NineBoxMobile Notes

This might be useful for edit initials / edit color dialog:

**private void** showEditInitialsDialog(String currentInitials ) {  
  
 *// Get the layout inflater* LayoutInflater inflater = CandidatesEntryActivity.**this**.getLayoutInflater();  
  
 *// Inflate and set the layout for the dialog  
 // Pass null as the parent view because its going in the dialog layout* **final** View dialoglayout = inflater.inflate(R.layout.***candidates\_edit\_initials***, **null**);  
 AlertDialog.Builder builder = **new** AlertDialog.Builder(CandidatesEntryActivity.**this**);  
 builder.setView(dialoglayout);  
  
 builder.setTitle(getString(R.string.***edit\_candidate\_initials\_hint***));  
 builder.setMessage(getString(R.string.***confirm\_edit\_initials\_message***));  
*// boolean returnBool = false;* TextView Initialstext = (TextView) dialoglayout.findViewById(R.id.***new\_initials***);  
 Initialstext.setText(currentInitials);  
  
 String positiveText = getString(android.R.string.***ok***);  
 builder.setPositiveButton(positiveText,  
 **new** DialogInterface.OnClickListener() {  
 @Override  
 **public void** onClick(DialogInterface dialog, **int** which) {  
 *// grab the initials* TextView Initialstext = (TextView) dialoglayout.findViewById( R.id.***new\_initials***);  
 **if**(Initialstext != **null**) {  
 **candidateInitials** = Initialstext.getText().toString();  
  
 *//* ***TODO Remove*** System.***out***.println(**" just set candidateInitials"**);  
  
 }  
  
 }  
 });  
  
 String negativeText = getString(android.R.string.***cancel***);  
 builder.setNegativeButton(negativeText,  
 **new** DialogInterface.OnClickListener() {  
 @Override  
 **public void** onClick(DialogInterface dialog, **int** which) {  
 *// negative button logic* }  
 });  
  
 AlertDialog dialog = builder.create();  
 *// display dialog* dialog.show();  
  
 dialog.setOnDismissListener(**new** DialogInterface.OnDismissListener() {  
 **public void** onDismiss(DialogInterface dialog) {  
  
  
 *//* ***TODO Remove*** System.***out***.println(**" inside setOnDismissListener "**);  
 *// refresh the view once you have the new initials* View thisView = findViewById(R.id.***candidate\_initials***);  
 thisView.invalidate(); }  
 });  
 }

**private** String calculateInitials( String candidateName ) {  
 String returnInitials = **" "**;  
  
 String tempName = candidateName.trim();  
 **if**( tempName.length() > 0 ) {  
  
 returnInitials = tempName.substring(0, 1) ;  
  
 **int** firstSpace = tempName.indexOf(**" "**);  
  
 *//* ***TODO Remove*** System.***out***.println(**" first Space = "**);  
 System.***out***.println(firstSpace);  
  
 **if**( firstSpace != -1 ){  
  
 returnInitials = returnInitials.concat(tempName.substring((firstSpace+1), (firstSpace + 2)));  
 }  
 **else if**( tempName.length() > 1 ) {  
 returnInitials = returnInitials.concat(tempName.substring(1, 2));  
 }  
 }  
 **return** returnInitials;  
}

Attempt to add a Floating Action Button: (decided that I wasn’t really using it as a button and should do something else)

<**android.support.design.widget.FloatingActionButton  
 android:id="@+id/icon\_eval"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="8dp"  
 android:clickable="false"  
 android:src="@drawable/icon\_questions\_med"  
 fab:layout\_anchor="@id/top\_card"  
 fab:layout\_anchorGravity="bottom|right|end"** />

Code for the edit details with little icons ….

<**LinearLayout  
 android:layout\_width="match\_parent"  
 android:layout\_height="wrap\_content"  
 android:layout\_margin="@dimen/margin\_medium"  
 android:weightSum="8"**>  
  
 <**ImageView  
 android:layout\_width="0dp"  
 android:layout\_height="match\_parent"  
 android:layout\_gravity="center\_horizontal|left"  
 android:layout\_weight="1"  
 android:src="@drawable/ic\_paintbrush"** />  
  
 <**LinearLayout  
 android:layout\_width="0dp"  
 android:layout\_height="wrap\_content"  
 android:layout\_marginLeft="@dimen/margin\_large"  
 android:layout\_weight="8"  
 android:orientation="vertical"**>  
  
 <**TextView  
 style="@style/details\_text\_main"  
 android:text="@string/edit\_candidate\_color\_label"** />  
  
 <**TextView  
 android:id="@+id/candidate\_color"  
 style="@style/details\_text\_sub"  
 android:text="Dark Blue"** />  
 </**LinearLayout**>  
  
</**LinearLayout**>

……

<**LinearLayout  
android:layout\_width="match\_parent"  
android:layout\_height="wrap\_content"  
android:layout\_margin="@dimen/margin\_medium"  
android:weightSum="12"**>  
  
