

# 練習02使用文字方塊輸入

文字方塊(EditText)、按鈕(Button)和文字標籤(TextVie)的使用



# New Project

Android Studio

## Configure your new project

Application name: P02

Company domain: kim.example.com

Package name: com.example.kim.p02 [Edit](#)

☐ Include C++ support

Project location: E:\Dropbox\CodeTest\AndroidDev\AndroidStudio\P02 ...

Previous

Next

Cancel

Finish



# Target Android Devices

## Select the form factors your app will run on

Different platforms may require separate SDKs

☒ Phone and Tablet

Minimum SDK API 15: Android 4.0.3 (IceCreamSandwich)

Lower API levels target more devices, but have fewer features available.

By targeting API 15 and later, your app will run on approximately 97.4% of the devices that are active on the Google Play Store.

[Help me choose](#)

☐ Wear

Minimum SDK API 21: Android 5.0 (Lollipop)

☐ TV

Minimum SDK API 21: Android 5.0 (Lollipop)

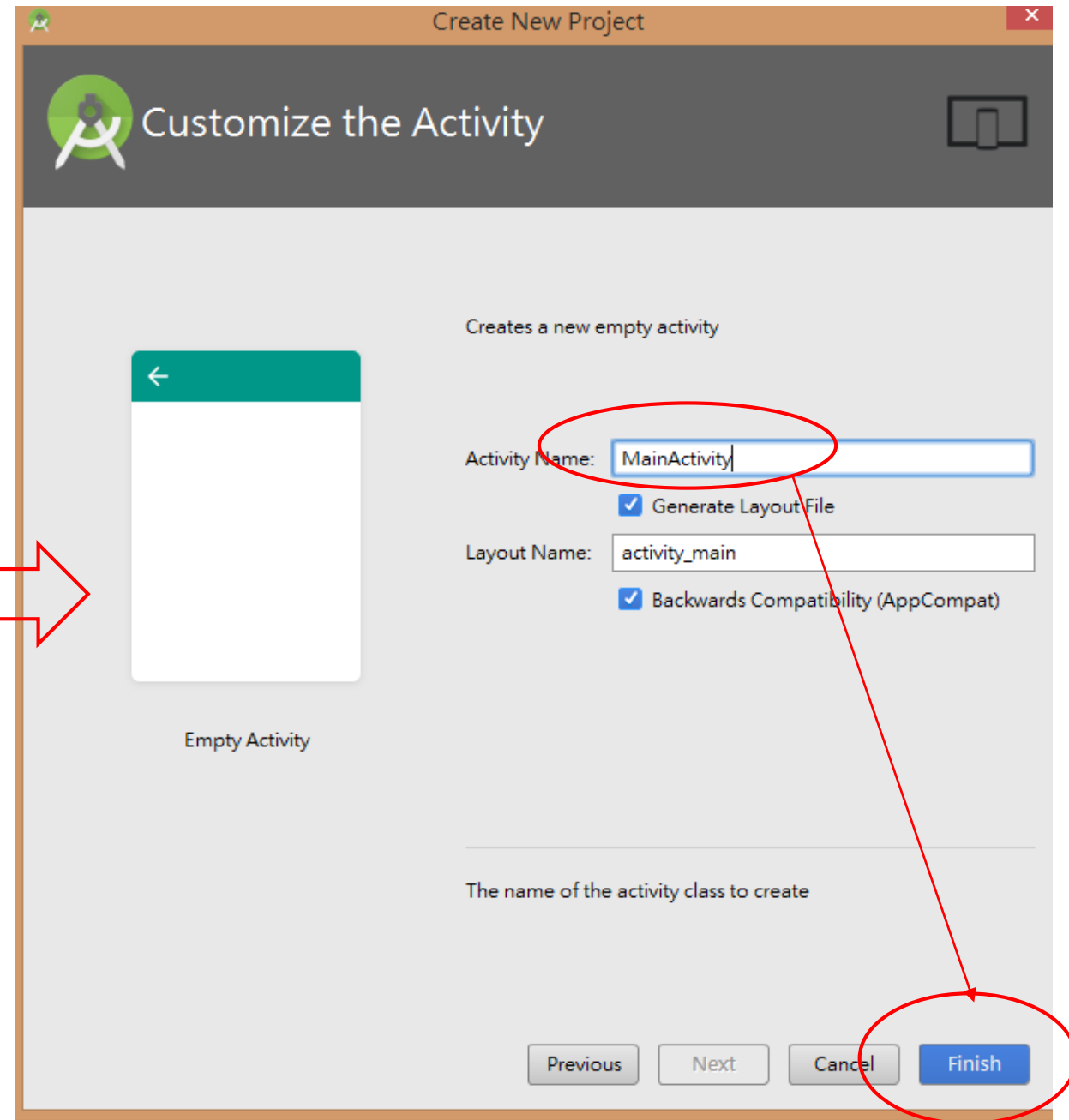
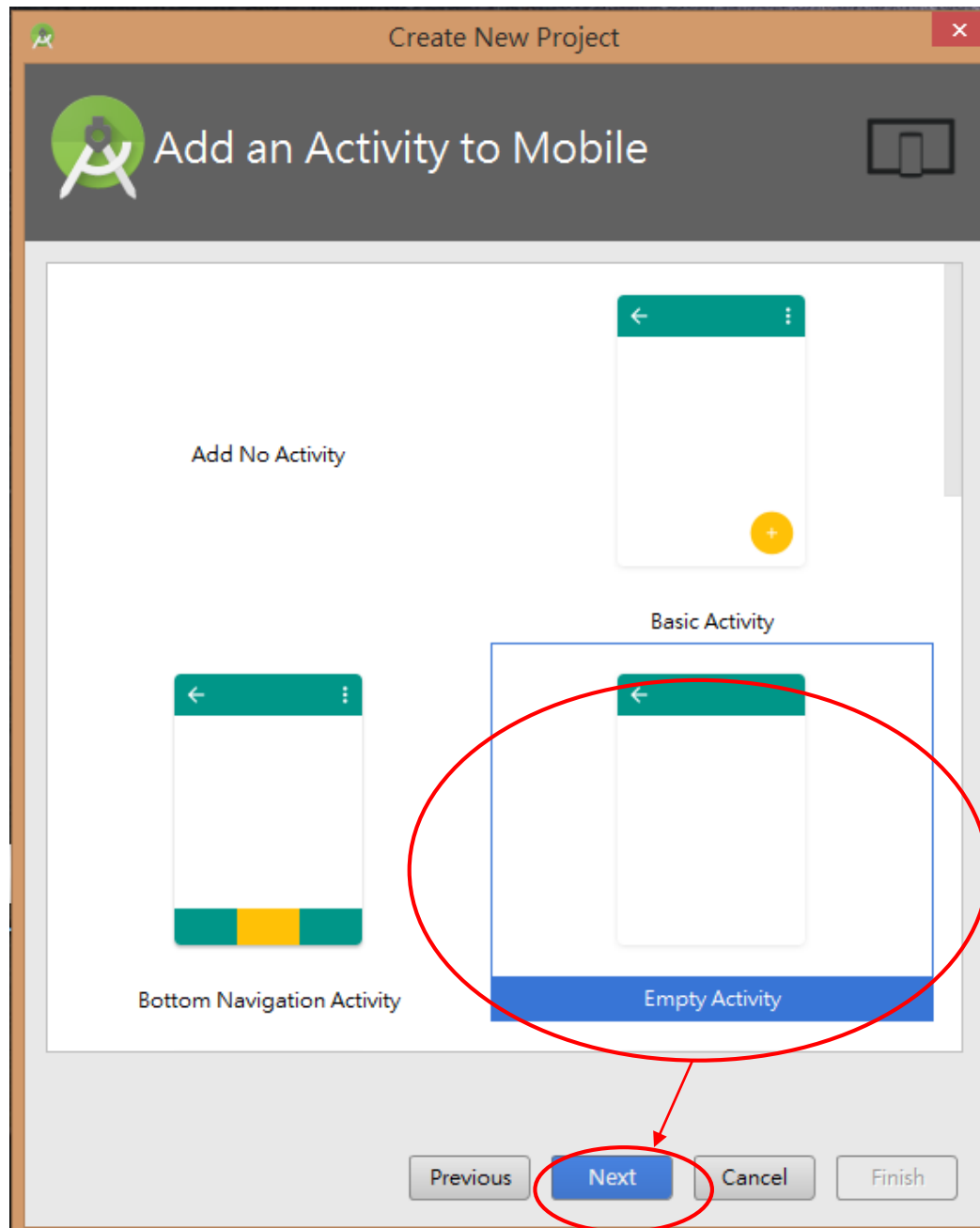
☐ Android Auto

