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## UNIT 7

# ANDROID STUDIO

PMDM - 2DAM

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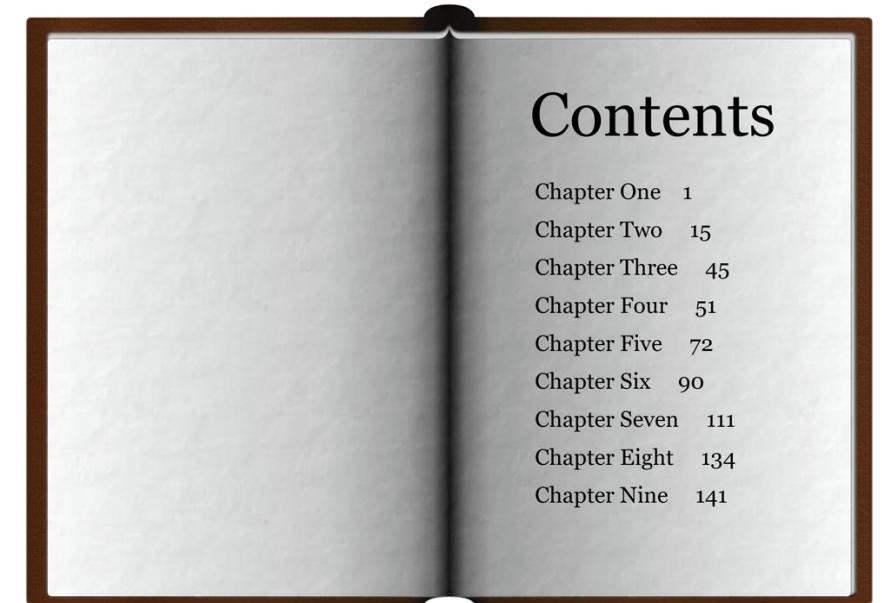
Jose Pascual Rocher (jp.rochercamps@edu.gva.es)



# CONTENT

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1. INTRODUCTION
2. ANDROID DESIGN WITH VIEWS
3. JETPACK COMPOSE INTRO
4. COMPONENTS



# INTRODUCTION

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## Installation

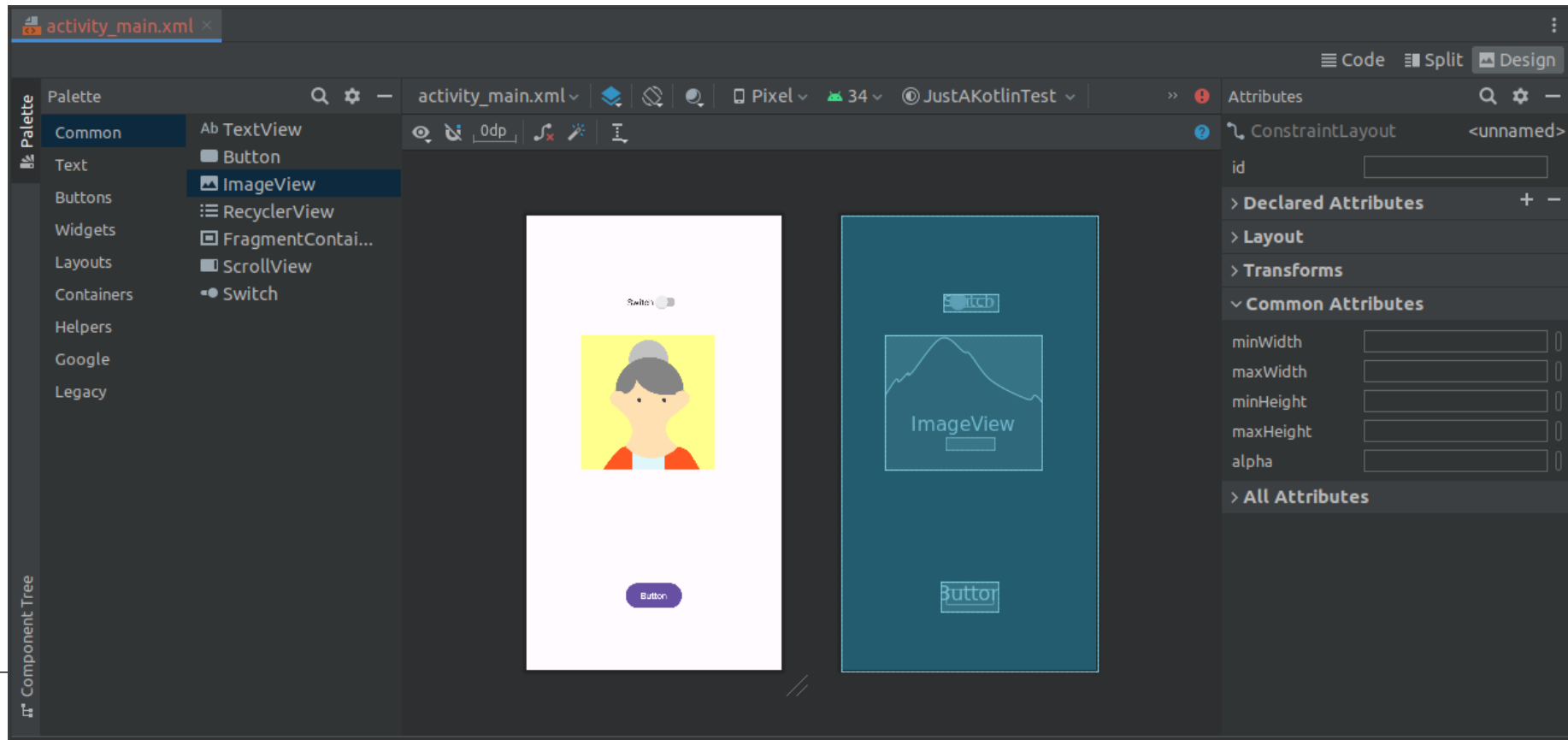
- Follow steps described in the AULES document
- Check / Install Android SDK
- Configure VM acceleration (Linux)
- Run apps on a hardware device (recommended)
- Create an Android Virtual Device (**not recommended**)



# INTRODUCTION

## APPs design (*Views*)

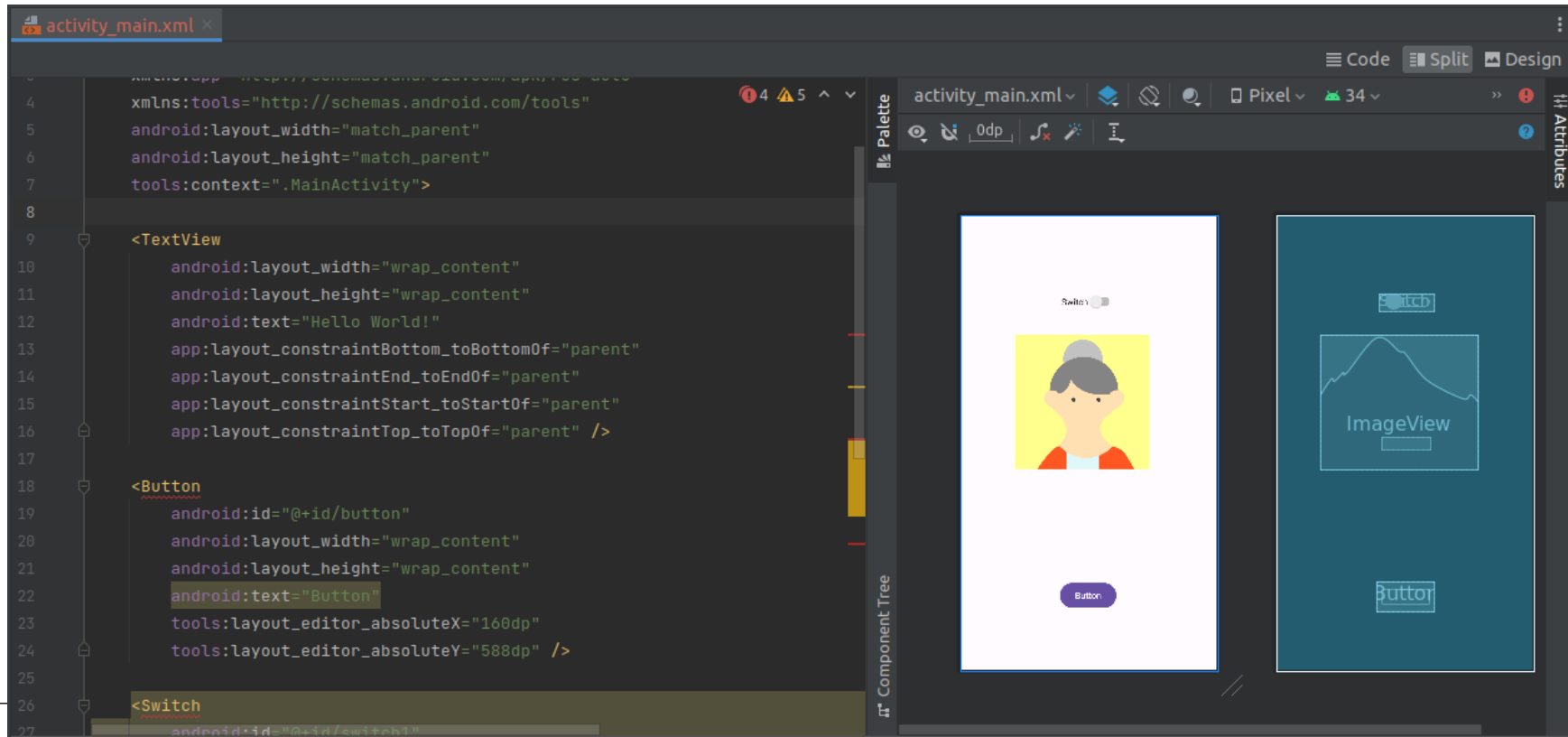
- Android Studio provides a visual layout editor for designing your APP's UI
- You can drag and drop UI components from the Palette to the layout editor



