Exercise session 2

16.09.2019
Views - Exercise

Are you set up?

Do you have android studio installed?

Have you created and ran your first project?

If not yet, please do exercises of 0 and 1 lectures, to set up your environment

Install Android Studio and Have "Hello world" running on your phone:

http://bit.ly/2kKruy3 && http://bit.ly/2kNjjkr

Let's Begin

You can always use Exercise #2 Branch as a reference! :)

https://github.com/android-academy-minsk/fundamentals-2019-excercise/tree/ex-2-views
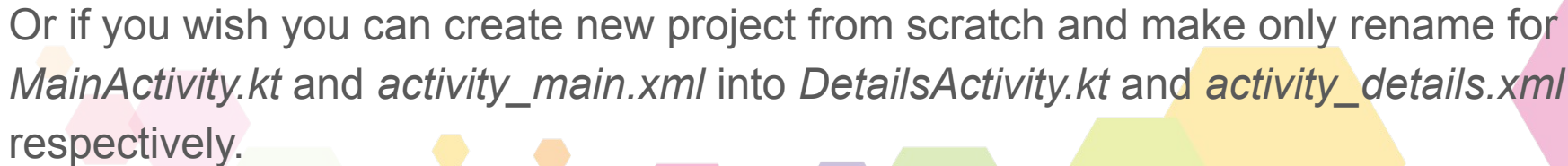
And you can look back at the presentation:

Prerequisites

Prepare project

Given you continue creating your app in the same codebase where you've finished **Exercise #1**.

You need to delete *SecondActivity* and all code associated with it (reference in *AndroidManifest*, *activity_second.xml* etc.) and rename *MainActivity.kt* into *DetailsActivity.kt* along with renaming *activity_main.xml* into *activity_details.xml*

Or if you wish you can create new project from scratch and make only rename for *MainActivity.kt* and *activity_main.xml* into *DetailsActivity.kt* and *activity_details.xml* respectively.
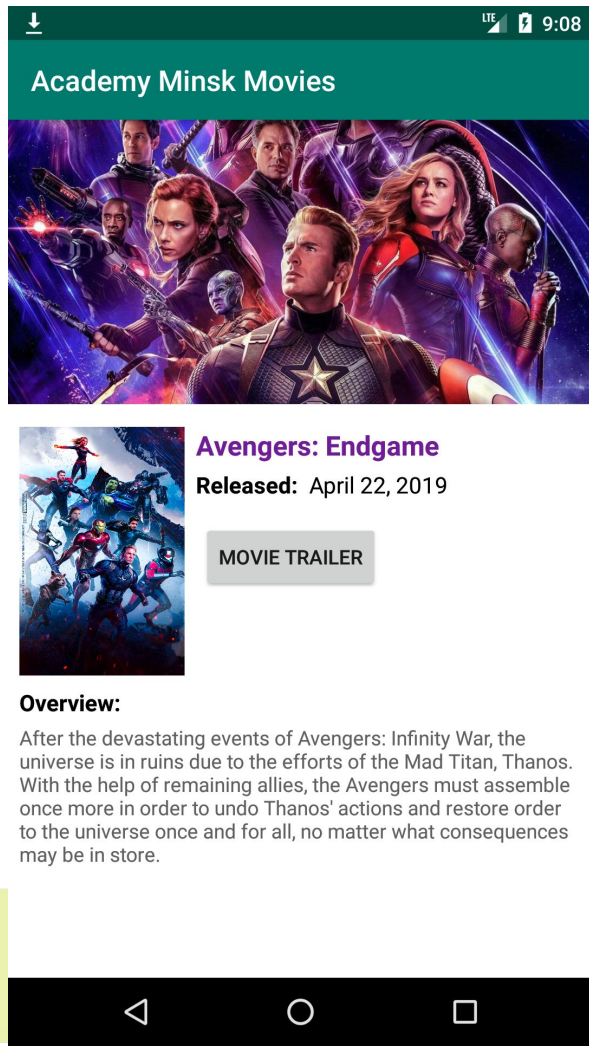
Exercise Overview