Previous

Next

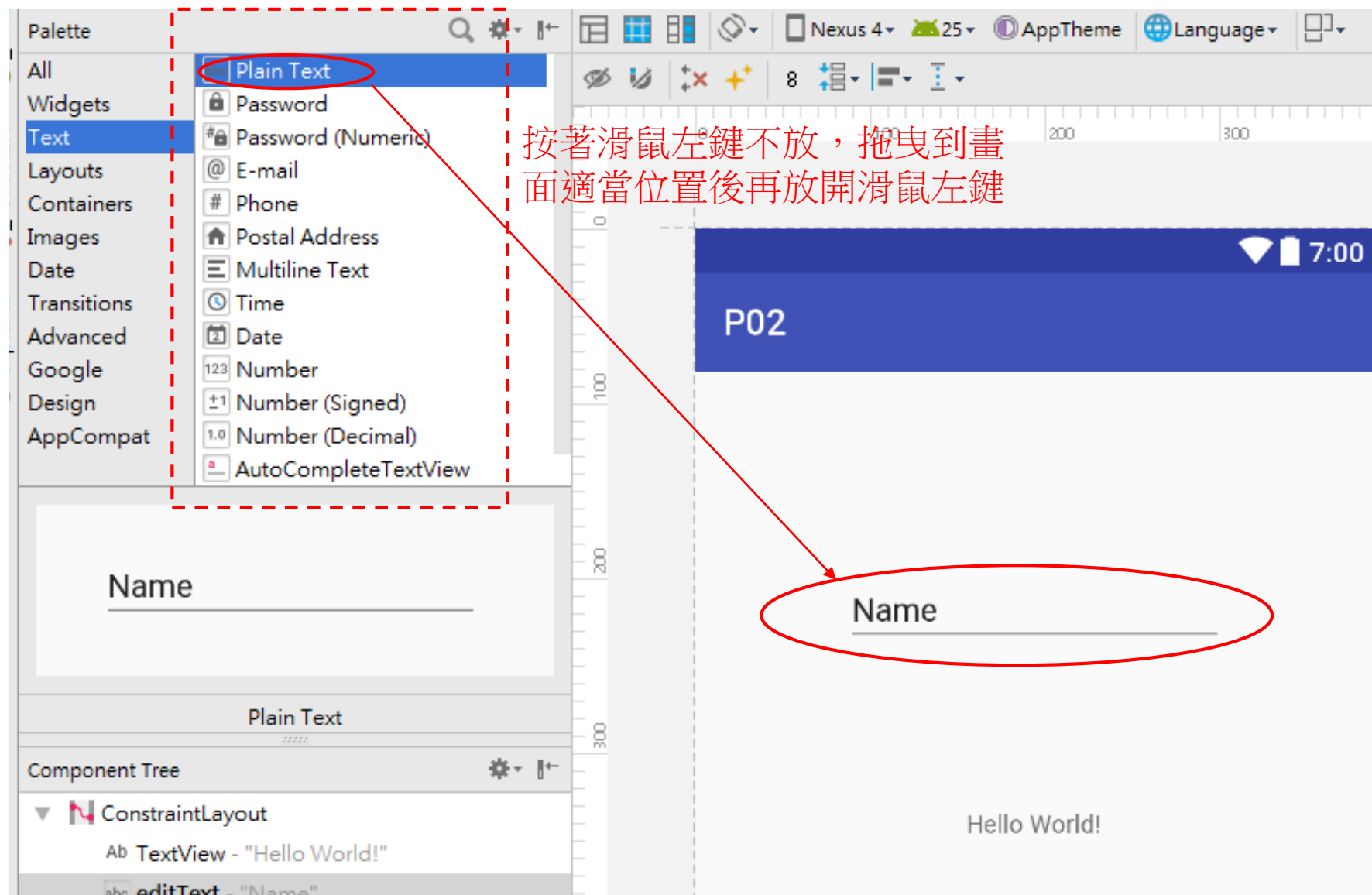
Cancel