# INTRODUCTION

## APPs design (*Views*)

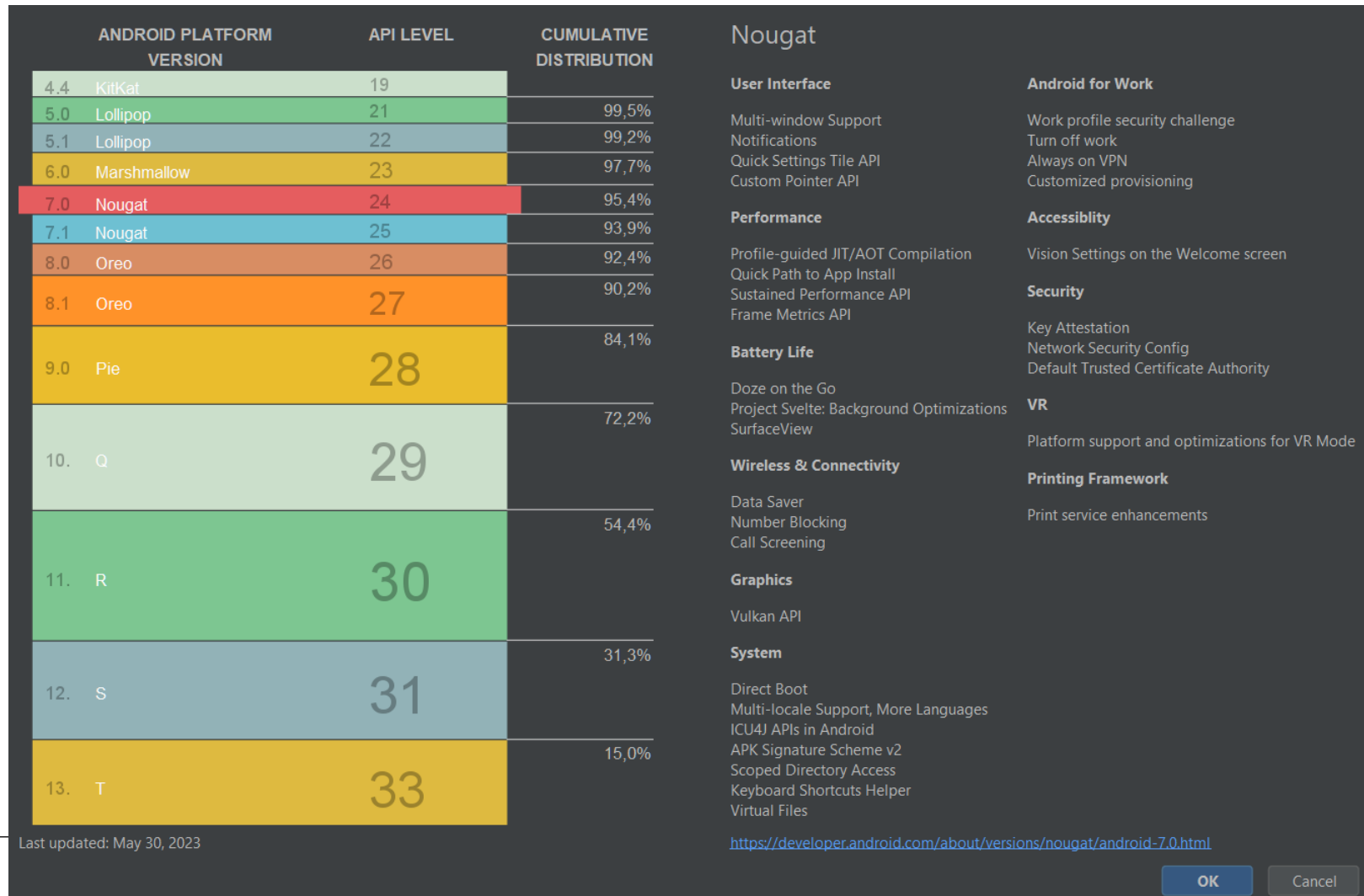
- You can also edit the XML layout file directly (app/src/main/res/layout/activity\_main.xml)



# INTRODUCTION

## Which SDK to choose?

- Select the minimum SDK depending on the features needed for your APP
- The lower the SDK, the higher number of compatible devices

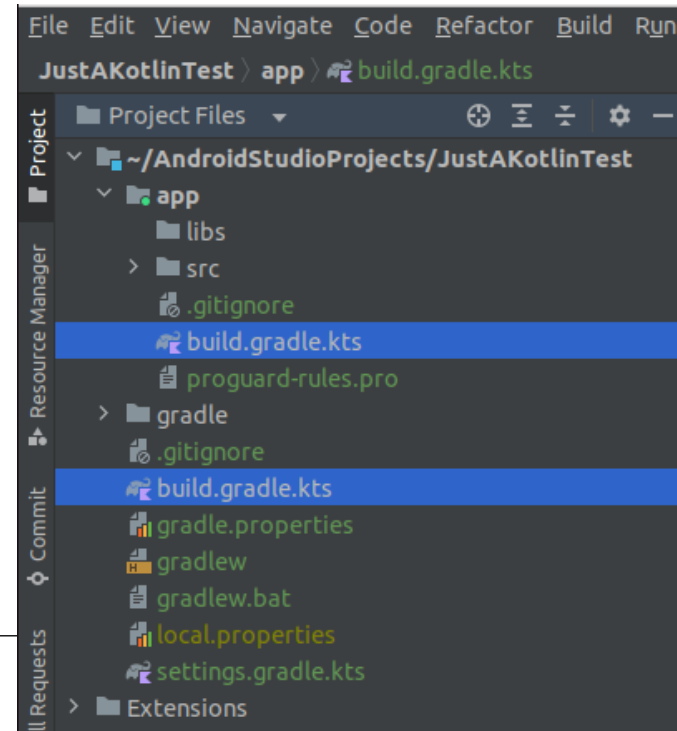
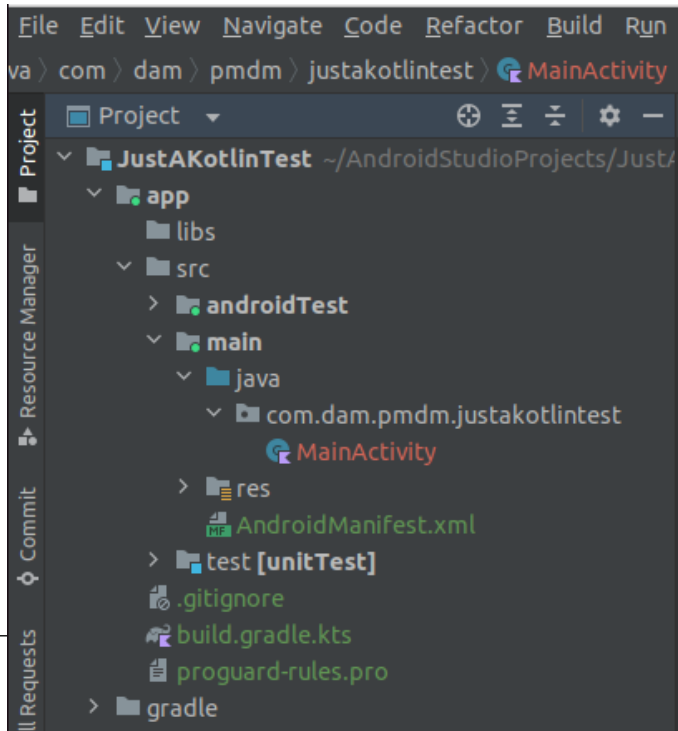


# INTRODUCTION

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## Projects Structure

- **app/src/main/java** folder structure determined by the packages and the source files
- **Gradle files:** "build.gradle.kts" file in the project root folder and another one (same name) in the "app" folder



# INTRODUCTION

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## Projects Structure

- The first Gradle file refers to configuration options common to all sub-projects/modules
- The second specifies the configuration of the APP (SDK version, JVM version, dependencies ...)

```
build.gradle.kts (JustAKotlinTest) × build.gradle.kts (:app) ×
1 // Top-level build file where you can add configuration options common to all sub-projects/modules
2 plugins { this: PluginDependenciesSpecScope
3     id("com.android.application") version "8.1.0" apply false
4     id("org.jetbrains.kotlin.android") version "1.8.0" apply false
5 }
```

```
build.gradle.kts (JustAKotlinTest) × build.gradle.kts (:app) ×
6 android { this: BaseAppModuleExtension
7     namespace = "com.dam.pmdm.justakointest"
8     compileSdk = 33
9
10     defaultConfig { this: ApplicationDefaultConfig
11         applicationId = "com.dam.pmdm.justakointest"
12         minSdk = 24
13         targetSdk = 33
14         versionCode = 1
15         versionName = "1.0"
16
17         testInstrumentationRunner = "androidx.test.runner.AndroidJUnitRunner"
18     }
19 }
```