<**ImageView  
android:layout\_width="0dp"  
android:layout\_height="match\_parent"  
android:layout\_gravity="center\_horizontal|left"  
android:layout\_weight="1"  
android:src="@drawable/ic\_initials"** />  
  
<**LinearLayout  
android:layout\_width="0dp"  
android:layout\_height="wrap\_content"  
android:layout\_weight="8"  
android:orientation="vertical"  
android:layout\_marginLeft="@dimen/margin\_large"**>  
  
<**TextView  
style="@style/details\_text\_main"  
android:text="@string/edit\_candidate\_initials\_label"** />  
  
<**TextView  
android:id="@+id/candidate\_initials"  
style="@style/details\_text\_sub"** />  
</**LinearLayout**>  
  
<**Button  
android:id="@+id/edit\_candidate\_initials"  
style="@style/details\_edit\_button"  
android:layout\_weight="3"  
android:layout\_gravity="bottom"  
android:text="edit"**/>  
</**LinearLayout**>  
  
  
<**Spinner  
android:id="@+id/spinner\_widget"  
style="@style/mySpinnerItemStyle"  
android:layout\_width="120dp"  
android:layout\_height="wrap\_content"  
android:layout\_gravity="center"  
android:popupTheme="@android:style/ThemeOverlay.Material.Light"** />  
  
<**LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"  
android:layout\_width="match\_parent"  
android:layout\_height="wrap\_content"  
android:gravity="top|center"  
android:orientation="horizontal"**>  
  
<**TextView  
android:layout\_width="wrap\_content"  
android:layout\_height="wrap\_content"  
android:layout\_gravity="center"  
android:padding="8dp"  
android:text="@string/edit\_candidate\_icon\_label"  
android:textColor="@color/text\_light"  
android:textSize="@dimen/text\_size"** />  
  
  
</**LinearLayout**>

Scaling Main Buttons for different devices.

Using this guideline:

To generate these images, you should start with your raw resource in vector format and generate the images for each density using the following size scale:

* xhdpi: 2.0
* hdpi: 1.5
* mdpi: 1.0 (baseline)
* ldpi: 0.75

This means that if you generate a 200x200 image for xhdpi devices, you should generate the same resource in 150x150 for hdpi, 100x100 for mdpi, and 75x75 for ldpi devices.

Trying:

add\_people\_image.png

* xhdpi / xxhdpi: 2.0

1200 x 450

* hdpi: 1.5

900 x 338

* mdpi: 1.0 (baseline)

600 X 225

* ldpi: 0.75

450 x 169

These Sizes seem to be too large – I can’t get the text to be displayed on top of them.

Trying 140 x 53 – sticking it in hdpi

THIS DOESN”T HELP – the image is just really blurry!!!!

Potential Questions:

**Performance:**

[Communication] Degree to which candidate prepares communications in a timely, clear and accurate manner; ability to tailor to audience.

[Organization/Planning] Degree to which candidate prioritizes activities and makes effective use of time.

[Job-Specific Knowledge] Degree to which candidate demonstrates expertise in job-specific knowledge and works to expand it.

[Decision Making] Degree to which candidate identifies and analyzes problems/opportunities and evaluates optimal options (in timely manner with appropriate socialization).

[Results] Degree to which candidate achieves the results set-out for them (within given standards and budget).

[Teamwork] Degree to which candidate supports team goals and helps teammates grow and achieve their own goals.

**Potential:**

Degree to which candidate has the capacity to be effective in a more challenging role?

Degree to which candidate is able to influence other areas/teams (as would be expected at the next level)?

Degree to which candidate proposes solutions (versus simply complaining).

Degree to which candidate advocates for their own career advancement.

<https://www.kornferry.com/media/sidebar_downloads/Korn-Ferry-Institute-The-Readiness-Linchpin.PDF>

<https://www.themuse.com/advice/who-should-get-promoted-the-ultimate-guide-for-managers>

Problems adding new jar file (java library).

Download and add to the libs folder. Then follow these steps:

1. Place your .jar (in case it is .jar) file anywhere in C: (I recommend you to place the file in your Android project directory. For example: C:/Users//AndroidStudioProject/
2. Open your project in Android Studio.
3. Go to: File->New->New Module
4. On the bottom, under "More modules", select "Import .JAR of .AAR Package", which I think is the third option listed.
5. Click next, and next to the "File name" text field, you will notice a small button with text "...". Click this button, and locate the .jar file from step 1), leave the "subproject" text field blank and click finish. The Android Studio will start the rebuilding project, which should take about 10-20 seconds, depending on your machine.
6. Right click on you project in the left "Projects" pane and click "Open Module Settings" (the almost last option from the menu).
7. Click on the "app" under "Modules", click on the "Dependencies" tab and click the plus on the right and select "3 Module dependency".
8. If your .jar file is listed, select it and click ok. Click apply and then ok.
9. The rebuilding process will take another 20-30 seconds
10. If no errors are shown, you have configured your classpath successfully.

THIS DIDN”T WORK!!

See these instructions:

<https://java.net/projects/javamail/pages/Android>

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