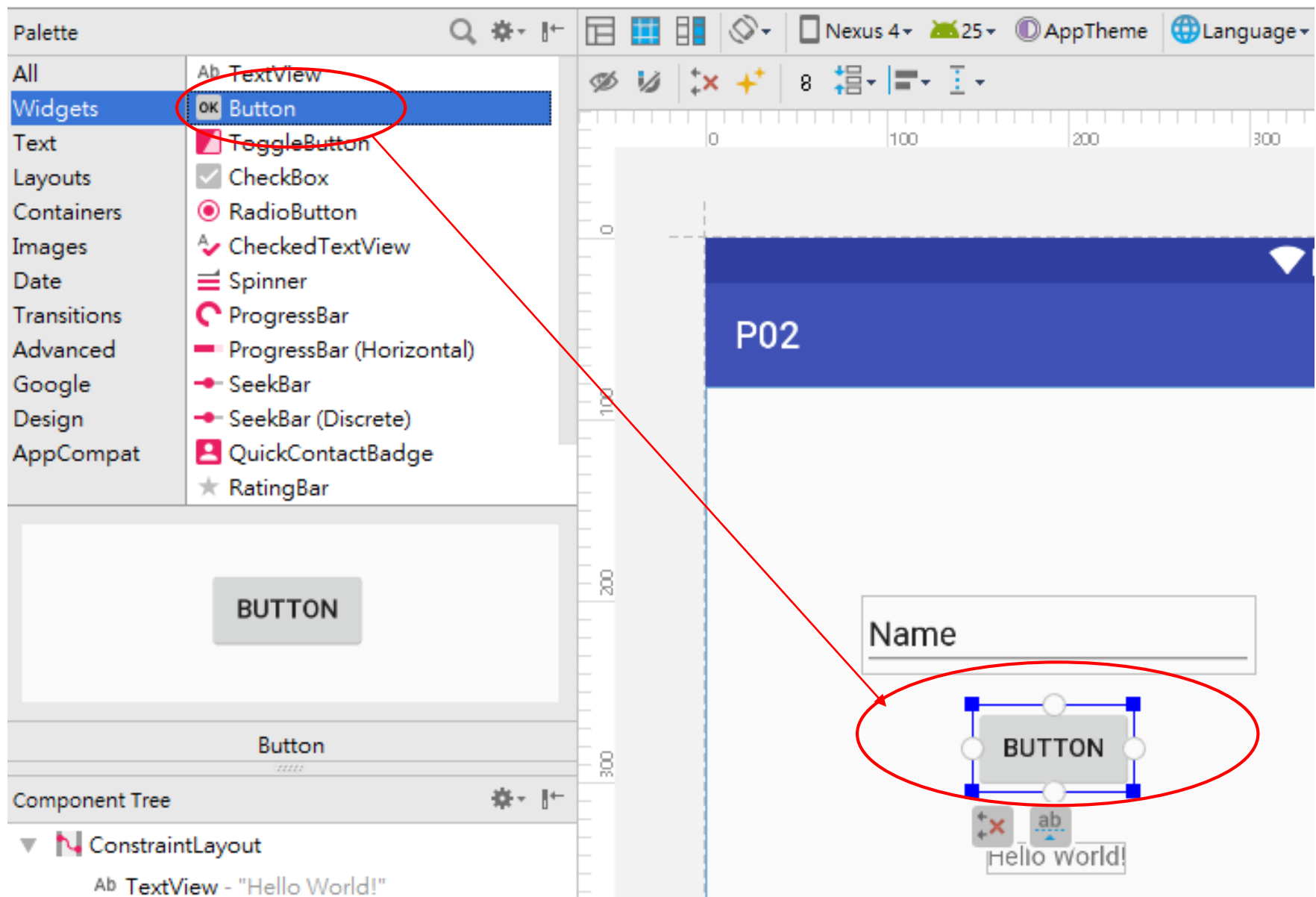
Finish



# 設計畫面

調色盤(Palette)內建多種輸入格式的文字方塊，此例選擇純文字(Plain Text)即可