# INTRODUCTION

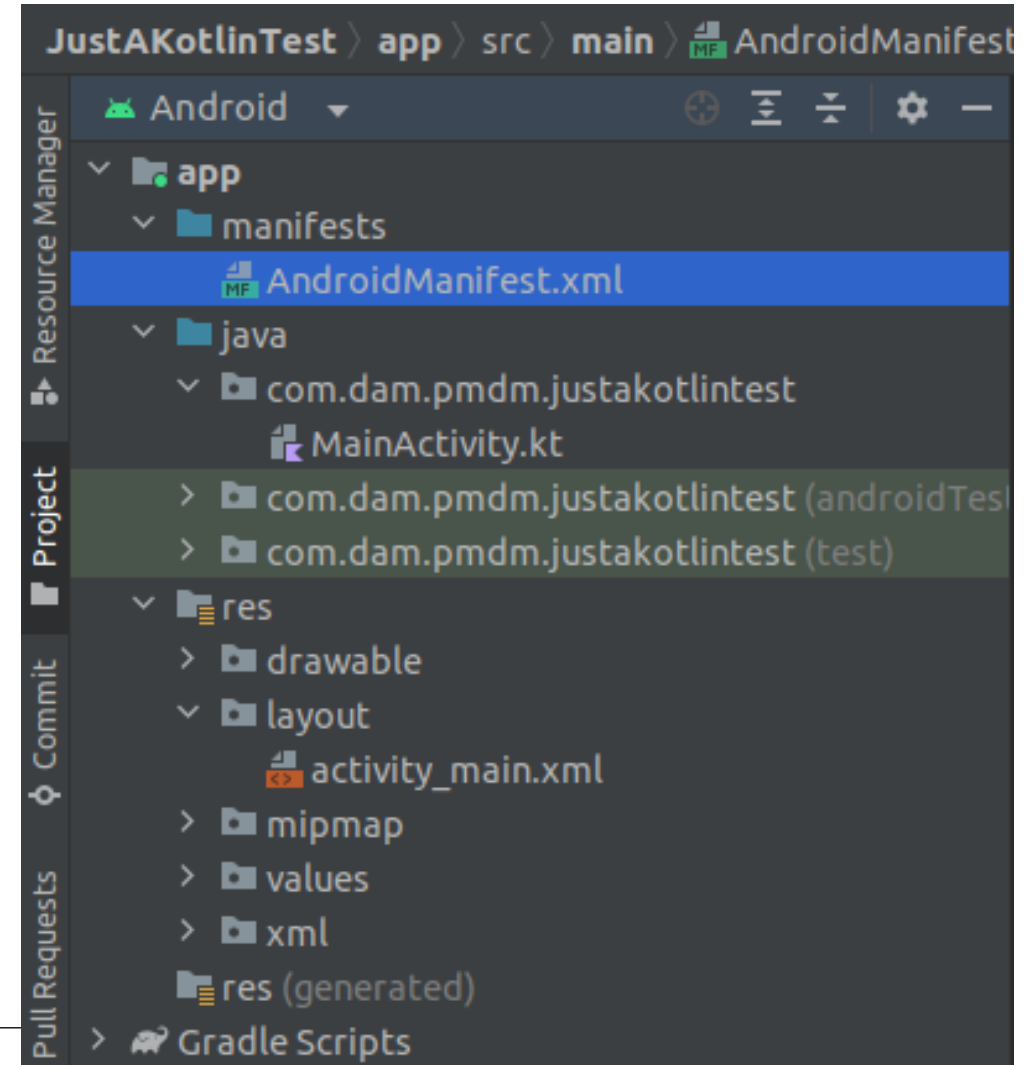
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## Projects Structure

**AndroidManifest.xml**: important information to the Android build tools, the OS and Google Play

- Components of the application, launcher icon
- The permissions that the APP needs or that other applications must have to access to it
- The hardware and software features that the APP requires
- ...

Declared **permissions** must be accepted by the **user** during installation

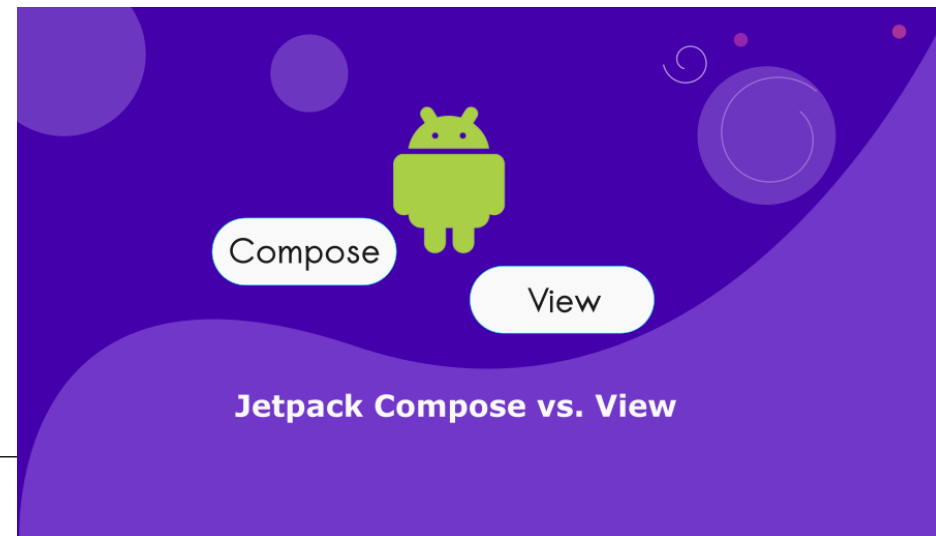


# INTRODUCTION

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## Views Vs. Compose

- **Android Views**: long-standing method for creating Android UI
- Relies on XML-based layout files and *imperative coding* to define and update UI elements
- **Jetpack Compose**: modern evolution in Android UI development
- *Declarative approach* that simplifies UI creation through Kotlin code
- Encourages the creation of **reusable components**, offers **automatic UI updates** and enhances animation capabilities



# INTRODUCTION

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## Views Vs. Compose



### **JETPACK COMPOSE**

1. Less code
2. Android's modern toolkit for building native UI
3. It is Powerful
4. Uses declarative API (means you need to describe your UI)
5. Gives flexibility to implement the design you want.
6. Accelerate development with interoperability



### **XML**

1. More code
2. It stands for Extensible Mark-up Language
3. It is a lightweight markup Language
4. Non-declarative API
5. Less flexible comparatively
6. Takes more time in development

# CONTENT

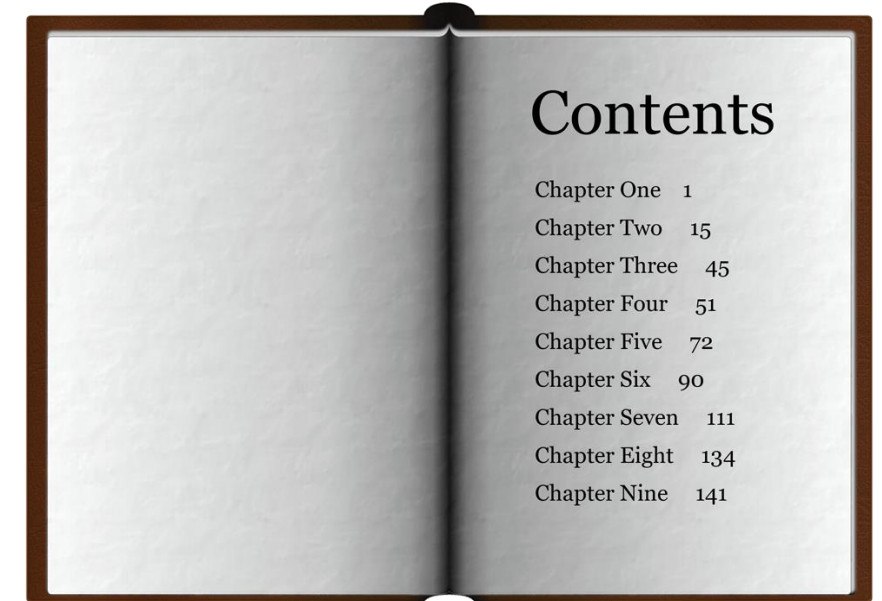
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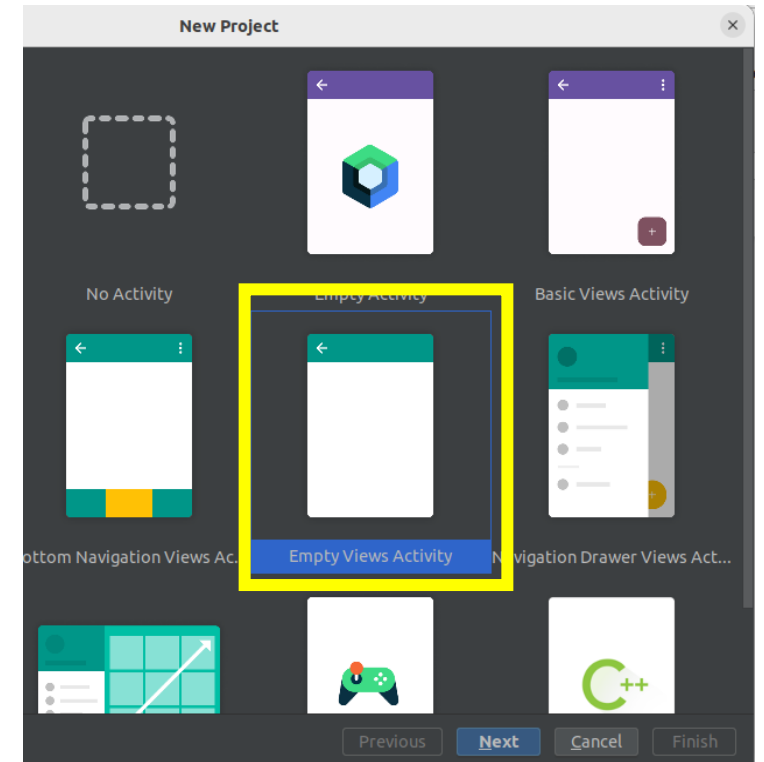


