Making Your Custom View Interactive



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ANDROID ARCHITECT

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Overview



Handling motion events

Making the color dial interactive

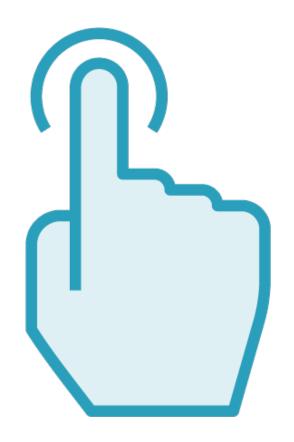
Tying it all together



Handling Motion Events



Touch Event





Touch Event





onTouchEvent()

```
override fun onTouchEvent(event: MotionEvent): Boolean {
}
```



onTouchEvent()

MotionEvent

X,Y Position

Action

ACTION_DOWN

ACTION_MOVE



onTouchEvent()

```
override fun onTouchEvent(event: MotionEvent): Boolean {
}
```

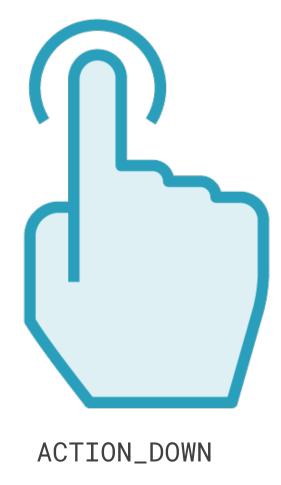


Dial Touch Events





Touch Event



ACTION_MOVE

ACTION_UP