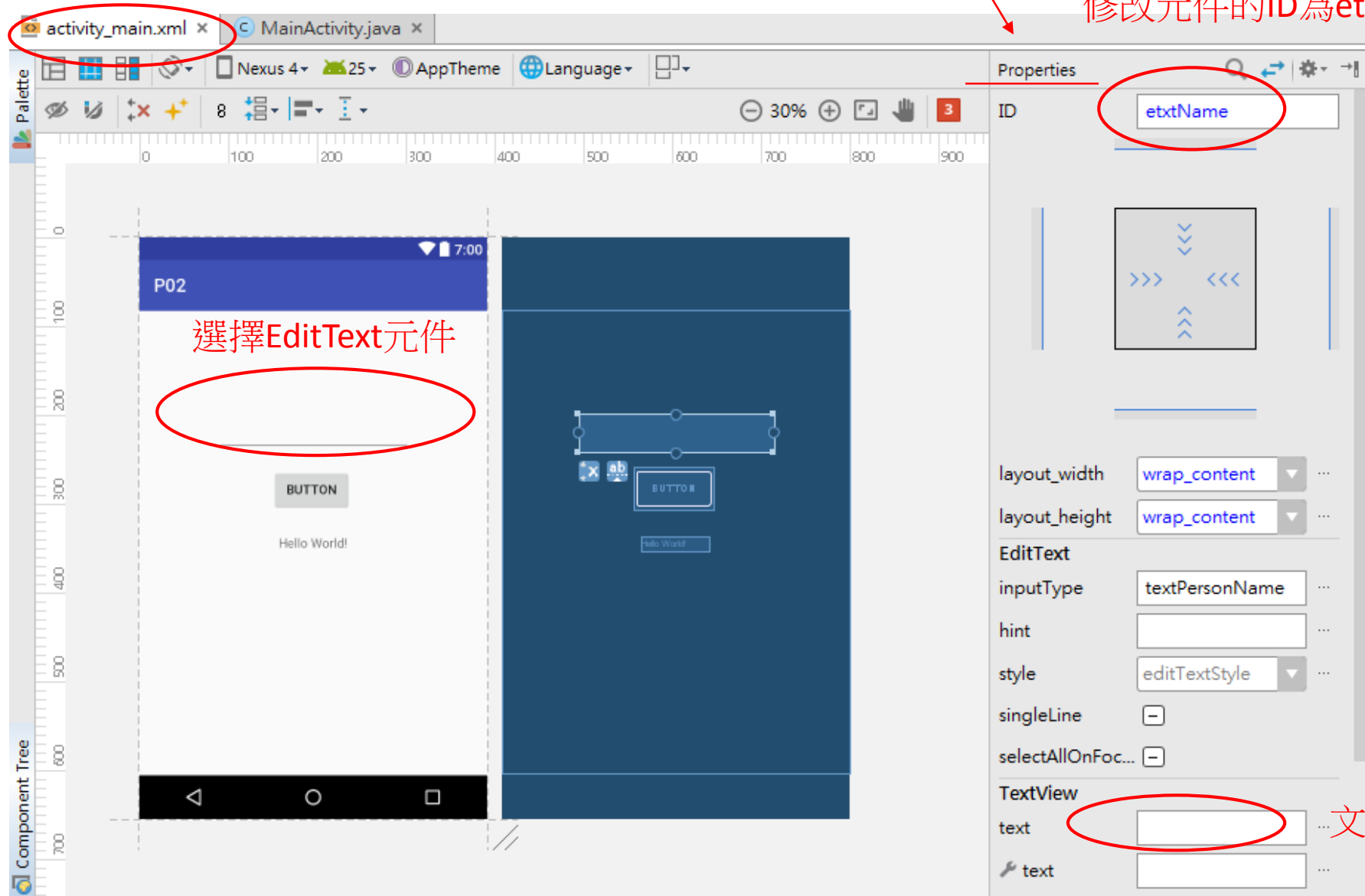




# 設定元件預設內容

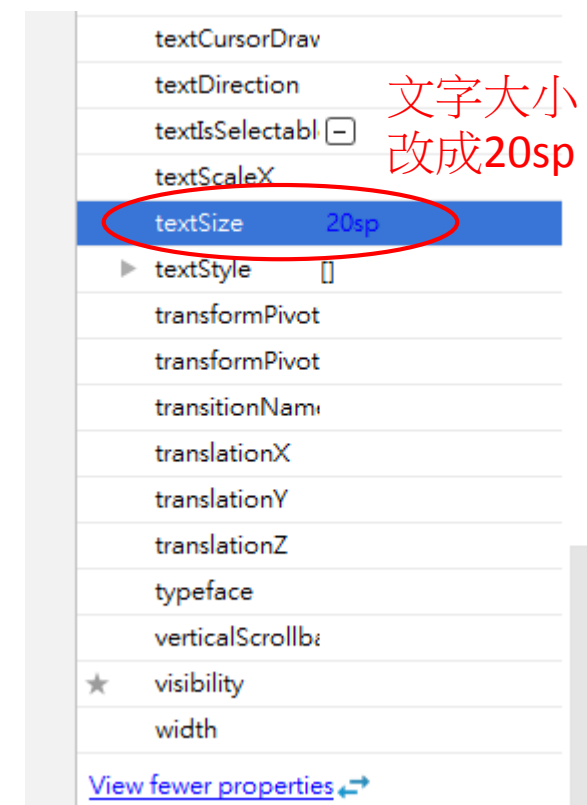