# ANDROID DESIGN WITH *VIEWS*

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## Create a new project

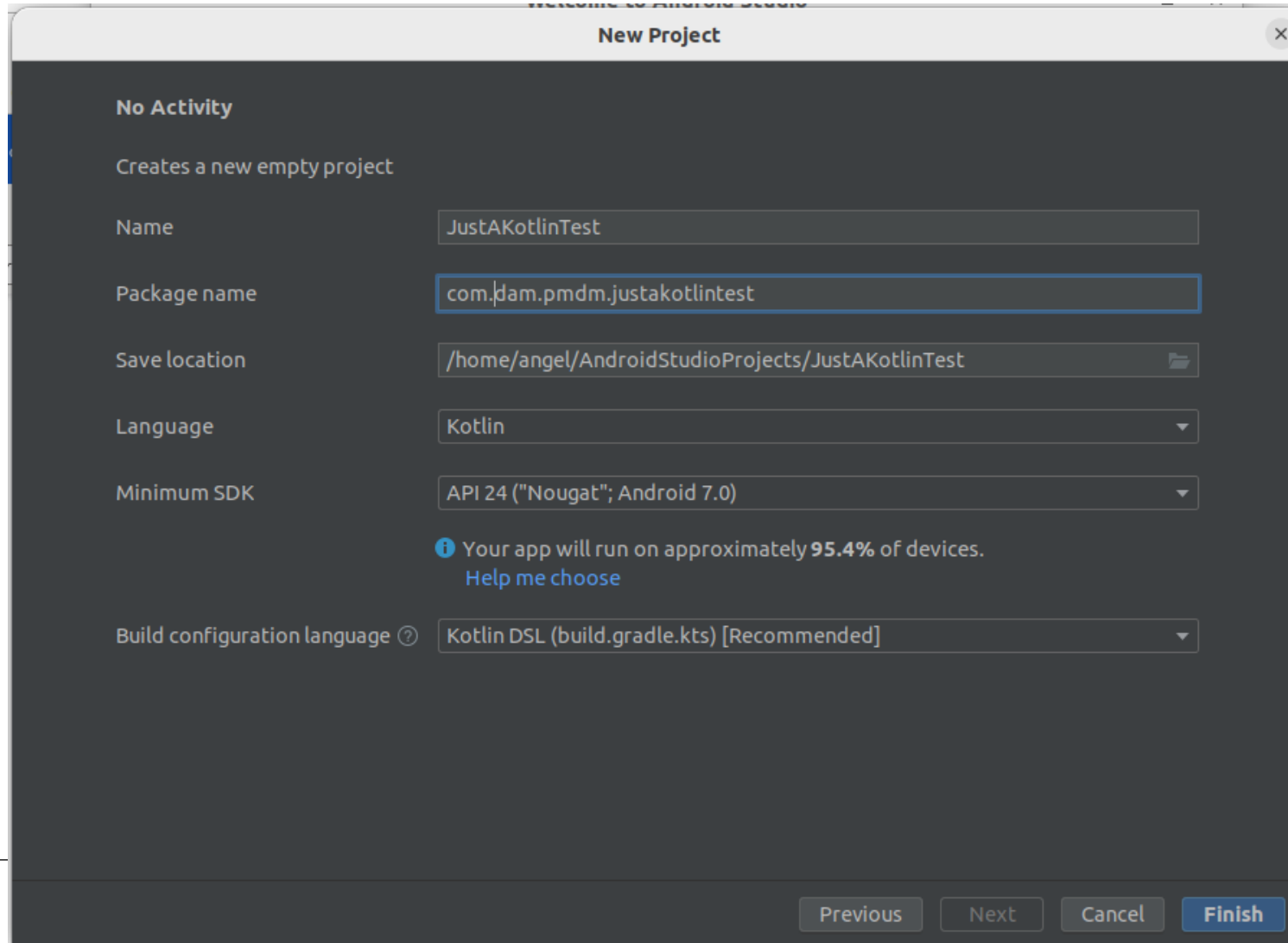
- Empty View Activity (do not select default "Empty Activity")
- Configure the project name, package name, and project location
- Select the language as "Kotlin"
- Choose the minimum API level (usually a lower API level ensures more devices compatibility)
- Select the *Gradle* automation system support (default)



# ANDROID DESIGN WITH *VIEWS*

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## Create a new project



The screenshot shows the 'New Project' dialog box in Android Studio. The dialog has a title bar with 'New Project' and a close button. The main content area is dark gray and contains the following fields and options:

- No Activity**: A section header.
- Creates a new empty project**: A descriptive text.
- Name**: A text field containing 'JustAKotlinTest'.
- Package name**: A text field containing 'com.dam.pmdm.justakointest'.
- Save location**: A text field containing '/home/angel/AndroidStudioProjects/JustAKotlinTest'.
- Language**: A dropdown menu with 'Kotlin' selected.
- Minimum SDK**: A dropdown menu with 'API 24 ("Nougat"; Android 7.0)' selected.
- Information**: A blue information icon followed by the text 'Your app will run on approximately 95.4% of devices.' and a link 'Help me choose'.
- Build configuration language**: A dropdown menu with 'Kotlin DSL (build.gradle.kts) [Recommended]' selected.

At the bottom of the dialog, there are four buttons: 'Previous', 'Next', 'Cancel', and 'Finish'.

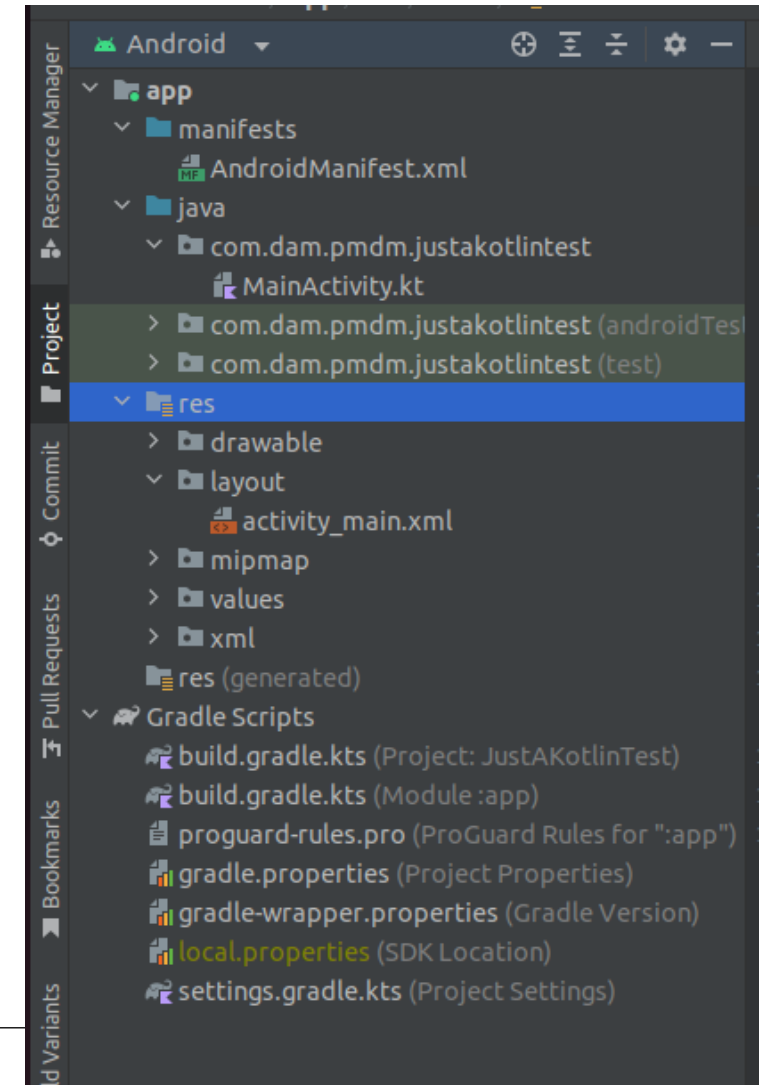
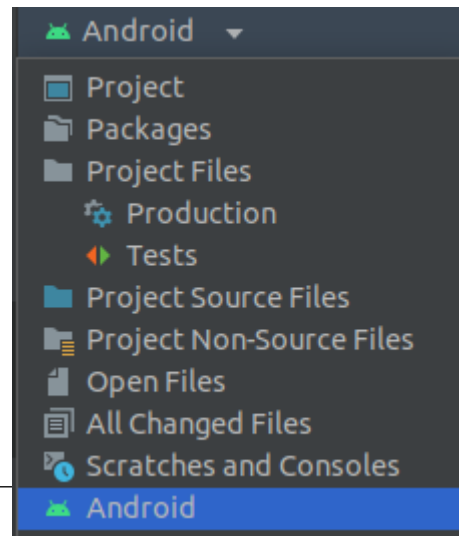
# ANDROID DESIGN WITH *VIEWS*

## Create a new project

Localize the explained configuration and design files:

- activity\_main.xml → Code / Split / Design
- Gradle files
- MainActivity.kt
- AndroidManifest.xml

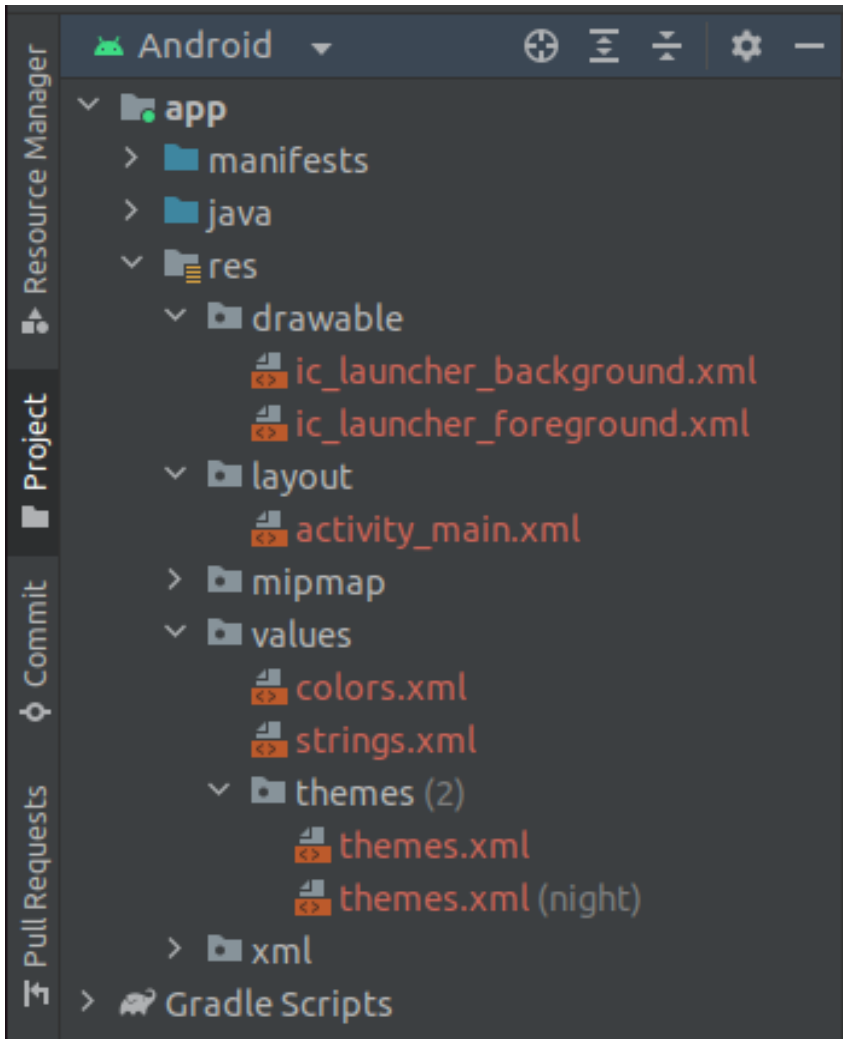
Experience with the  
different project views



# ANDROID DESIGN WITH *VIEWS*

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## APP resources



All APP resources must be placed in its corresponding "res" subfolder:

- Drawable: images, icons ...
- Layout: UI layouts
- Values: colors, strings ...
- Themes: light and dark themes



# ANDROID DESIGN WITH *VIEWS*

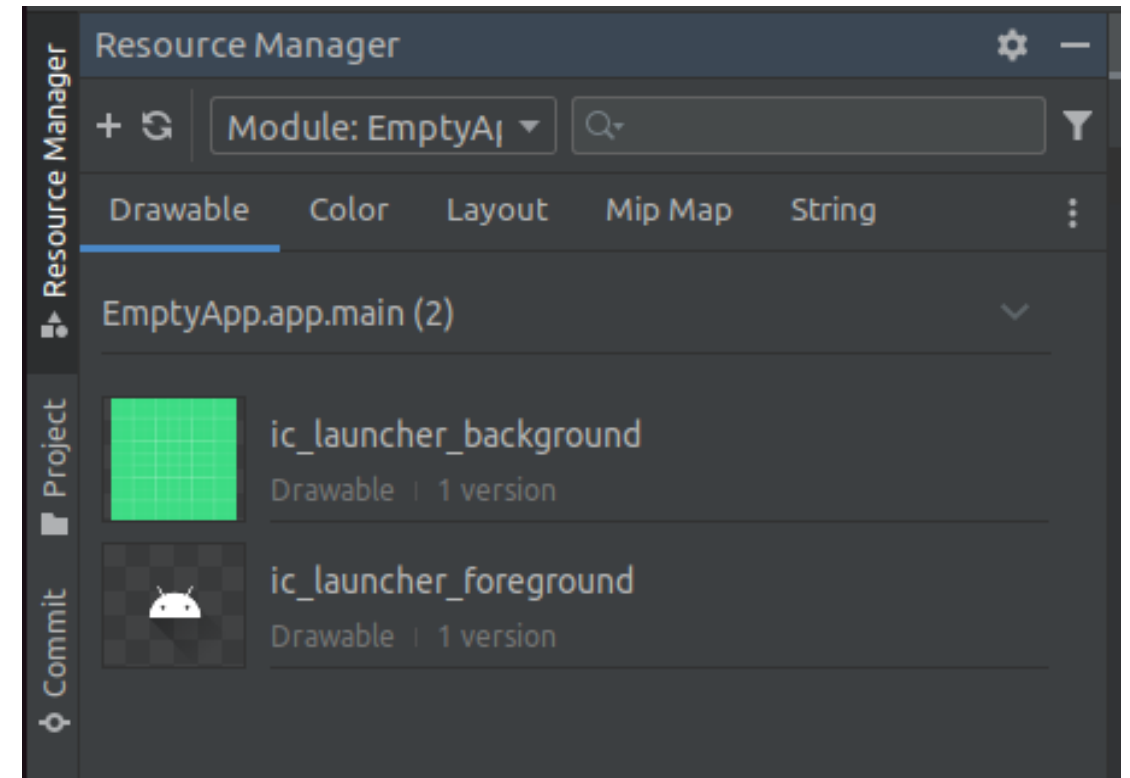
## APP resources

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <color name="black">#FF000000</color>
    <color name="white">#FFFFFFFF</color>
</resources>
```

