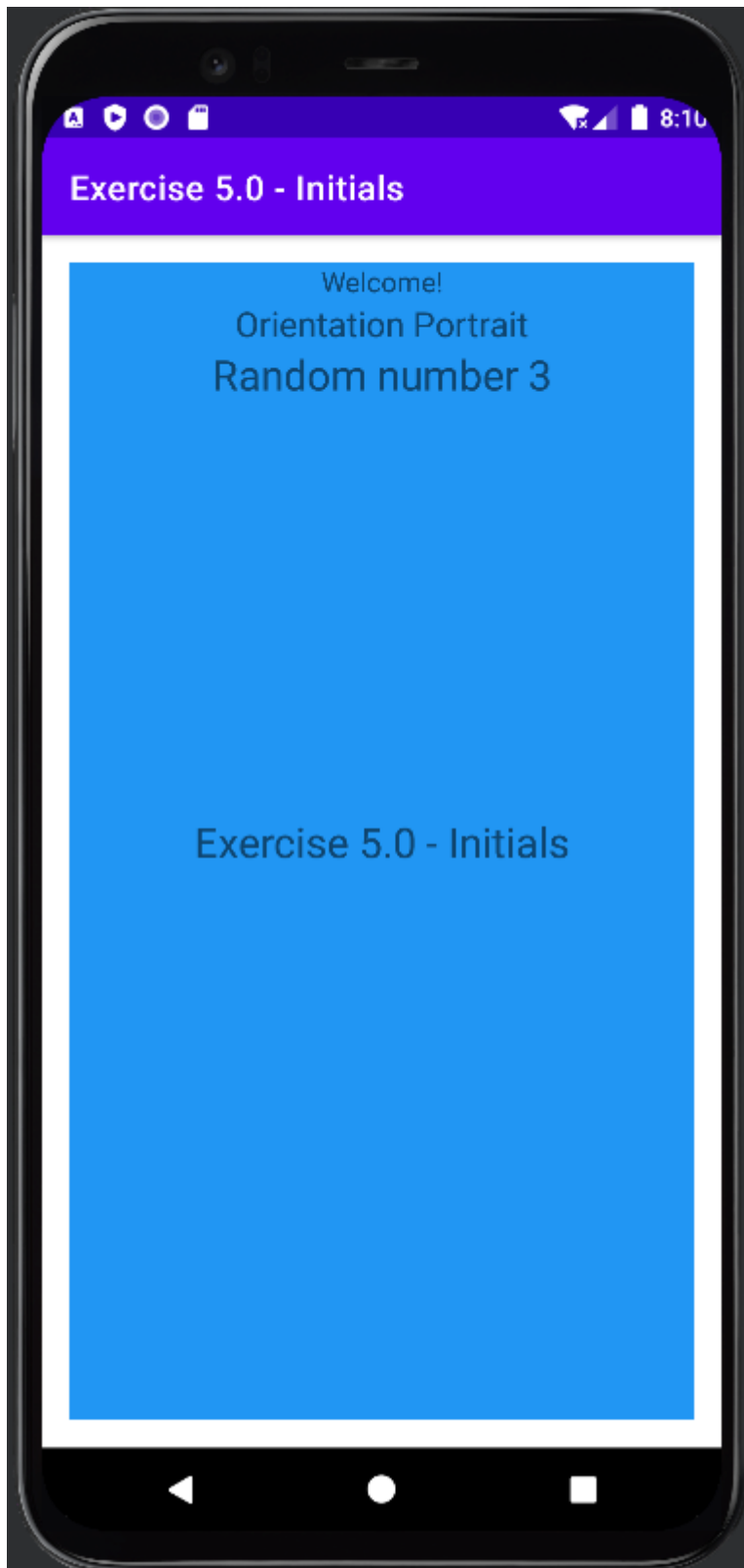
        TextView nameTextView = findViewById(R.id.nameTextView);
        nameTextView.setText(res.getString(lang ? R.string.pl_app_name : R.string.app_name));
    }
}
```

Zrzuty ekranu emulatora:

- Język systemowy jako język polski



- Język systemowy jako język angielski



Chciałbym zaznaczyć, że liczba na zrzutach ekranu się zmieniła - zmienia się co każde załadowanie aplikacji.

- Rotacja ekranu:

