

Brendan Wanlass
ANDROID ARCHITECT

@brendanwanlass



Overview



Intro to extending views

Customizing existing views

Intro to the canvas

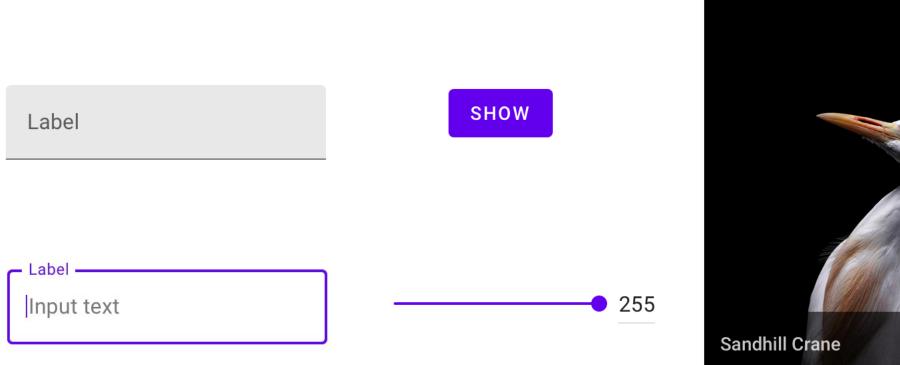
Considerations when extending views



Intro to Extending Views



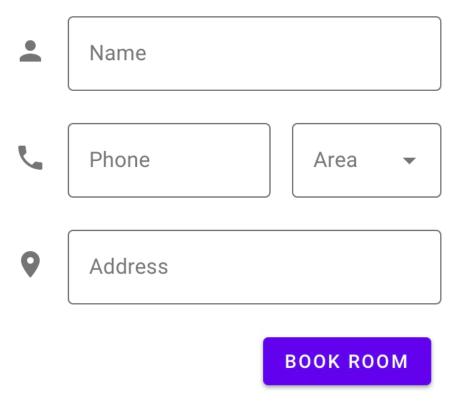
Basic Components





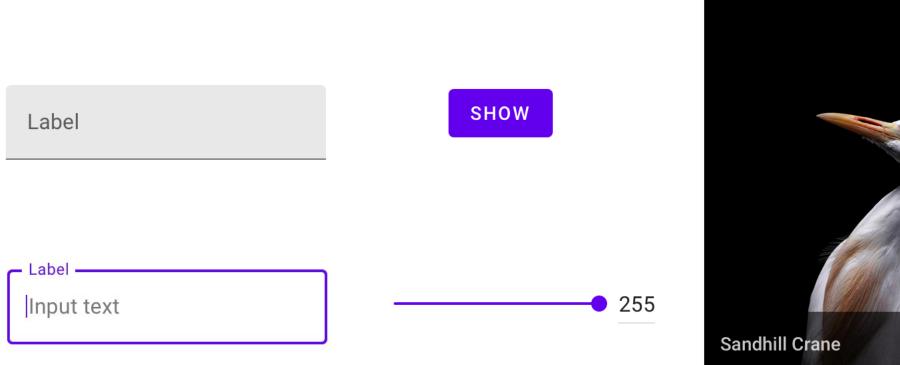


Compound Components





Basic Components



















Compound Component





Iteration

Compound Component







Compound Component vs. Subclass

Compound Component











Compound Component vs. Subclass

Compound Component







Compound Component vs. Subclass

Compound Component



Extend ViewGroup





More customization

Simpler than creating a view from scratch



Customizing Existing Views



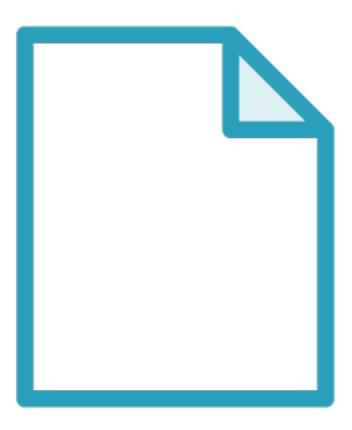
<Live Coding>



Intro to the Canvas



Canvas



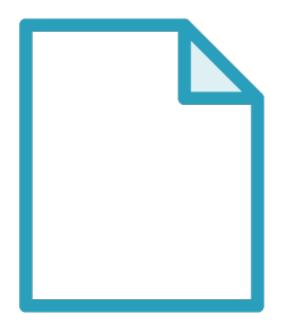


Paint





Custom Drawing







Override onDraw

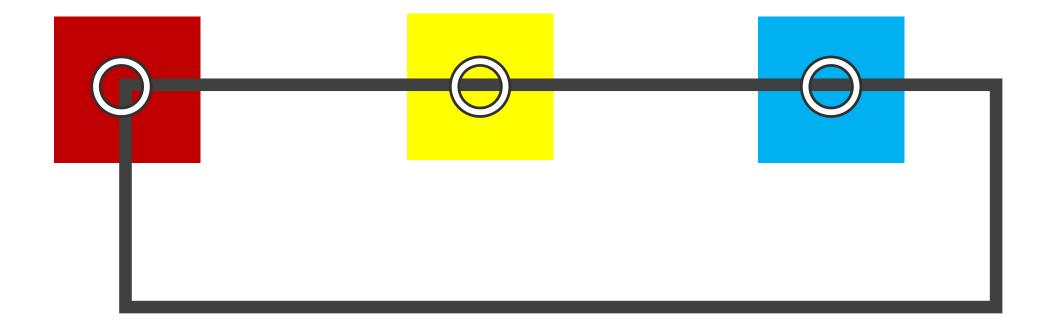
```
override fun onDraw(canvas: Canvas?) {
    super.onDraw(canvas)
    //...
}
```



<Live Coding>

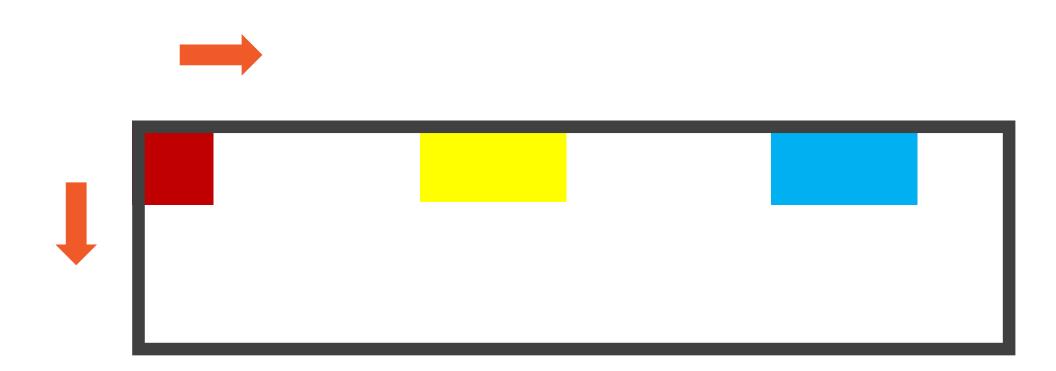


Clipping



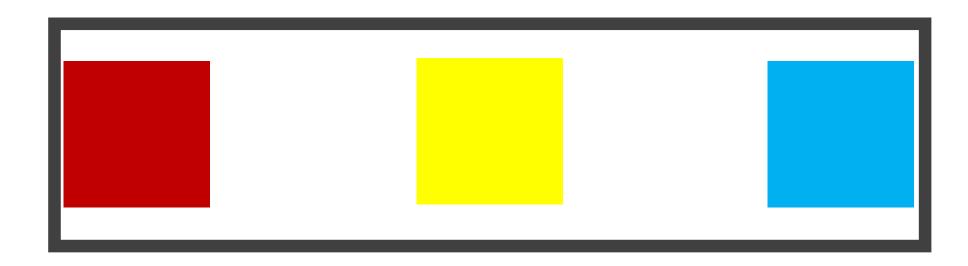


Clipping





Clipping





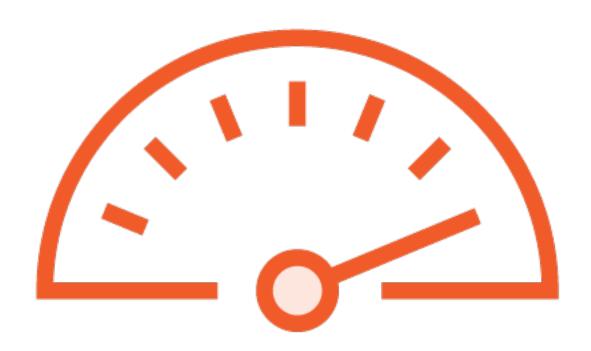
<Live Coding>



Considerations When Extending Views

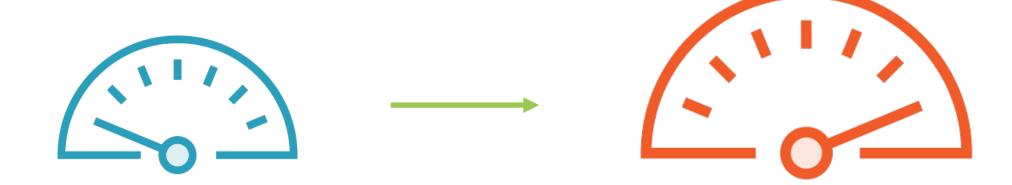


Performance





Optimization

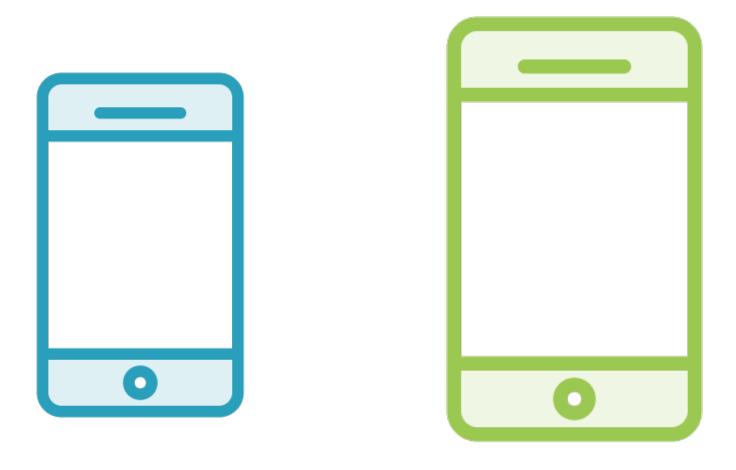




<Live Coding>



Screen Size





<Live Coding>



DP



DIP

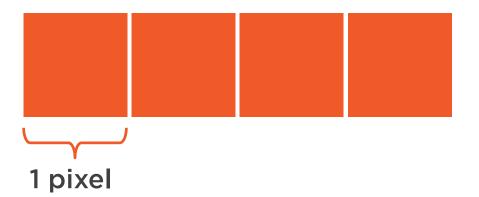


Density-Independent Pixels



Physical Pixels