```
<resources>
    <string name="app_name">EmptyApp</string>
    <string name="author">Angel Olmos</string>
    <string name="iesme">IES Maria Enríquez</string>
</resources>
```

Different "strings.xml" files are used to have multi-language APPs

One **MUST** use the string.xml !!!



"Resource Manager" tab shows an interface to set all resources (not XML)

# ANDROID DESIGN WITH *VIEWS*

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## *activity\_main.xml* content

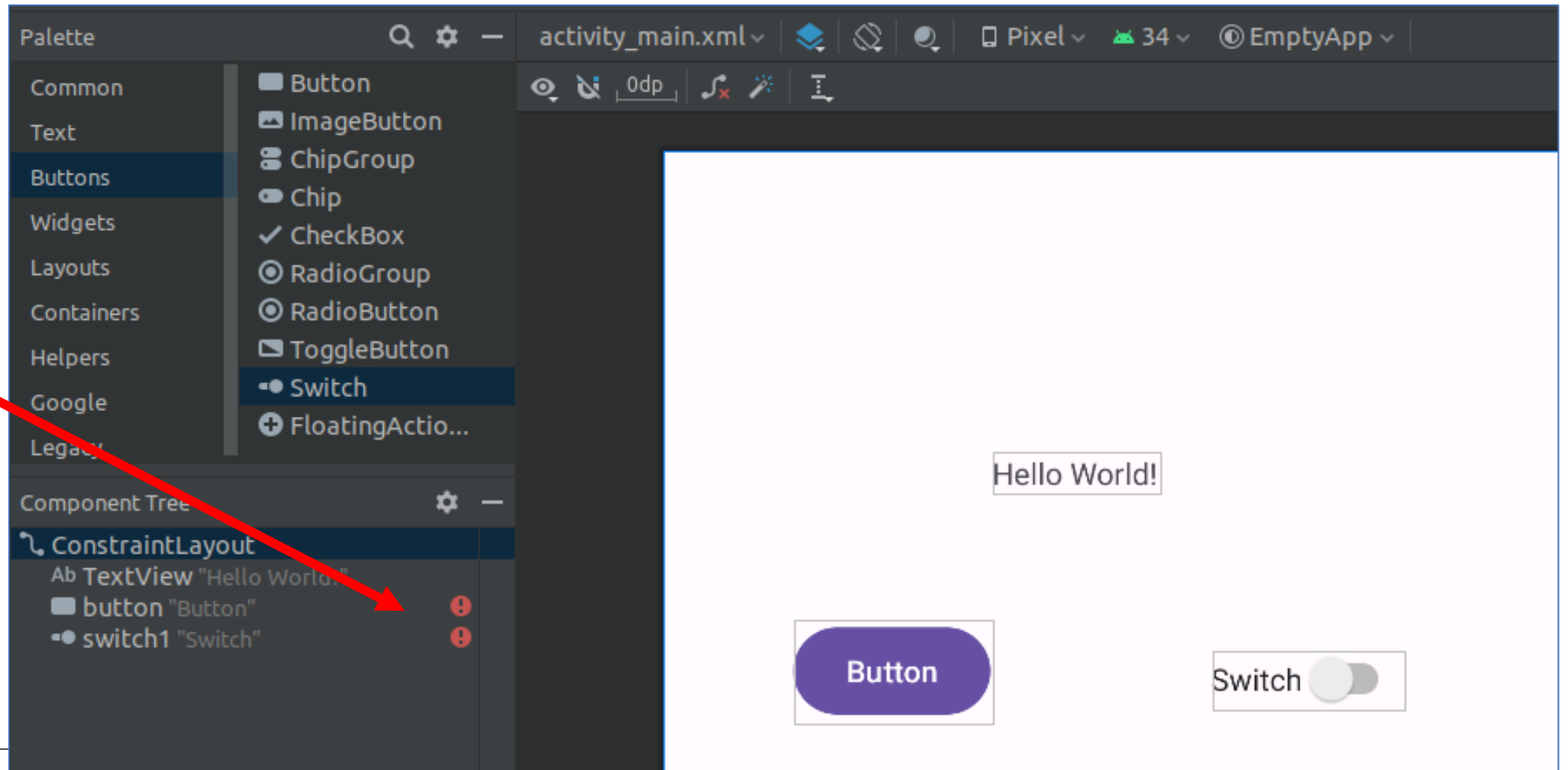
```
1  <?xml version="1.0" encoding="utf-8"?>
2  <androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.
3      xmlns:app="http://schemas.android.com/apk/res-auto"
4      xmlns:tools="http://schemas.android.com/tools"
5      android:layout_width="match_parent"
6      android:layout_height="match_parent"
7      tools:context=".MainActivity">
8
9      <TextView
10         android:layout_width="wrap_content"
11         android:layout_height="wrap_content"
12         android:text="Hello World!"
13         app:layout_constraintBottom_toBottomOf="parent"
14         app:layout_constraintEnd_toEndOf="parent"
15         app:layout_constraintStart_toStartOf="parent"
16         app:layout_constraintTop_toTopOf="parent" />
17
18  </androidx.constraintlayout.widget.ConstraintLayout>
```

Text  
component

# ANDROID DESIGN WITH *VIEWS*

## Add other components

Constraints  
error



# ANDROID DESIGN WITH *VIEWS*

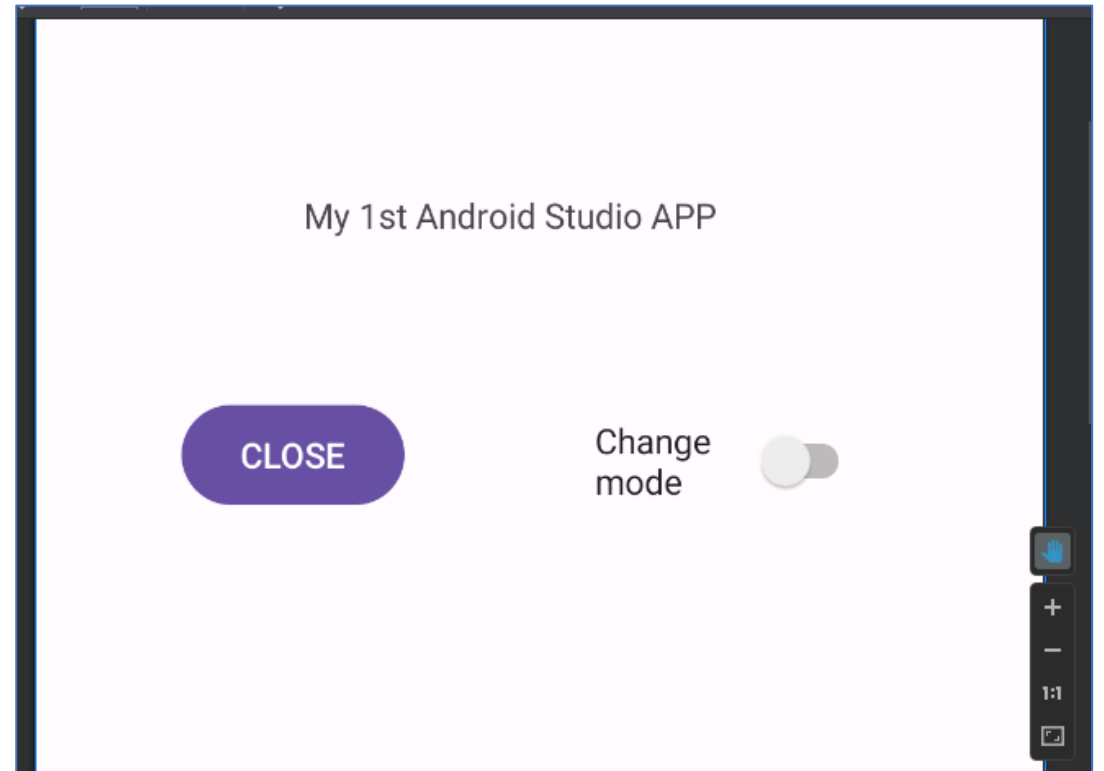
---

## Add other components

### 1- Correct errors and warnings

- Constraints errors
- Switch size errors
- Hardcoded string values ...

### 2- Change strings to meaningful values



# ANDROID DESIGN WITH *VIEWS*

## Add other components

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res-auto"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="@string/main_text"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintHorizontal_bias="0.452"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent"
        app:layout_constraintVertical_bias="0.196" />
```

```
<Button
    android:id="@+id/button"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="@string/button_close"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.187"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:layout_constraintVertical_bias="0.325" />
```

```
<Switch
    android:id="@+id/switch1"
    android:layout_width="111dp"
    android:layout_height="60dp"
    android:text="@string/switch_mode"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.76"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:layout_constraintVertical_bias="0.325" />
```

# ANDROID DESIGN WITH *VIEWS*

---

## MainActivity.kt

```
MainActivity.kt x
1  package com.dam.pmdm.emptyapp
2
3  import ...
4
5
6  class MainActivity : AppCompatActivity() {
7
8      override fun onCreate(savedInstanceState: Bundle?) {
9          super.onCreate(savedInstanceState)
10         setContentView(R.layout.activity_main)
11     }
12 }
```

What is what?

# ANDROID DESIGN WITH *VIEWS*

---

## MainActivity.kt

1- Define variables to access the different components

```
private lateinit var name : type
```

2- Assign components to variables

```
findViewById()
```

3- Modify UI and/or perform actions when interacting with components

```
setOnCheckedChangeListener{ }
```

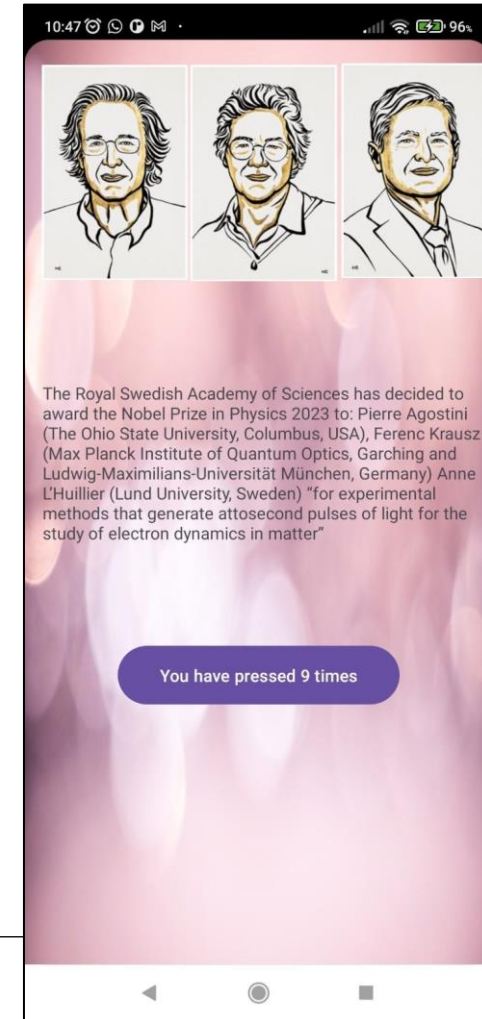
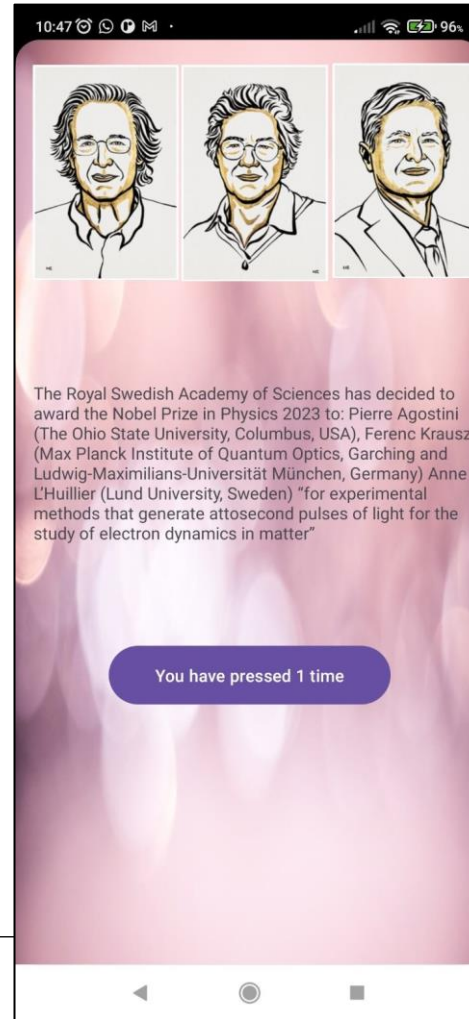
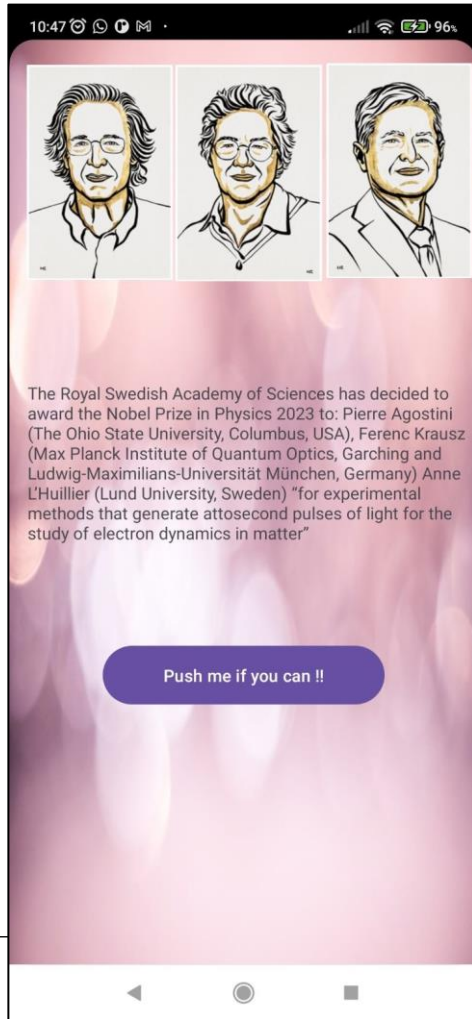
```
setOnClickListener{ }
```

```
...
```