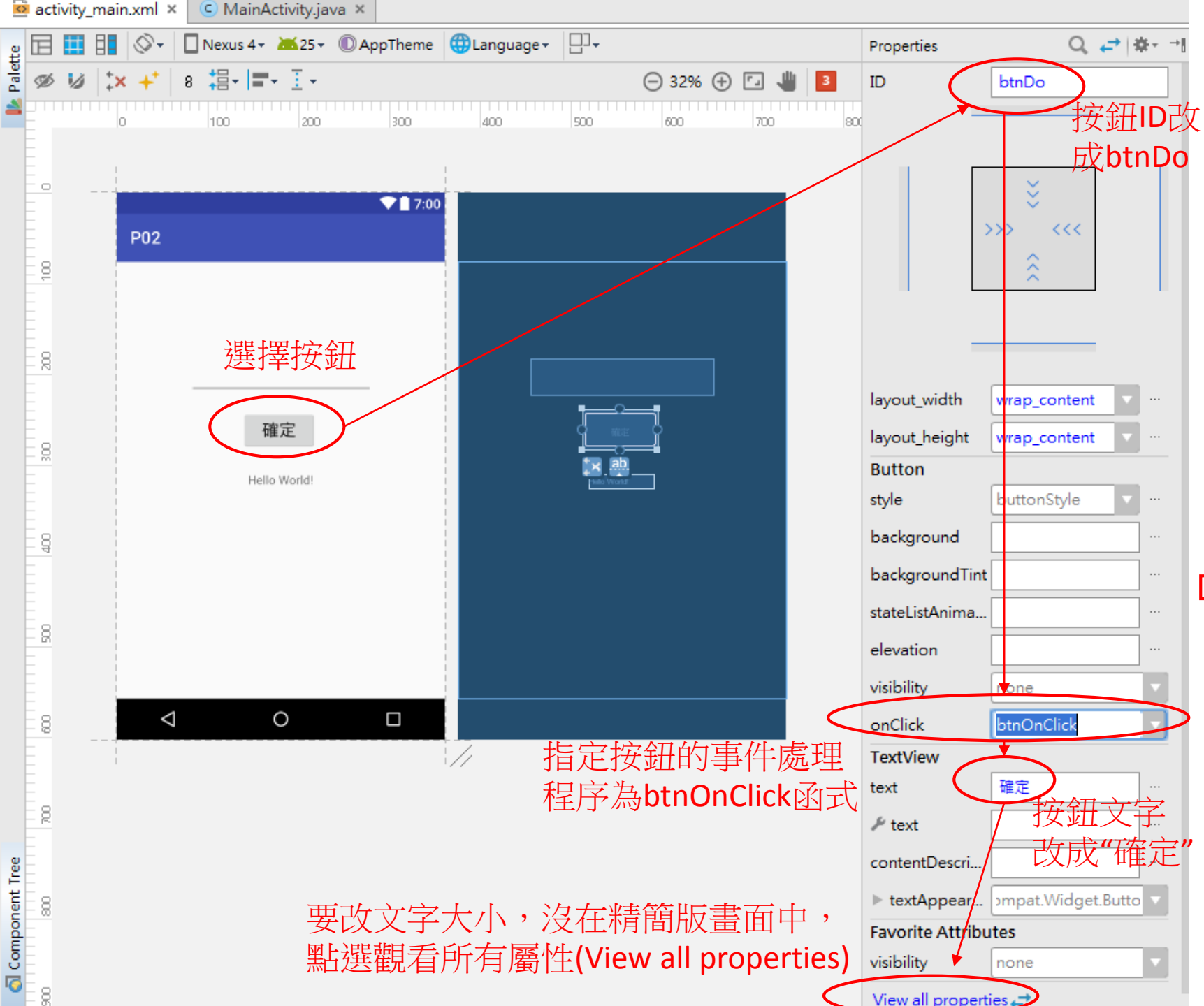
在屬性(Properties)視窗進行元件屬性值設定

