# Android Development Simplified

An Introduction to AndroidAnnotations

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## Topics

- Annotations 101
- Intro to AndroidAnnotations
- A Quick Look at Android Annotations
- Demo
- Deeper Dive
- Questions?

#### Annotations 101

- a form of metadata, providing data about a program that is not part of the program itself
- can be used to generate code
- some are available at runtime
- @annotation



### AndroidAnnotations

- Open Source Library started by Pierre-Yves Ricau
- Built on Java annotation mechanism
- Includes dependency injection
- Eliminates much of the "boilerplate" and "glue" code found in a typical Android app
- Performed as an additional compilation step
- ...so, there is NO performance runtime



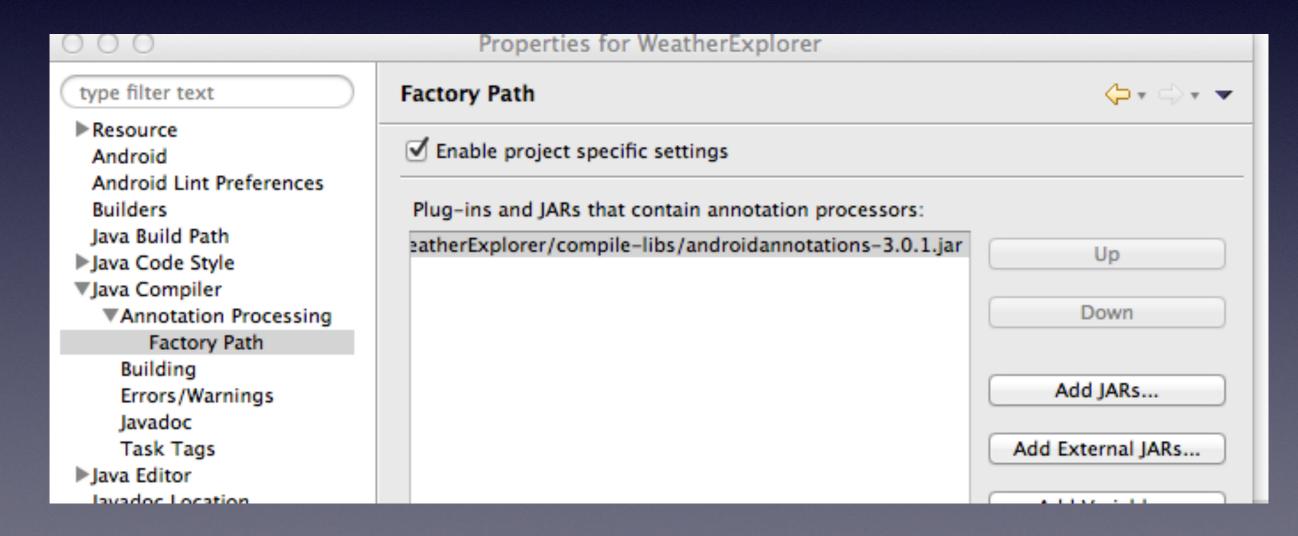
- Most current release is 3.0.1
- 80+ annotations
- Typically smaller, less complex code
- Enhances readability

# Configuring AndroidAnnotations

- Add API jar to the libraries on the class path
- Non API jar copied to a folder that's NOT on the class path.
   This is important!

## Configuring AndroidAnnotations

 For eclipse, add non-API jar to the libraries on the Annotation Processing Factory path



# A Quick Look At Some Annotations

## Enhanced Components

```
@EActivity(R.layout.main)
public class MyActivity extends Activity {
}
```

```
@EActivity
public class MyListActivity extends ListActivity {

    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);
    }
}
```

## @EActivity

```
@EActivity(R.layout.main)
public class MainActivity extends Activity {
}
```

#### You MUST rename the Activity in the manifest.

```
<activity
android:name="com.knoxmobilitylab.weatherexplorer.MainActivity"
.....
<activity
android:name="com.knoxmobilitylab.weatherexplorer.MainActivity_"
<activity__"</a>
```

## String Resources

@StringRes(R.string.credits)
String credits;

<string name="credits">A String of Text</string>

## Demo

## Deeper Dive

## Enhanced Components

- @EActivity
- @EApplication
- @EBean
- @EFragment
- @EProvider
- @EReceiver

- @EIntentService
- @EService
- @EView
- @EViewGroup

## @EFragment

```
@EFragment
public class MyFragment extends Fragment {
}
```

#### Must Rename Fragment in manifest.

```
<fragment
android:id="@+id/myFragment"
android:name="com.company.MyFragment_"
android:layout_width="fill_parent"
android:layout_height="fill_parent" />
```

#### @EBean

```
@EBean
public class MyClass {
}
```

@EBean allows non-Android classes to use other AndroidAnnotations.