---

# ANDROID DESIGN WITH *VIEWS*

## Android Views Activity





# CONTENT

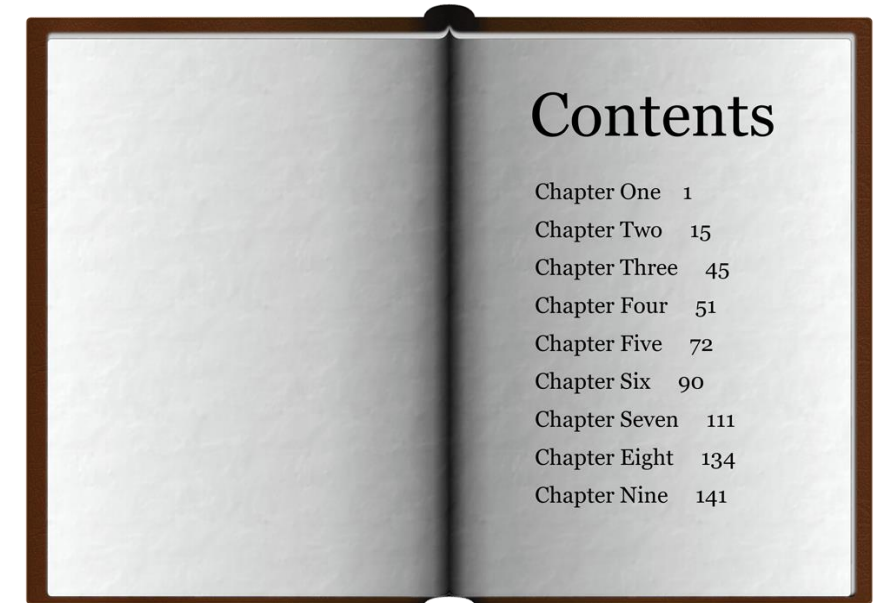
---

1. INTRODUCTION

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# JETPACK COMPOSE INTRO

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## Characteristics

- **Declarative UI:** you describe how the UI should look like based on its current state
  - **Kotlin-Centric:** Developers can create UIs using Kotlin code
  - **Component-Based:** encourages the creation of reusable UI components
  - **Automatic UI updates:** when the underlying data changes, reducing the need for manual UI updates
  - **Modern Material Design:** Jetpack Compose seamlessly integrates with Material Design, making it straightforward to create apps that follow Google's design guidelines
  - **Gradual Adoption:** it can be gradually integrated into existing apps, allowing developers to migrate their UI components at their own pace
-

# JETPACK COMPOSE INTRO

---

## @notations

- Metadata that can be added to code elements, such as classes, functions, properties, variables, parameters ...
- Provides additional information or special configuration
- Do **not have a direct impact** on the behavior of the program **at run time**, but are used to provide additional information to the compiler, development tools, analysis processes ...
- *@Preview*: Preview the generated component (not on components that need an input variable)
- *@Composable*: Code that belongs to a composable declarative component

```
@Preview(showBackground = true)
@Composable
fun GreetingPreview() {
```

# JETPACK COMPOSE INTRO

---

## Units

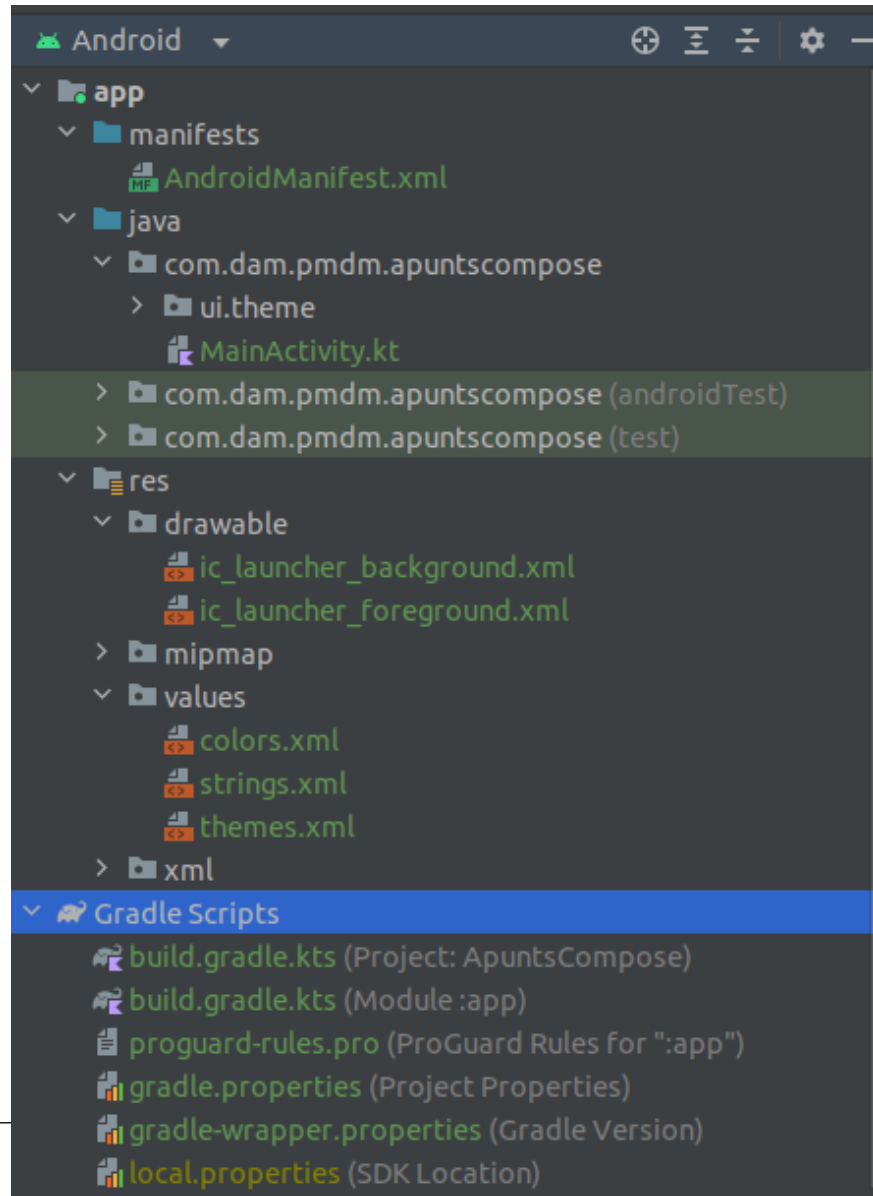
- **px**: "pixel", the smallest homogeneous unit in color that is part of a digital image
- **dp**: Density of Independent Pixels, based on the physical density of the screen. The dp-to-pixel ratio will change with screen density, not necessarily in direct proportion
- **dip**: it is the same as *dp*
- **sp**: Independent of Pixel scaling, *dp* unit scaled by the user's font size preference.

To be used in texts

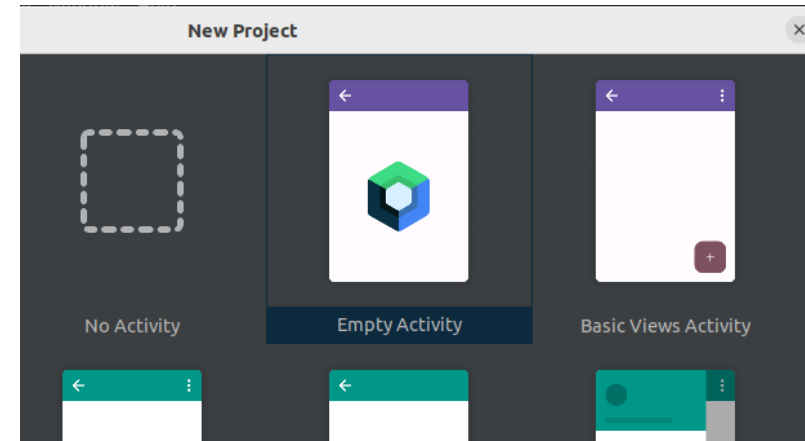
---

# JETPACK COMPOSE INTRO

---



Create a New compose project



Differences WRT Views?

# JETPACK COMPOSE INTRO

---

```
class MainActivity : ComponentActivity() {  
    new *  
    override fun onCreate(savedInstanceState: Bundle?) {  
        super.onCreate(savedInstanceState)  
        setContent {  
            ApuntsComposeTheme {  
                // A surface container using the 'background' color from the theme  
                Surface(  
                    modifier = Modifier.fillMaxSize(),  
                    color = MaterialTheme.colorScheme.background  
                ) {  
                    Greeting(name: "Android")  
                }  
            }  
        }  
    }  
}
```

What's this?  
From where  
does this come?