160 dpi device



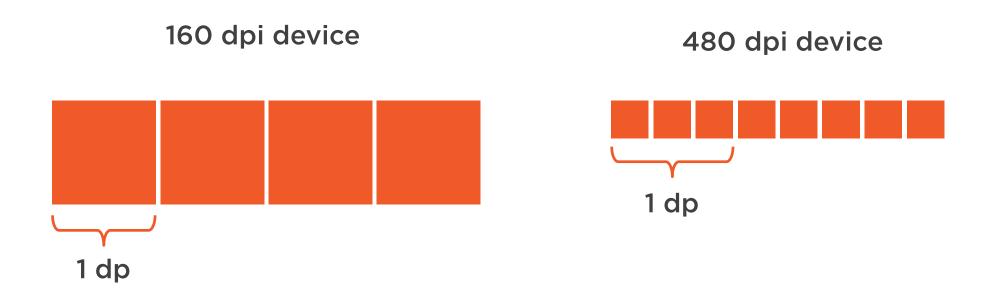


Physical Pixels





Density-Independent Pixels





<Live Coding>



Reuseable







Benefits

Take advantage of existing functionality

Don't have to worry about measuring

Limitations

Hard to stray too far from parent view

Sometimes parent methods and fields aren't exposed



Summary



Intro to extending views

Customizing existing views

Intro to the canvas

Considerations when extending views



Next Up: Creating Custom Views

