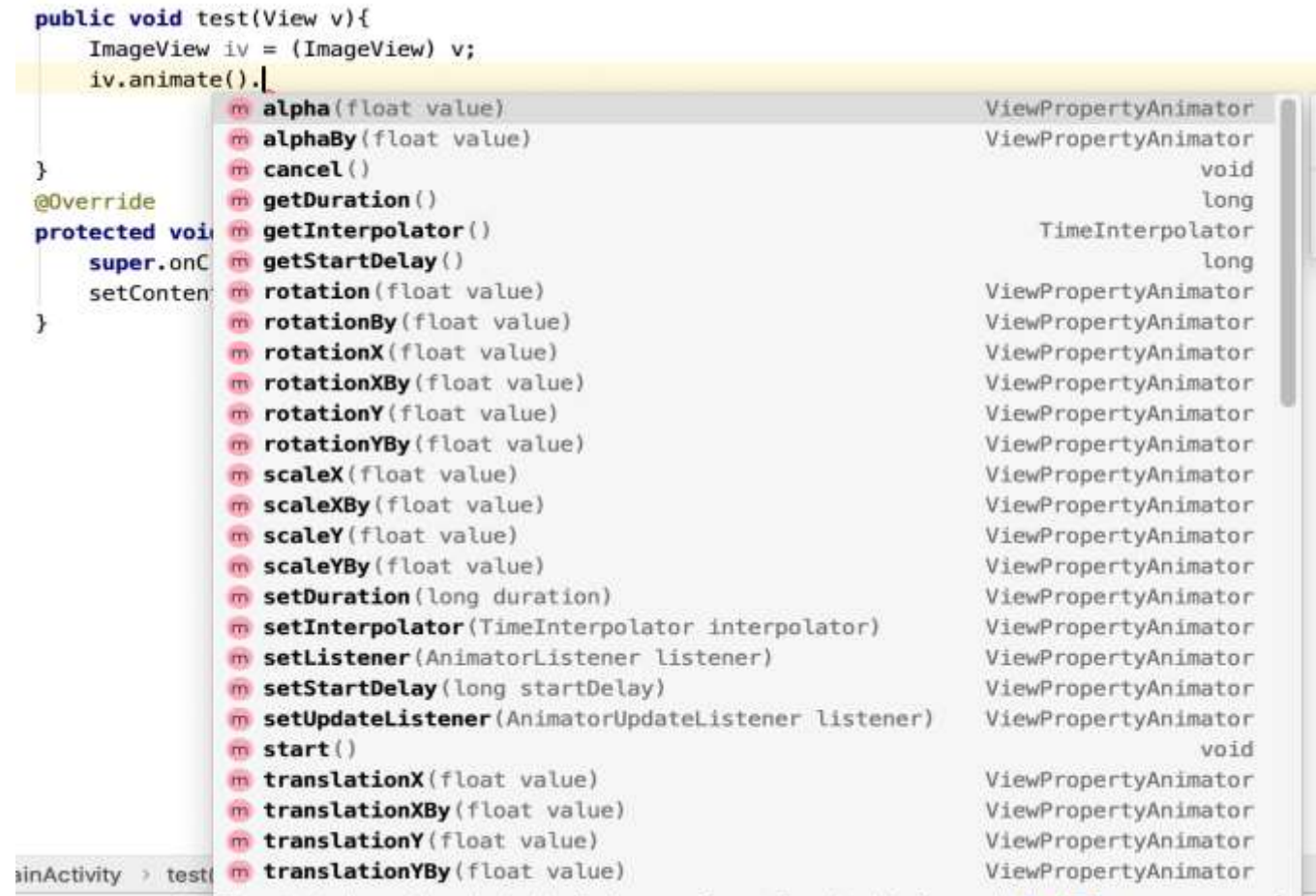# Mobil Programlama

Hafta 13
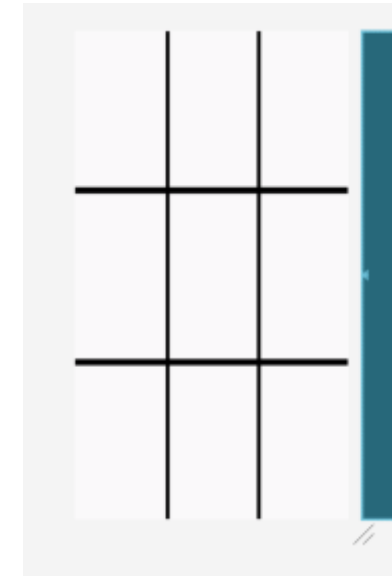
Image Üzerinde animasyon

- ImageView.animate().alpha(0f).setDuration(200)

```
public void test(View v){
    ImageView iv = (ImageView) v;
    iv.animate().|
```

m	**alpha**(float value)	ViewPropertyAnimator
m	**alphaBy**(float value)	ViewPropertyAnimator
m	**cancel**()	void
m	**getDuration**()	long
m	**getInterpolator**()	TimeInterpolator
m	**getStartDelay**()	long
m	**rotation**(float value)	ViewPropertyAnimator
m	**rotationBy**(float value)	ViewPropertyAnimator
m	**rotationX**(float value)	ViewPropertyAnimator
m	**rotationXBy**(float value)	ViewPropertyAnimator
m	**rotationY**(float value)	ViewPropertyAnimator
m	**rotationYBy**(float value)	ViewPropertyAnimator
m	**scaleX**(float value)	ViewPropertyAnimator
m	**scaleXBy**(float value)	ViewPropertyAnimator
m	**scaleY**(float value)	ViewPropertyAnimator
m	**scaleYBy**(float value)	ViewPropertyAnimator
m	**setDuration**(long duration)	ViewPropertyAnimator
m	**setInterpolator**(TimeInterpolator interpolator)	ViewPropertyAnimator
m	**setListener**(AnimatorListener listener)	ViewPropertyAnimator
m	**setStartDelay**(long startDelay)	ViewPropertyAnimator
m	**setUpdateListener**(AnimatorUpdateListener listener)	ViewPropertyAnimator
m	**start**()	void
m	**translationX**(float value)	ViewPropertyAnimator
m	**translationXBy**(float value)	ViewPropertyAnimator
m	**translationY**(float value)	ViewPropertyAnimator
m	**translationYBy**(float value)	ViewPropertyAnimator

