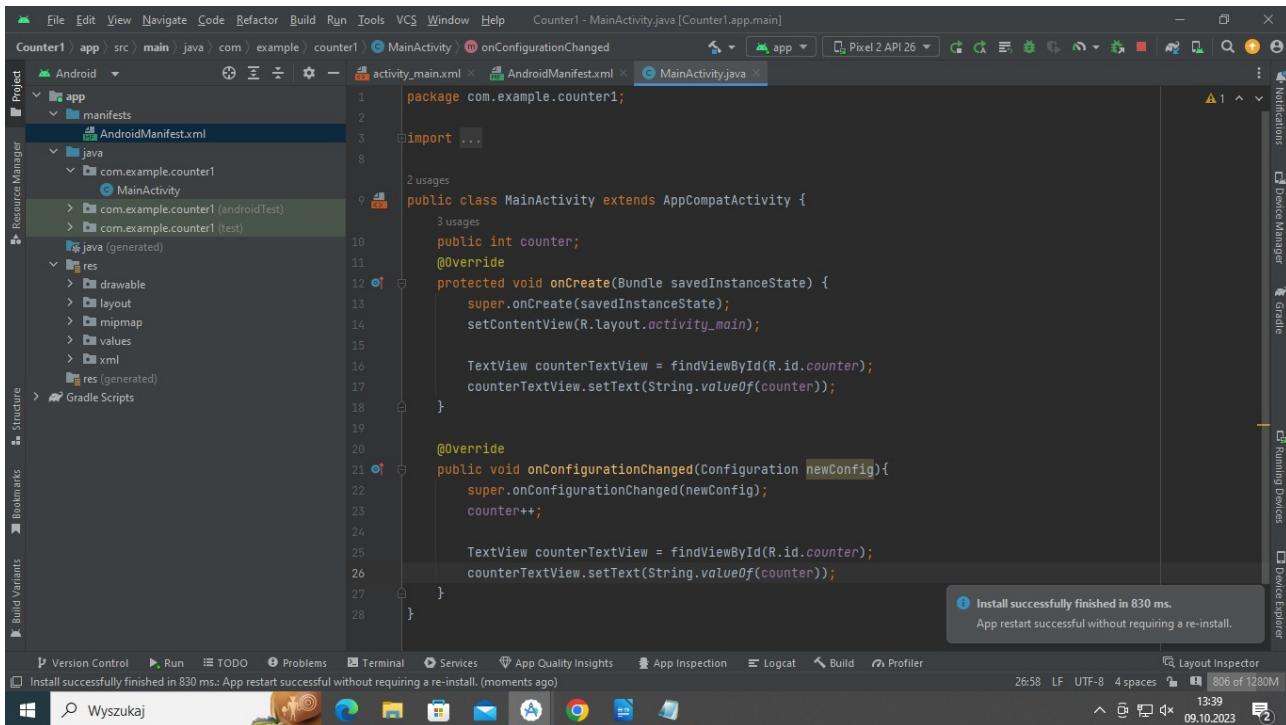


Michał Wiliński zadanie 6.10

kod:



The screenshot shows the Android Studio interface with the project 'Counter1' open. The code editor displays the MainActivity.java file, which contains Java code for a counter application. The code includes imports, class definitions, and overridden methods for configuration changes. A message at the bottom right indicates a successful install and restart.

```
package com.example.counter1;
import ...;

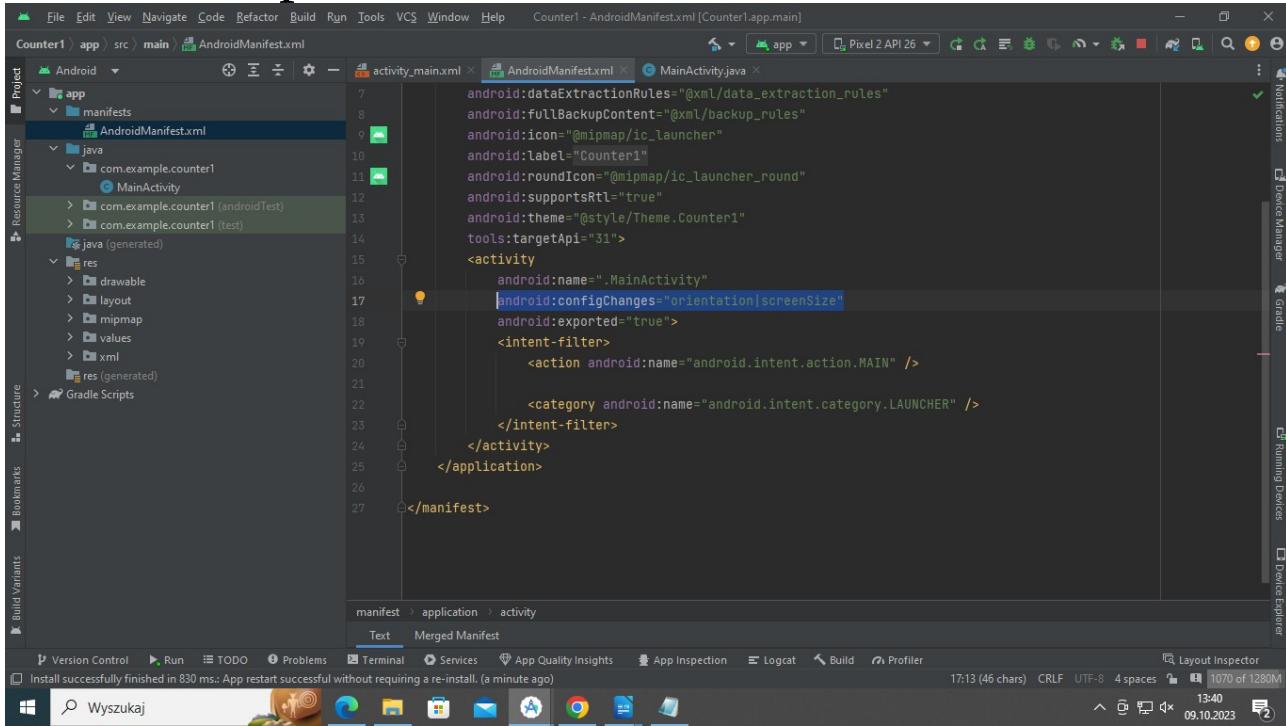
public class MainActivity extends AppCompatActivity {
    public int counter;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        TextView counterTextView = findViewById(R.id.counter);
        counterTextView.setText(String.valueOf(counter));
    }

    @Override
    public void onConfigurationChanged(Configuration newConfig){
        super.onConfigurationChanged(newConfig);
        counter++;

        TextView counterTextView = findViewById(R.id.counter);
        counterTextView.setText(String.valueOf(counter));
    }
}
```