However, there are specific constructor rules.

## Injection

- @AfterInject
- @AfterViews
- @App
- @Bean
- @Extra
- @FragmentArg
- @FragmentById

- @FragmentByTag
- @FromHtml
- @HttpsClient
- @NonConfigurationInstance
- @RootContext
- @SystemService
- @ViewById

#### @Bean

```
@EActivity
public class MyActivity extends Activity {

/* A MyImplementation instance will be injected.
 * MyImplementation must be annotated with @EBean and implement MyInterface.
 */
    @Bean(MyImplementation.class)
    MyInterface myInterface;
```

## @ViewByld

@ViewById

TextView textViewTemp;

@ViewById(R.id.textViewLocation)

TextView textViewLocationValue;

#### @AfterViews

```
@ViewById
TextView myTextView;

@AfterViews
void updateTextWithDate() {
   myTextView.setText("Date: " + new Date());
}
```

- Called after all views are created and view bindings are complete.
- Can have multiple @AfterViews.
- Do Not use views in OnCreate()

## Event Binding

- @TextChange
- @AfterTextChange
- @BeforeTextChange
- @FocusChange
- @CheckedChange
- @Touch
- @Click
- @LongClick

- @ItemClick
- @ItemLongClick
- @ItemSelect
- @OptionsItem
- @SeekBarProgressChange
- @SeekBarTouchStart
- @SeekBarTouchStop

### @Click

```
@Click(R.id.myButton)
void myButtonWasClicked() {
  [...]
@Click
void anotherButton() {
  [...]
@Click
void yetAnotherButton(View clickedView) {
  [...]
```

## Threading

The Android UI toolkit is not thread-safe. So, you must not manipulate your UI from a worker thread—you must do all manipulation to your user interface from the UI thread. Thus, there are simply two rules to Android's single thread model:

- Do not block the UI thread
- 2. Do not access the Android UI toolkit from outside the UI thread

Source: http://developer.android.com/guide/components/processes-and-threads.html

## Threading

- @Background
- @UiThread

## @Background

```
@Background
void someBackgroundWork(String aParam, long anotherParam) {
  [...]
@Background(id="cancellable_task")
void someCancellableBackground(String aParam,...) {
  |...|
@Background(delay=2000)
void doInBackgroundAfterTwoSeconds() {
```

@Background indicates the method is to be run in a thread other than the UIThread.

#### @UiThread

```
@UiThread
void doInUiThread(String aParam, long anotherParam) {
    [...]
}
@UiThread(delay=2000)
void doInUiThreadAfterTwoSeconds() {
}
```

Ensures the method WILL be run on the UIThread.

Together with @Background mean no more ASyncTask!

## REST API

- @Rest
- @RestService
- @Get
- @Post
- @Put
- @Delete
- @Options
- @Head
- @Accept

# @Rest, @Get, @Post, @Delete

```
@Rest(rootUrl = "http://company.com/ajax/services", converters =
{ MappingJacksonHttpMessageConverter.class })
public interface MyRestClient {

@Get("/events/{year}/{location}")
    EventList getEventsByYearAndLocation(int year, String location);

@Post("/events/{id}")
    void addEventById(Event event, long id);

@Put("/events")
    void updateEvent(Event event);

@Delete("/events/{id}")
    Event deleteEventById(long id);
}
```

The REST client is built on Spring REST Template\*.

\*Some assembly is required.

## Resource Injection

- @StringRes
- @AnimationRes
- @ColorRes
- @DimensionPixelOffsetRes
- @DimensionPixelSizeRes
- @DimensionRes
- @BooleanRes
- @ColorStateListRes
- @DrawableRes

- @IntArrayRes
- @IntegerRes
- @LayoutRes
- @MovieRes
- @StringArrayRes
- @TextArrayRes
- @TextRes
- @HtmlRes

#### Typesafe SharedPreferences

- @DefaultBoolean
- @DefaultFloat
- @DefaultInt
- @DefaultLong
- @DefaultString
- @DefaultRes
- @Pref
- @SharedPref

#### Miscellaneous

- @InstanceState
- @WindowFeature
- @Fullscreen
- @NoTitle
- @CustomTitle
- @OptionsMenu
- @OrmLiteDao

- @RoboGuice
- @Trace
- @Transactional
- @OnActivityResult
- @HierarchyViewerSup port
- @ServiceAction

## Questions?

#### Resources

- Code & Slides are available on GitHub https://github.com/ridgwayj/codepalousa2014.git
- AndroidAnnotations site <a href="https://github.com/excilys/androidannotations">https://github.com/excilys/androidannotations</a>