TicTacToe

- GRidLayout
  - Row Count 3
  - Cloumn Count 3
  - Background Board İmage
  - Height

background	@drawable/board
layout_height	450sp

Component Tree

- ConstraintLayout
  - gridLayout
    - imageView1 ⚠
    - imageView2 ⚠
    - imageView3 ⚠
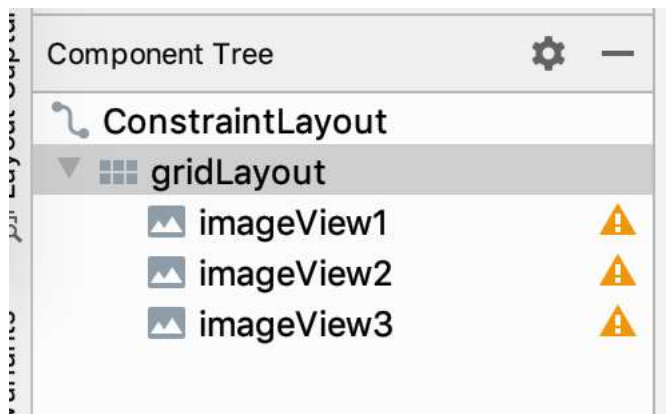
```
<ImageView
    android:id="@+id/imageView1"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    app:layout_row="0"
    app:layout_column="0"
    app:srcCompat="@drawable/red" />
```

```java
int currentPlayer = 0;
int gameState[] = {2, 2, 2, 2, 2, 2, 2, 2, 2};
int[][] winningPos={{0,1,2},{3,4,5},{6,7,8},{0,3,6},{1,4,7},{2,5,8},{0,4,8},{2,4,6}};

public void dropin(View v) {
    Toast.makeText( context: this,  text: "" + currentPlayer, Toast.LENGTH_LONG).show();
    ImageView iv = (ImageView) v;
    int index = Integer.parseInt(iv.getTag().toString());
    if (gameState[index]== 2) {

        //iv.setTranslationY(-1000f);
        if (currentPlayer == 0) {
            iv.setImageResource(R.drawable.yellow);
            gameState[index]=0;
            currentPlayer = 1;
        } else {
            iv.setImageResource(R.drawable.red);
            currentPlayer = 0;
            gameState[index]=1;
        }       //iv.animate().translationY(1000f).setDuration(300);
String kzn="";
        for(int[] pos:winningPos){

            if(gameState[pos[0]]==gameState[pos[1]] && gameState[pos[1]]==gameState[pos[2]] &&
            gameState[pos[0]]!=2){
                    if(gameState[pos[0]]==0)
                        kzn="SARI";
                    else
                        kzn="KIRMIZI";
                Toast.makeText( context: this, text: "KAZANAN "+kzn,Toast.LENGTH_LONG ).show();
            }
```

Video Demo

- Res içine raw adında bir kalsör açıp içine mp4 dosyamızı yerleştiririz

- Layout içine bir VideoView Eklenir

```java
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    VideoView vv= (VideoView) findViewById(R.id.videoView);
    vv.setVideoPath("android.resource://"+getPackageName()+"/"+R.raw.vid_bigbuckbunny);
    MediaController mc= new MediaController( context: this);
    vv.setMediaController(mc);
    mc.setAnchorView(vv);

    vv.start();

}
```

Audio Files

-

```
mipmap
raw
    laugh.mp3
values
```
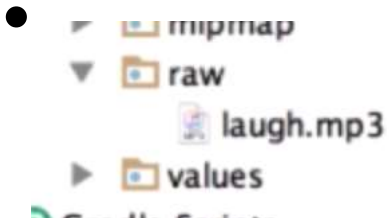
```
setContentView(R.layout.activity_main);

MediaPlayer mplayer = MediaPlayer.create(this, R.raw.laugh);

mplayer.start();
```

Sound Demo

Hello world!
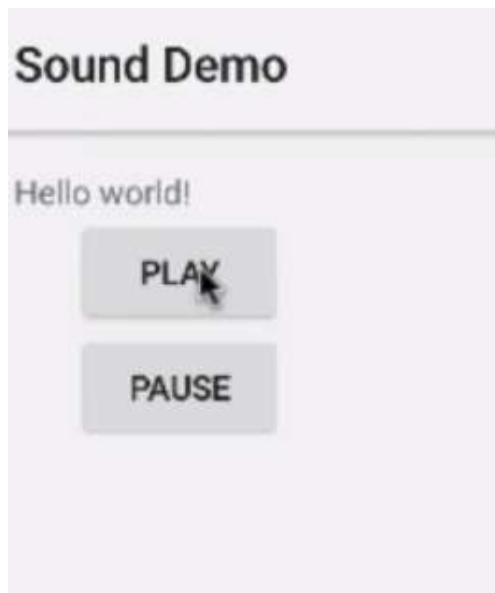
PLAY

PAUSE

```
MediaPlayer mplayer;

public void playAudio(Vie

    mplayer.start();

}

public void pauseAudio(Vi

    mplayer.pause();

}
```