We'll create a simple Movie detail screen.
The focus this time is on creating a complex layout using what we've learned so far.
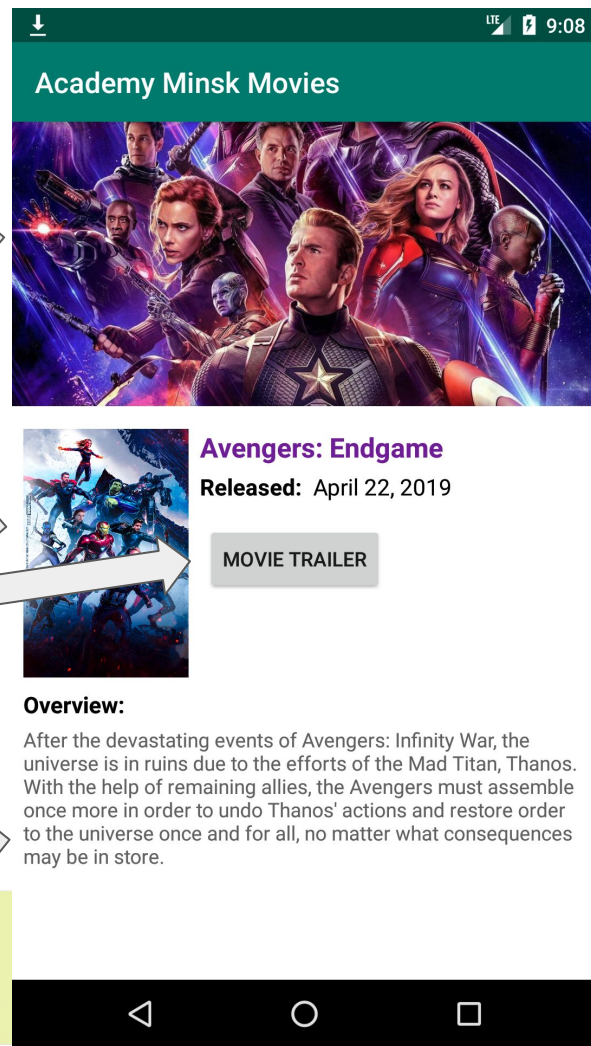
Go to the next slide for specs...

Movie details screen: specs

Large header image at the top of the screen.

Smaller Image aligned to the bottom of the header image.

Clicking on the button should launch youtube app with the app Trailer.

The details about the movie: Title, released date and overview.

Academy Minsk Movies

LTE 9:08

Avengers: Endgame
Released: April 22, 2019

MOVIE TRAILER

Overview:
After the devastating events of Avengers: Infinity War, the universe is in ruins due to the efforts of the Mad Titan, Thanos. With the help of remaining allies, the Avengers must assemble once more in order to undo Thanos' actions and restore order to the universe once and for all, no matter what consequences may be in store.

Building the layout

Tips:

- Try and break the layout into smaller, more manageable pieces.
- Think - what are the relationships between the different Views on screen? (ex: "View1 is to the right of View2"). What are the boundaries of each View?
- Plan → code → review. Repeat as needed.
- Useful layouts:
  - LinearLayout + Guide.
  - RelativeLayout + Guide.
  - ConstraintLayout + Guide.
- Pay attention to the different text sizes & colors.
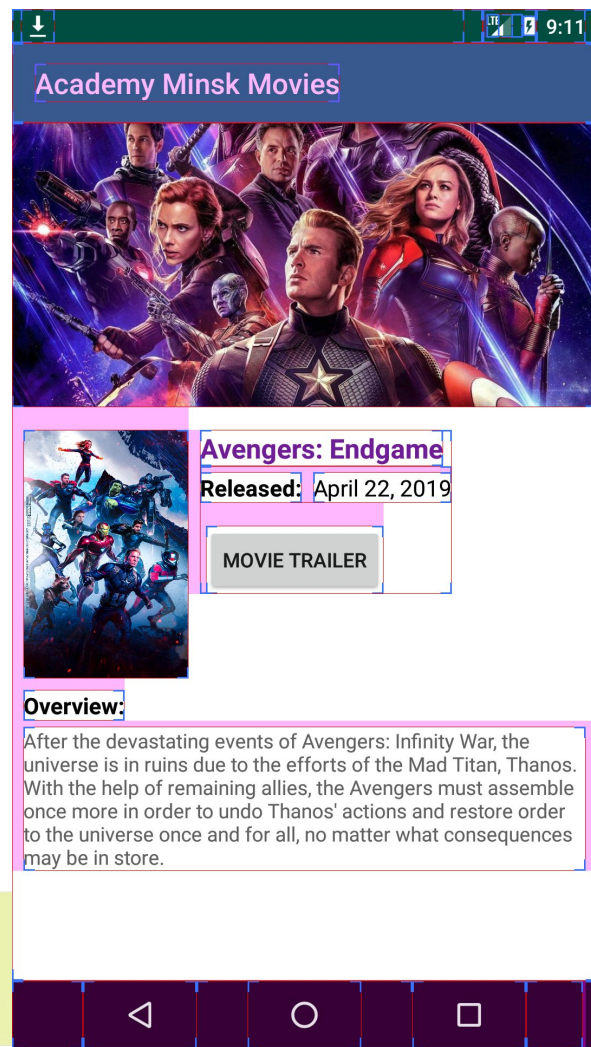
Launching the YouTube app with a specific URL