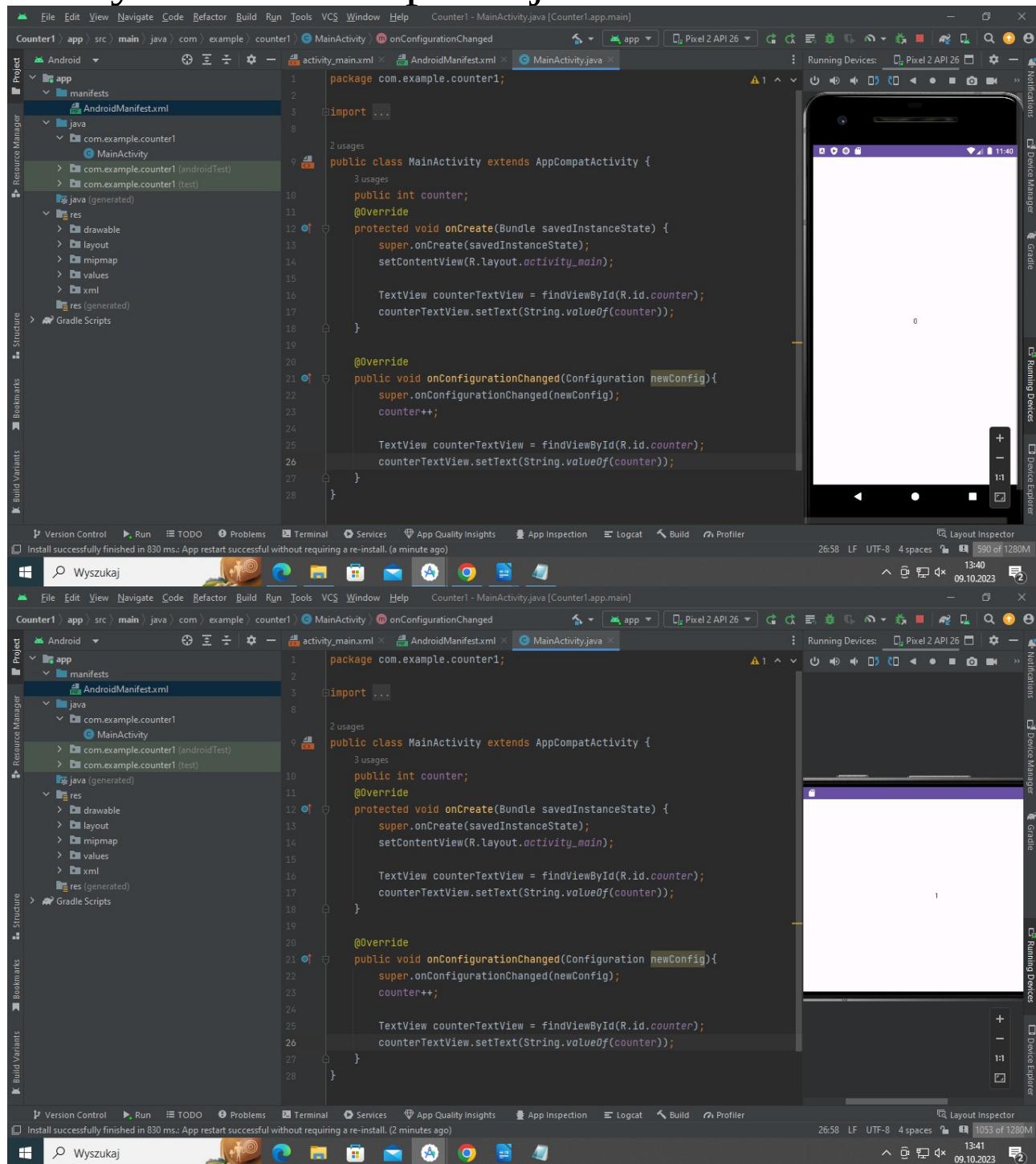
Zmiana w pliku manifestu:



The screenshot shows the Android Studio interface with the project 'Counter1' open. The code editor displays the AndroidManifest.xml file, which defines the application's manifest. The manifest includes information about the activity, such as its name, configuration changes, and exported status. A message at the bottom right indicates a successful install and restart.

```
<manifest>
    <application>
        <activity android:name=".MainActivity"
                  android:configChanges="orientation|screenSize"
                  android:exported="true">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>
</manifest>
```

zrzuty z dzialania aplikacji



The image shows two side-by-side screenshots of the Android Studio interface, illustrating the application's behavior across different devices.

Top Screenshot: The application is running on a Pixel 2 API 26 device. The screen displays a simple counter application with a single TextView labeled "counter". The text value is currently "0".

Bottom Screenshot: The application is running on an iPhone X device. The screen is mostly black, indicating that the application has not yet loaded or is in a state where no content is displayed.

Project Structure: Both screenshots show the same project structure for "Counter1". The Project tab displays the app module with its manifest, Java files (MainActivity.java), and resources. The Java code for MainActivity.java is visible in both cases, showing the logic for incrementing a counter and updating a TextView.

```
package com.example.counter1;
import ...
public class MainActivity extends AppCompatActivity {
    public int counter;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        TextView counterTextView = findViewById(R.id.counter);
        counterTextView.setText(String.valueOf(counter));
    }

    @Override
    public void onConfigurationChanged(Configuration newConfig){
        super.onConfigurationChanged(newConfig);
        counter++;

        TextView counterTextView = findViewById(R.id.counter);
        counterTextView.setText(String.valueOf(counter));
    }
}
```

Counter2 Project:

```
activity_main.xml  MainActivity.java  AndroidManifest.xml
public int counter2;
public TextView counter2Text;
public TextView counter1Text;
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    counter1Text = findViewById(R.id.counter1);
    counter2Text = findViewById(R.id.counter2);
}

@Override
public void onConfigurationChanged(Configuration newConfig){
    super.onConfigurationChanged(newConfig);
    if(newConfig.orientation == Configuration.ORIENTATION_LANDSCAPE){
        counter1++;
        counter1Text.setText(String.valueOf(counter1));
    }else if(newConfig.orientation == Configuration.ORIENTATION_PORTRAIT){
        counter2++;
        counter2Text.setText(String.valueOf(counter2));
    }
}
```

Counter1 Project:

```
activity_main.xml  AndroidManifest.xml  MainActivity.java
package com.example.counter1;
import ...
public class MainActivity extends AppCompatActivity {
    public int counter;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        TextView counterTextView = findViewById(R.id.counter);
        counterTextView.setText(String.valueOf(counter));
    }

    @Override
    public void onConfigurationChanged(Configuration newConfig){
        super.onConfigurationChanged(newConfig);
        counter++;
        TextView counterTextView = findViewById(R.id.counter);
        counterTextView.setText(String.valueOf(counter));
    }
}
```

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

- Project Structure:** The left sidebar displays the project structure under "Counter1 > app". It includes the "app" folder with "AndroidManifest.xml", "java" (containing "com.example.counter1" with "MainActivity"), "res" (with drawable, layout, mipmap, values, and xml), and "gradle Scripts".
- Code Editor:** The main area shows the "MainActivity.java" code. The code defines a class `MainActivity` that extends `AppCompatActivity`. It contains an integer variable `counter` and overrides the `onCreate` and `onConfigurationChanged` methods. The `onCreate` method initializes the view and sets the counter text. The `onConfigurationChanged` method increments the counter and updates the text view again.
- Run Tab:** The bottom right corner shows the "Running Devices" tab, which is currently active, displaying a blank white screen for the "Pixel 2 API 26" device.
- Bottom Bar:** The bottom bar includes standard Android Studio navigation icons (File, Edit, View, etc.) and a search bar labeled "Wyszukaj".

```
package com.example.counter1;
import ...;

public class MainActivity extends AppCompatActivity {
    public int counter;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        TextView counterTextView = findViewById(R.id.counter);
        counterTextView.setText(String.valueOf(counter));
    }

    @Override
    public void onConfigurationChanged(Configuration newConfig){
        super.onConfigurationChanged(newConfig);
        counter++;

        TextView counterTextView = findViewById(R.id.counter);
        counterTextView.setText(String.valueOf(counter));
    }
}
```