修改元件的ID為etxtName

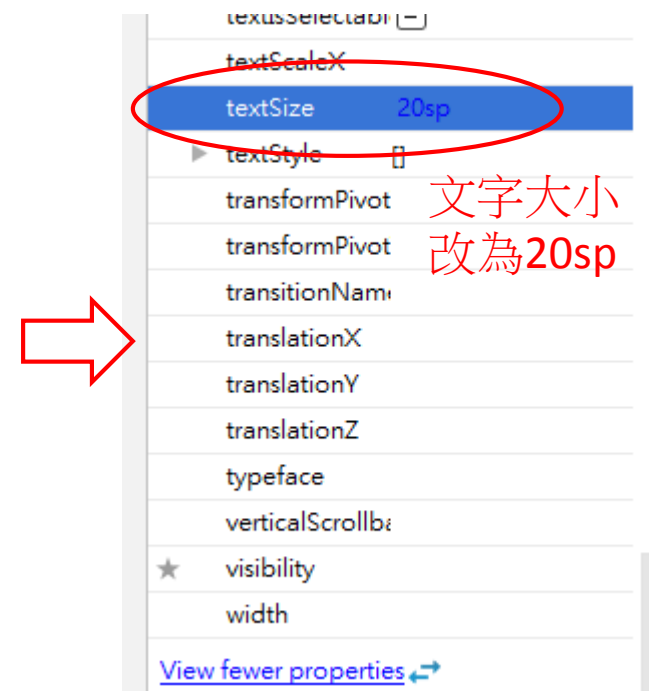
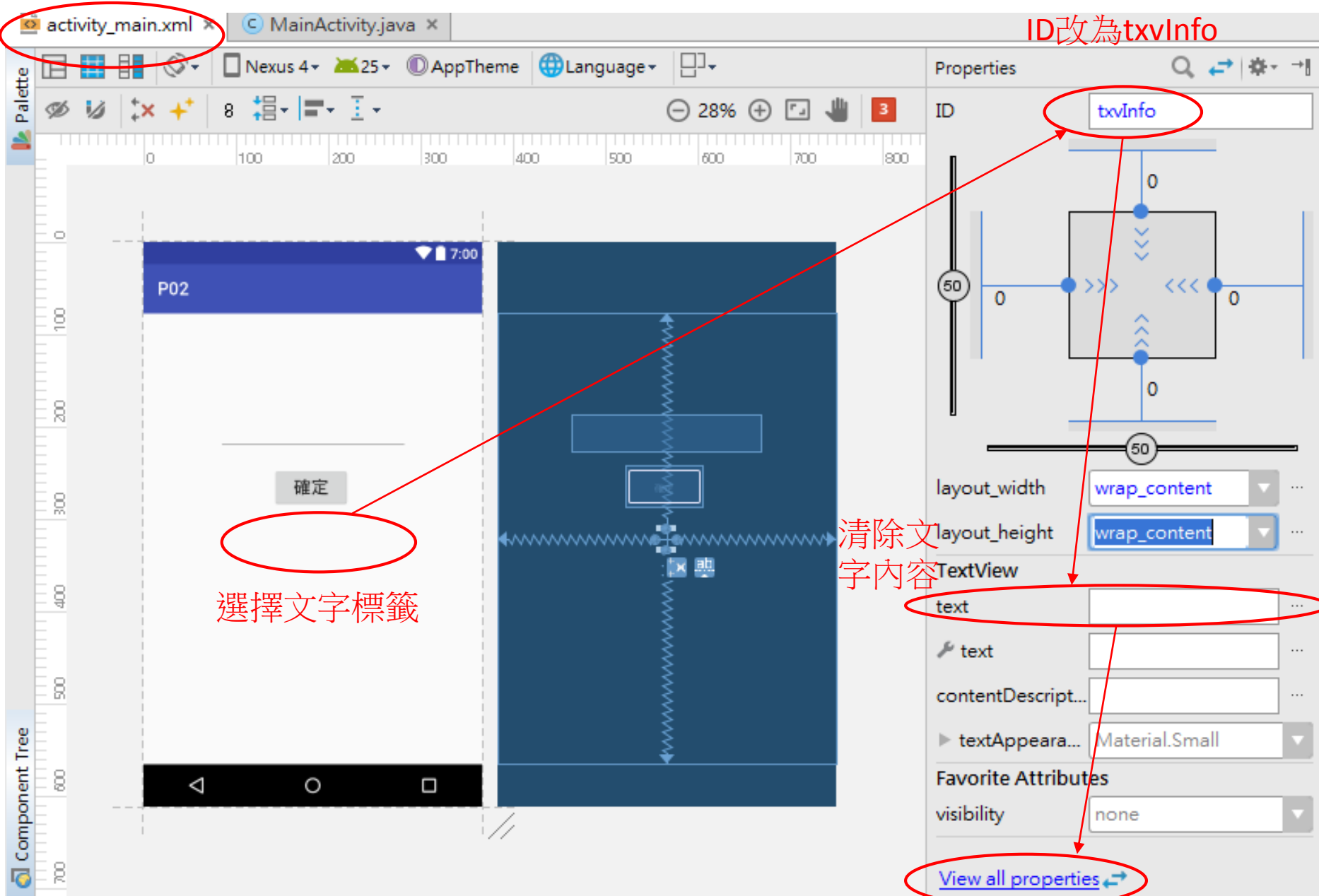