Touch Event

X, Y Position

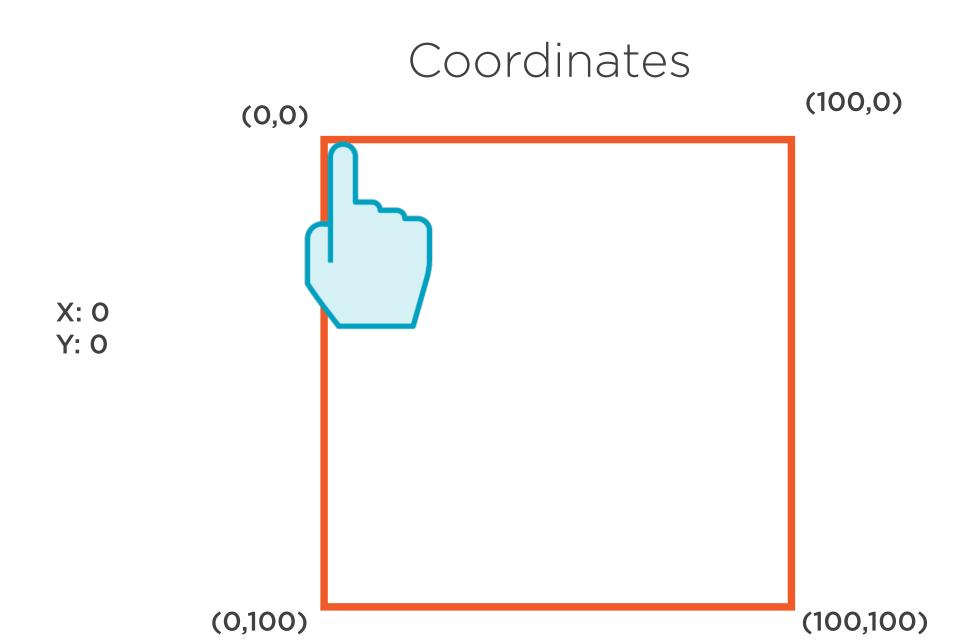
X, Y Position



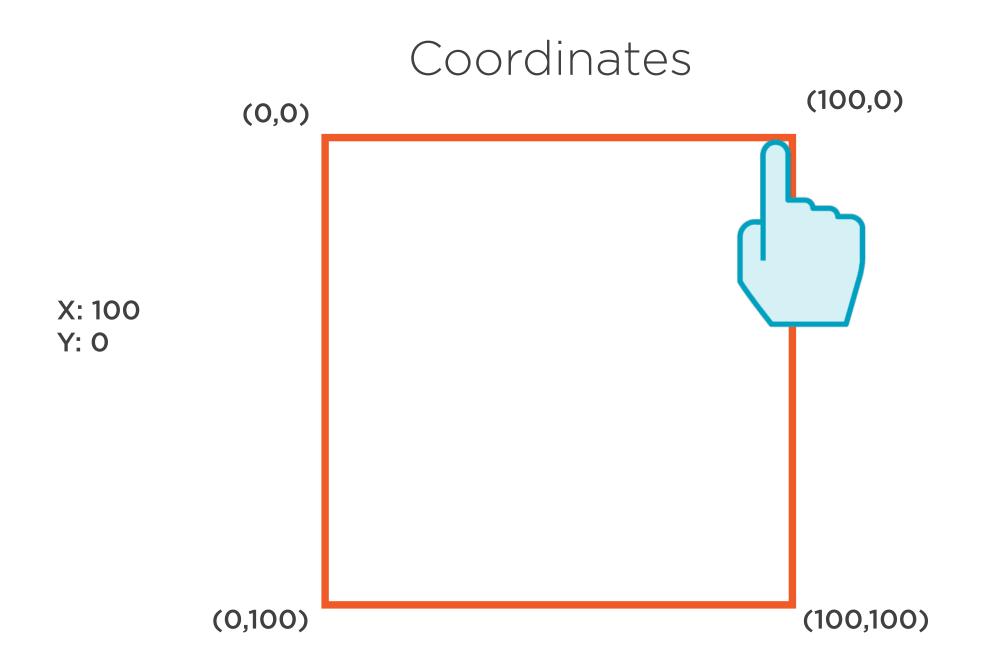
ACTION_MOVE

ACTION_UP

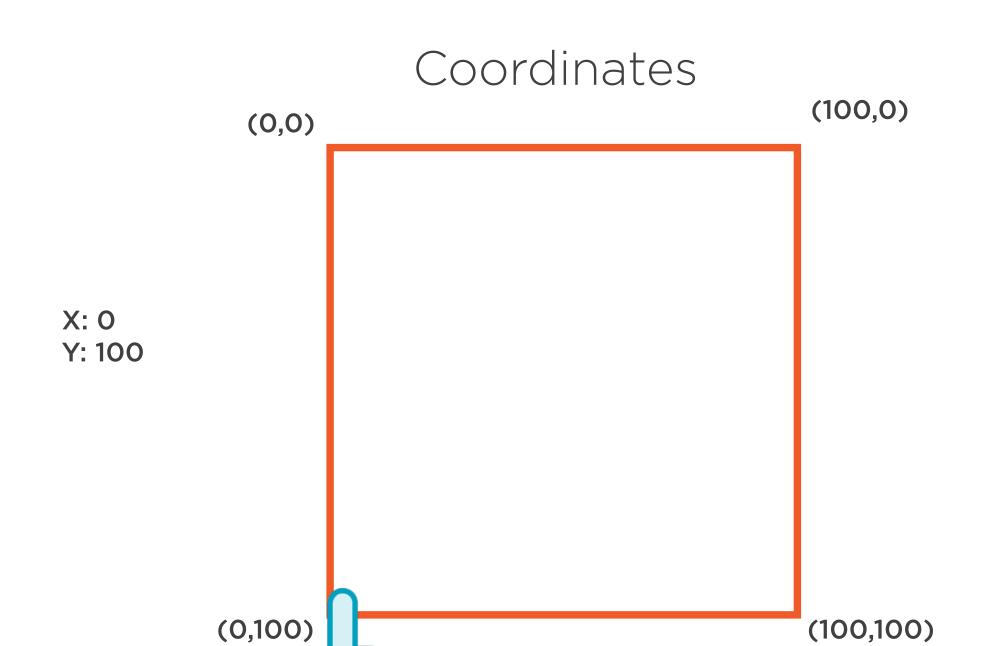




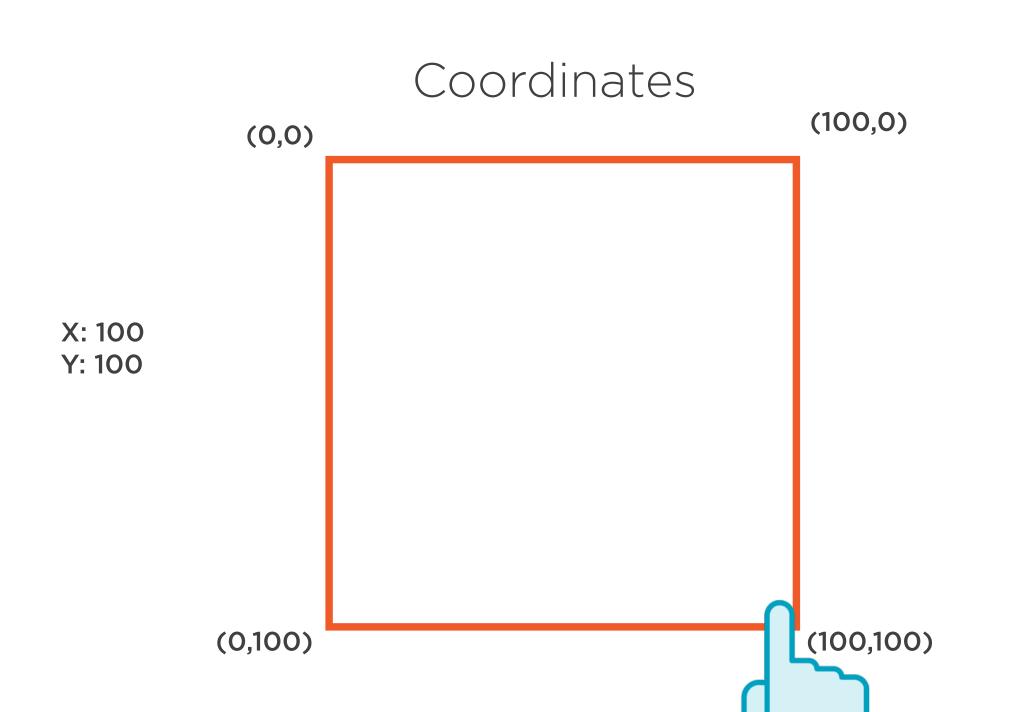










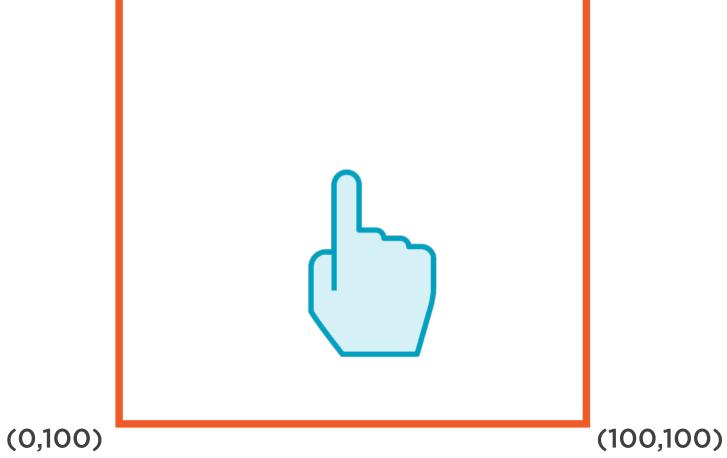




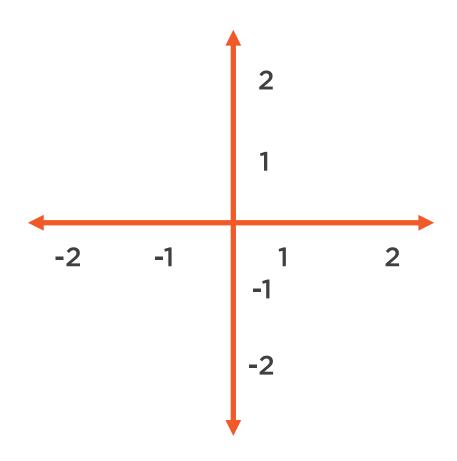
Coordinates (0,0) (100,0)