On the lecture we used **explicit intent** to open a specific activity which we created, and we have an access to.

What happens when we want to start an activity which doesn't belong to our app?

And if we want to open any activity which does a certain type of action, i,e, all activities that can send an email, or take a photo, or call a number, or navigate.

We can use **implicit intent**. We tell what we want to happen, and Android will suggest the apps that can provide that functionality.

On our exercise, we'll use an **Implicit Intent** to launch YouTube app.

Implicit Intent

Use this:

https://developer.android.com/guide/components/intents-common.html

To find out how to create an implicit intent.

and which keys to add to the intent bundle.

Resources

Infinity war:

[Main image](#) , [Background image](#) , [Trailer URL](#)

Implicit Intent docs:

https://developer.android.com/guide/components/intents-common.html

RelativeLayout docs:

https://developer.android.com/reference/android/widget/RelativeLayout.html

LinearLayout docs:

https://developer.android.com/reference/android/widget/LinearLayout.html

ConstraintLayout docs:

https://developer.android.com/reference/android/support/constraint/ConstraintLayout

Done? Awesome.

Bonus task:

1. Add more details to the screen.
    Images, fun facts etc..

2. Running out of screen real estate? **Great!**
    Time to learn about and implement a [ScrollView](#).

3. Make sure your layout fits on smaller devices.
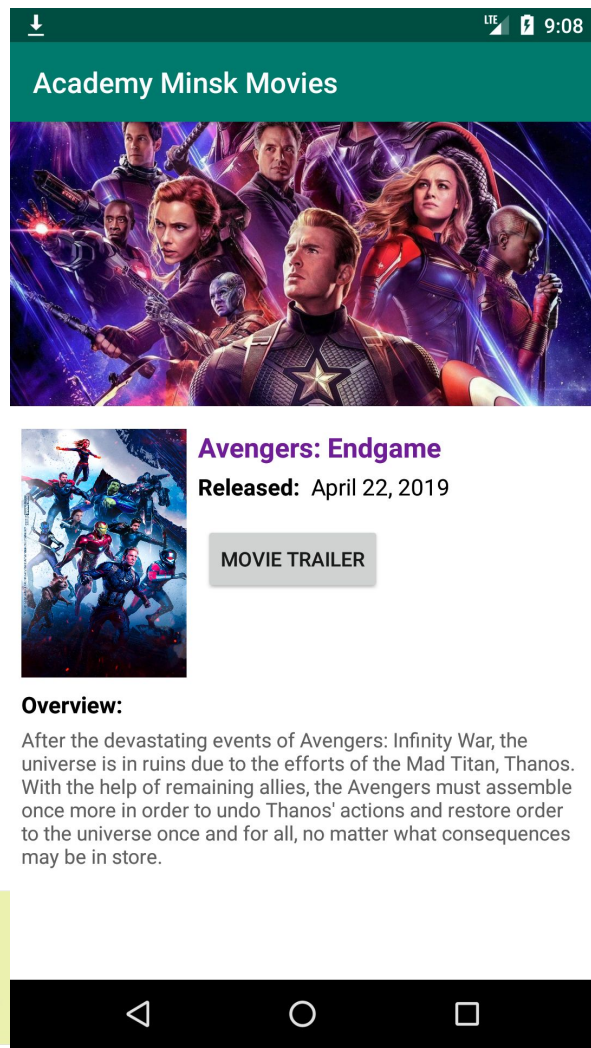
Well Done!!

You're all done with exercise 2!

See you next time!