選擇EditText元件

文字內容清空



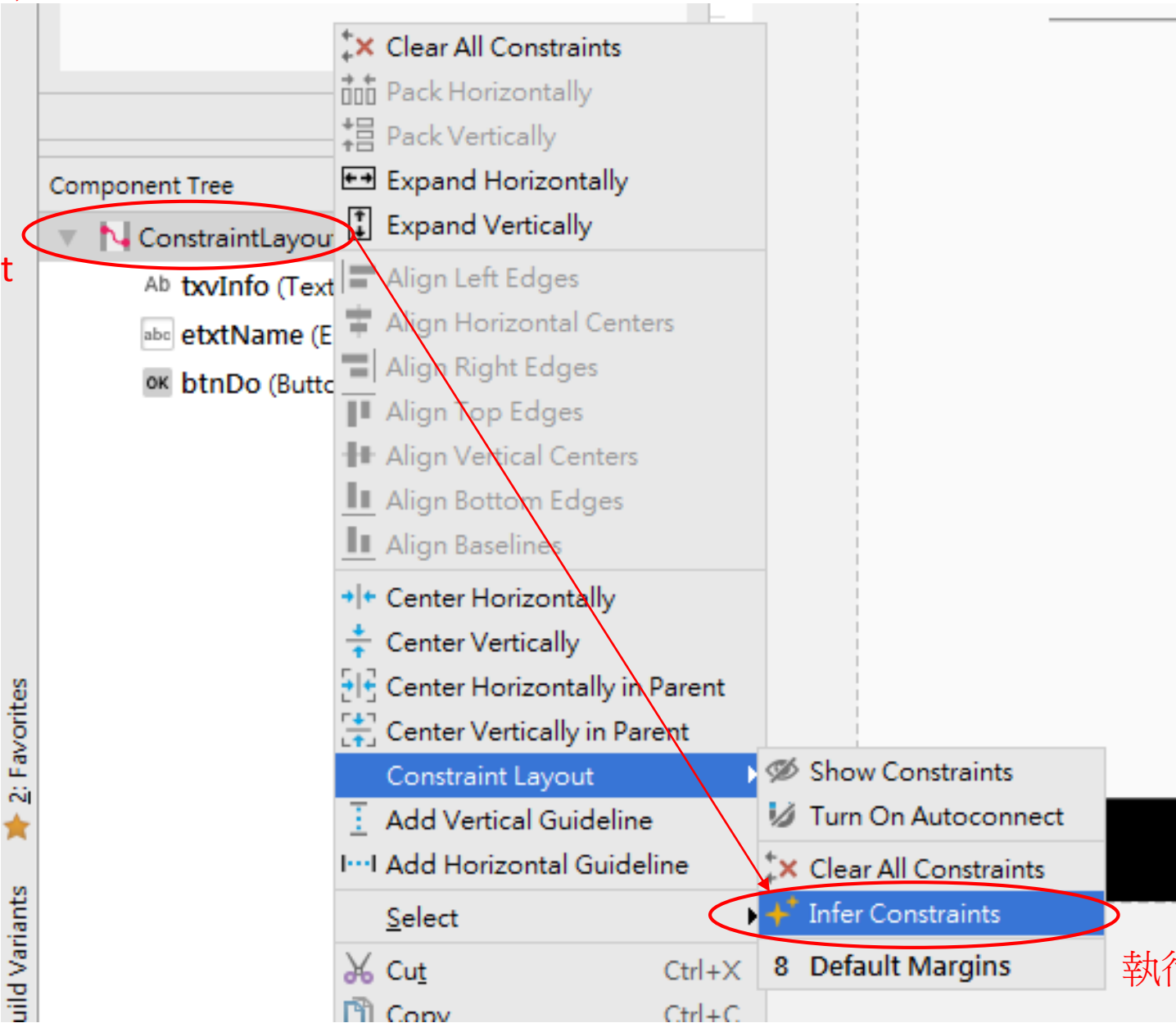




預計修改文字大小(textSize)

使用ConstraintLayout時，畫面調整完畢後，  
最後要做一下限制推斷(Infer Constraints)  
的動作，以確認各元件的置放位置

在元件樹(Component  
Tree)的ConstraintLayout  
上面按滑鼠右鍵



執行推斷限制

```
main.xml x MainActivity.java x
MainActivity btnOnClick()
package com.example.kim.p02;

import android.os.Bundle;
import android.support.v7.app.AppCompatActivity;
import android.view.View;
import android.widget.EditText;
import android.widget.TextView;

public class MainActivity extends AppCompatActivity {

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

    public void btnOnClick(View v) {
        EditText ettxtName = (EditText)findViewById(R.id.ettxtName); //利用findViewById函式，將畫面檔的元件取出，設定給程式檔的變數使用
        TextView txvInfo = (TextView)findViewById(R.id.txvInfo);
        String name = ettxtName.getText().toString(); //getText方法可取出文字方塊的文字內容，但資料型別為Editable，需使用toString方法轉成字串(String)
        txvInfo.setText(name + "：歡迎光臨！"); //setText方法可將文字設定給文字標籤(TextView)顯示
    }
}
```