X: 50

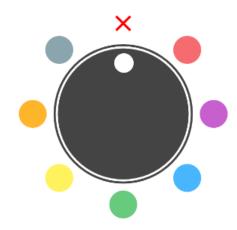
Y: 50







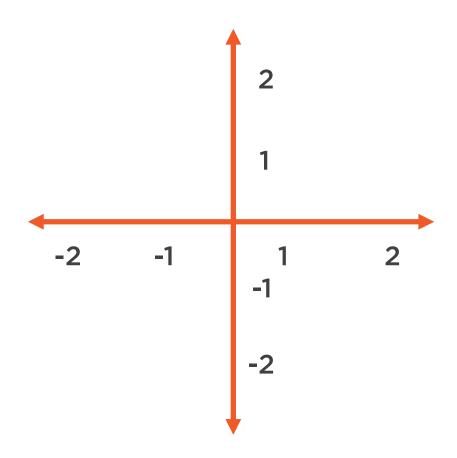








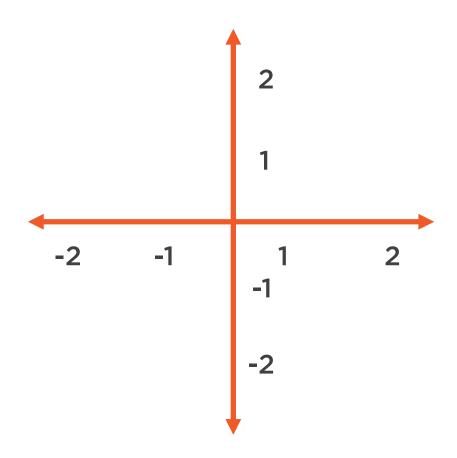




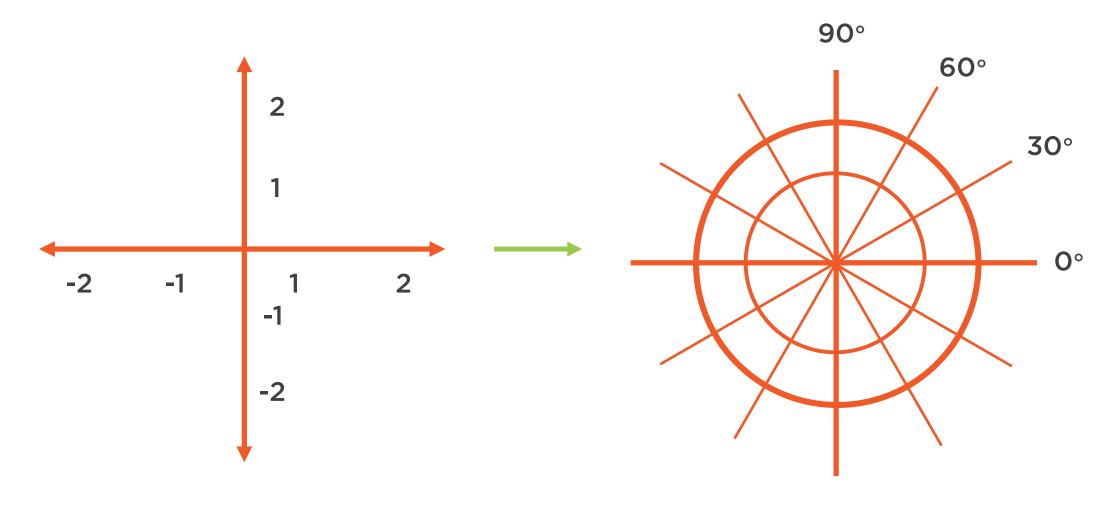


Polar Coordinates

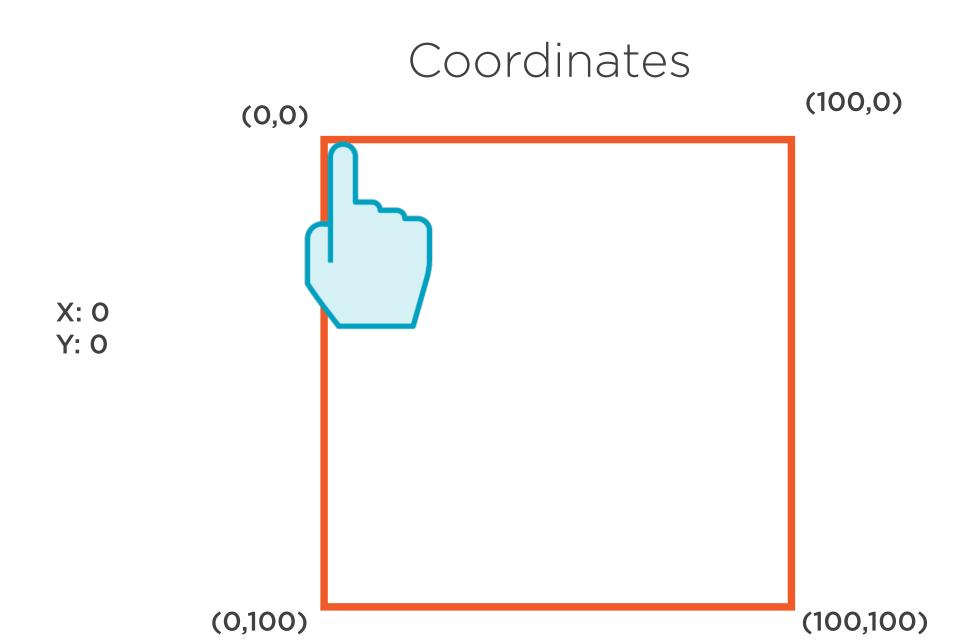


















Making the Color Dial Interactive



<Live Coding>

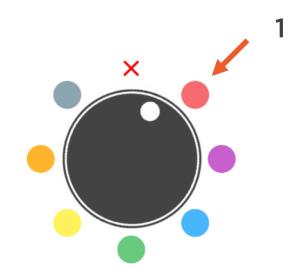




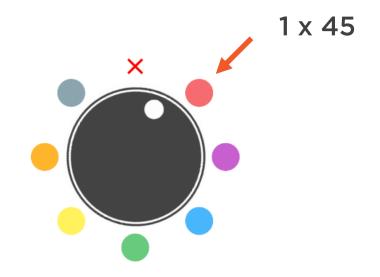








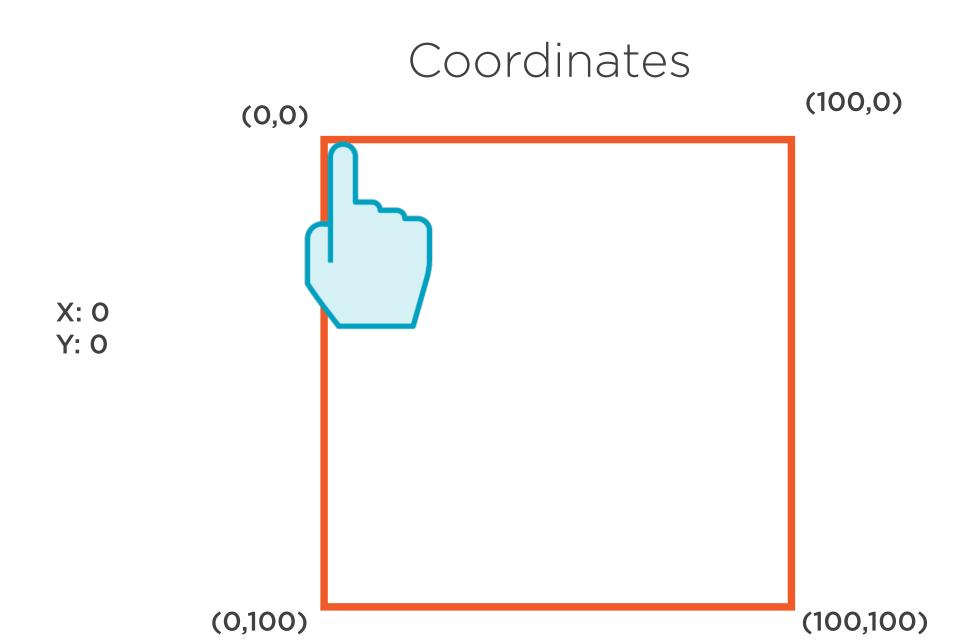




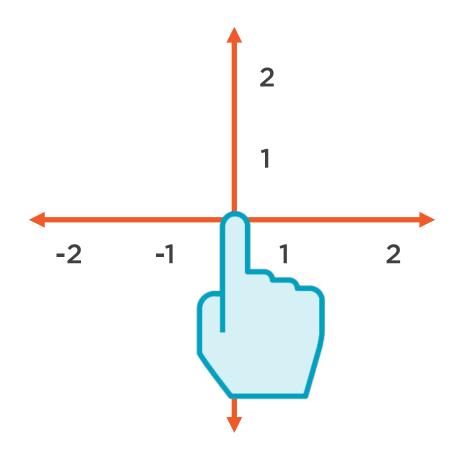


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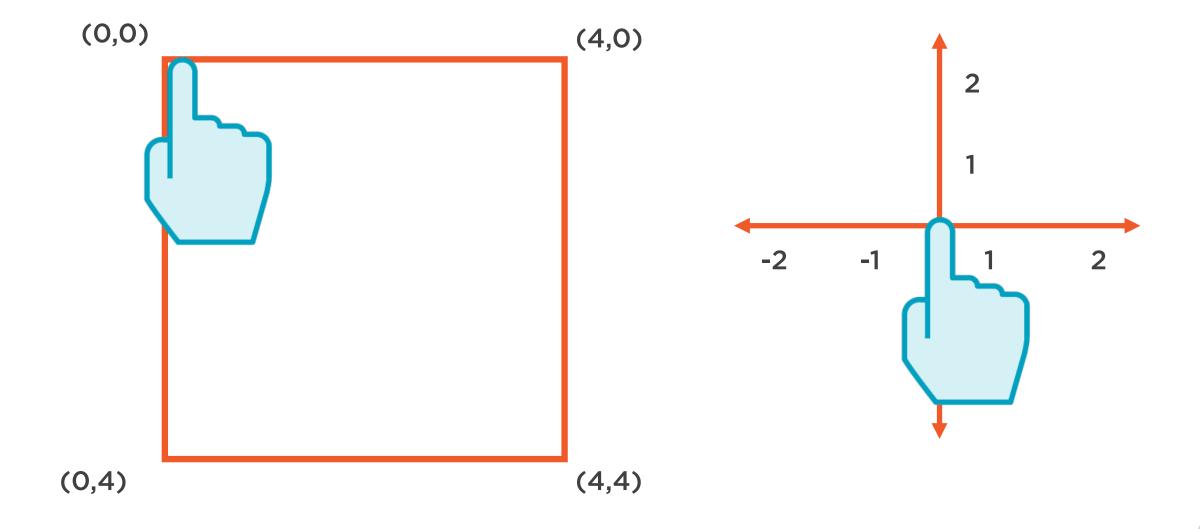




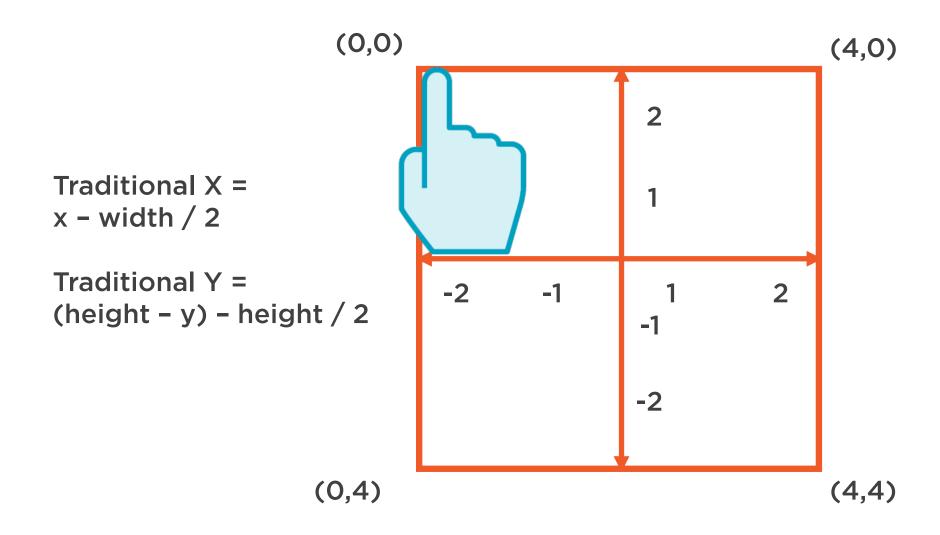










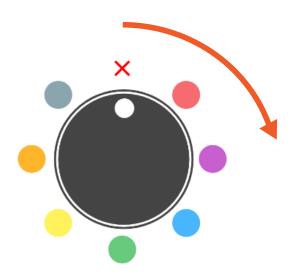




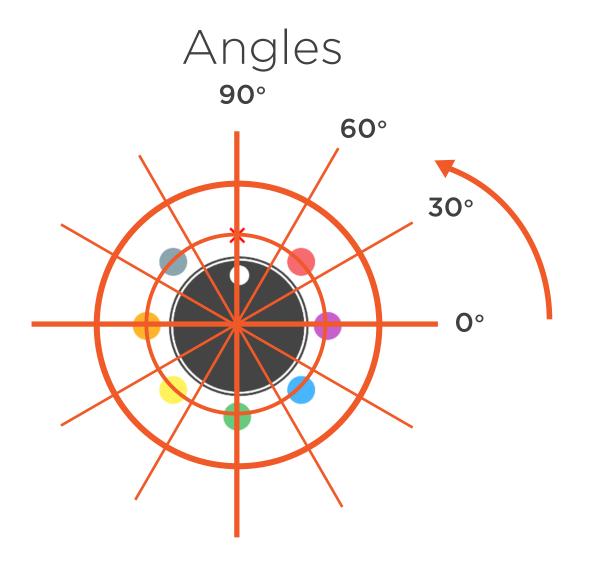
<Live Coding>



Angles







<Live Coding>



Tying It All Together



<Live Coding>



Summary



Handling motion events

Making the color dial interactive

Tying it all together



Summary



Creating compound components

Extending views

Creating custom views

Custom view positioning and sizing

Making your custom view interactive



Thank You!



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