Surface layout  
component  
inside which the  
UI is composed

A "composable" function that  
defines what is inside the Surface

# JETPACK COMPOSE INTRO

---

```
@Composable
fun Greeting(name: String, modifier: Modifier = Modifier) {
    Text(
        text = "Hello $name!",
        modifier = modifier
    )
}

new *
@Preview(showBackground = true)
@Composable
fun GreetingPreview() {
    ApuntsComposeTheme {
        Greeting(name: "Android")
    }
}
```

Only @Composable methods will show components in the UI

*Text* component and its parameters

@Preview methods are displayed in the preview tab

What's will appear in the preview?

# CONTENT

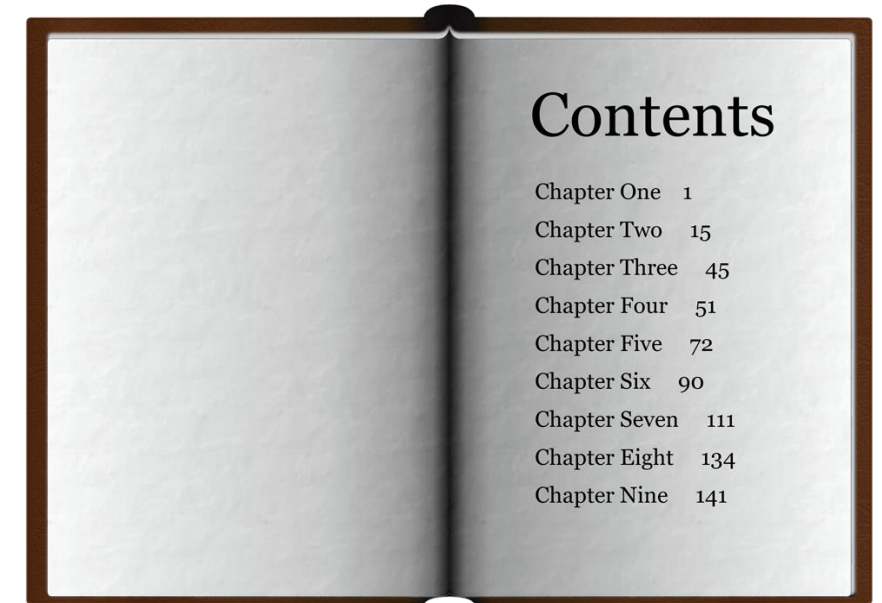
---

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# COMPONENTS

---

## Libraries / Dependencies

- *Material 3* is the latest version of Google's open-source design system
- <https://developer.android.com/reference/kotlin/androidx/compose/material3/package-summary>

Be aware to have correct dependencies and imports

```
dependencies { this: DependencyHandlerScope

    implementation("androidx.core:core-ktx:1.9.0")
    implementation("androidx.lifecycle:lifecycle-runtime-ktx:2.6.2")
    implementation("androidx.activity:activity-compose:1.7.2")
    implementation(platform("androidx.compose:compose-bom:2023.03.00"))
    implementation("androidx.compose.ui:ui")
    implementation("androidx.compose.ui:ui-graphics")
    implementation("androidx.compose.ui:ui-tooling-preview")
    implementation("androidx.compose.material3:material3")
    implementation("androidx.navigation:navigation-compose:2.7.0") // a
    testImplementation("junit:junit:4.13.2")
    androidTestImplementation("androidx.test.ext:junit:1.1.5")
```

```
import androidx.compose.material3.Surface
import androidx.compose.material3.Text
import androidx.compose.material3.TextField
import androidx.compose.material3.TopAppBar
import androidx.compose.material3.TopAppBarDefaults
```

# COMPONENTS

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## Text

- Displays highly customizable text in user interfaces
- One can specify a color using one of the values provided by the *Color* class, such as *Color.Red*, *Color.Blue*, *Color.Black* ...
- One of the most important properties in these elements is the use of the ***Modifier*** property, which allows us to set the components widths, paddings, backgrounds ...

... smells like??



# Text

Explore the different *Text* parameters and modifiers to get the this



# COMPONENTS

---

## Text

Have a look at all the *Modifiers* to know what's available ... and try them

padding  
background  
size  
border  
fillMax...  
height  
width  
...

```
Angel Olmos
@Composable
fun Greeting(name: String, modifier: Modifier) {
    Text(
        text = "Hello $name!",
        fontSize = 32.sp,
        color = Color.White,
        modifier = modifier
            .fillMaxWidth()
            .padding(15.dp)
            .background(color = Color.Red)
    )
}
```

background(color: Color, shape: Shape = ...) Modifier  
background(brush: Brush, shape: Shape = ...) Modifier  
padding(all: Dp) for Modifier in androidx.compose.foundation Modifier  
padding(paddingValues: PaddingValues) for Modifier in androidx.compose.foundation Modifier  
padding(horizontal: Dp = ..., vertical: Dp = ...) Modifier  
absoluteOffset(x: Dp = ..., y: Dp = ...) for Modifier in androidx.compose.foundation Modifier  
absoluteOffset {...} (offset: Density.() -> Int) Modifier  
absolutePadding(left: Dp = ..., top: Dp = ..., right: Dp = ..., bottom: Dp = ...) Modifier  
alpha(alpha: Float) for Modifier in androidx.compose.foundation Modifier  
animateContentSize { initialValue, targetValue } Modifier  
animateContentSize(animationSpec: FiniteAnimationSpec<Float>, initialValue: Float, targetValue: Float) Modifier  
aspectRatio(ratio: Float, matchHeightConstraintsOnly: Boolean = false) Modifier

Press Intro to insert, Tabulator to replace Next Tip

# COMPONENTS

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## Column / Row and LazyColumn / LazyRow

- Layout elements used to **organize UI components into columns or rows**
  - Difference between Lazy and not-Lazy:
    - the way they handle on-screen elements (recomposition)
    - Lazy components use *item* elements inside
  - LazyColumn is more efficient for displaying large lists or infinite scrolling. Loads and displays items as the user scrolls through the list, improving performance
-

# COMPONENTS

---

## Column / Row and LazyColumn / LazyRow

```
@Composable
fun ColumnRowExample(modifier: Modifier = Modifier) {
    Column { this: ColumnScope
        Text(text = "Item 1", fontSize = 20.sp, color = Color.Blue)
        Text(text = "Item 2", fontSize = 20.sp, color = Color.Green)
        Text(text = "Item 3", fontSize = 20.sp, color = Color.Red)
    }
    Column { this: ColumnScope
        Text(text = "Item 4", fontSize = 20.sp, color = Color.Yellow)
        Text(text = "Item 5", fontSize = 20.sp, color = Color.Gray)
        Text(text = "Item 6", fontSize = 20.sp, color = Color.Magenta)
    }
    Row { this: RowScope
        Text(text = "Item 7", fontSize = 20.sp, color = Color.Black)
        Text(text = "Item 8", fontSize = 20.sp, color = Color.Yellow)
        Text(text = "Item 9", fontSize = 20.sp, color = Color.Cyan)
    }
}
```

Copy+Paste and Try this  
.... what's wrong?

```
@Preview(showBackground = true)
@Composable
fun PreviewColumnRow() {
    ApuntsComposeTheme {
        ColumnRowExample()
    }
}
```

# COMPONENTS

## Column / Row and LazyColumn / LazyRow

Copy + Paste + Try

```
@Composable
fun LazyColumnExample(){
    LazyColumn(
        modifier = Modifier
            .fillMaxWidth()
            .background(Color.LightGray)
    ) { this: LazyListScope
        item { this: LazyItemScope
            Text(
                text = "Module PMDM",
                fontSize = 32.sp,
                color = Color.Blue,
            )
        }
    }
}
```

```
item{ this: LazyItemScope
    Spacer(modifier = Modifier.height(20.dp))
}
```

```
item { this: LazyItemScope
    Text(
        text = "Maria Enriquez 2023",
        fontSize = 24.sp,
        color = Color.White,
    )
}
```

PreviewLazyColumnExample

Module PMDM

Maria Enriquez 2023

# COMPONENTS

## Column / Row and LazyColumn / LazyRow

These components have placement parameters like:

- *horizontalAlignment*
  - *verticalArrangement*
  - *verticalAlignment*
  - *horizontalArrangement*
- Column()
- Row()

Try them at home, but try !!!!!

```
Column(  
    modifier = Modifier  
        .padding(40.dp)  
        .fillMaxSize(),  
    horizontalAlignment = Alignment.CenterHorizontally,  
    verticalArrangement = Arrangement.Center  
) { this: ColumnScope
```

... smells like??



```
.interno{  
    /* Centrado absoluto texto */  
    display: flex;  
    justify-content: center;  
    align-items: center;
```



# COMPONENTS

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## Images

- *Image* component + *painterResource()* method --> used to load the image from your app's resources
  - *contentDescription* property is used to provide an optional description of the image for accessibility
  - You can further customize the appearance of the image using modifiers like *Modifier* to adjust its size, position, and other attributes
-

# COMPONENTS

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## Images

```
item{ this: LazyItemScope
    Image(
        painter = painterResource(id = R.drawable.pmdm),
        contentDescription = "PMDM module image",
        modifier = modifier.padding(15.dp).height(150.dp)
    )
}
```

Add an image to  
your *drawables*  
and include it in  
the LazyColumn

Most of components can behave as buttons  
using the **.clickable** modifier ... **try it !!**

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## States

- *remember*, *rememberSaveable* and *mutableStateOf* are used to manage state in a Compose application
  - *mutableStateOf*: used to create a mutable variable that cause a part of the UI to be recomposed when its value changes
  - *remember* & *rememberSaveable*: used to store and restore the state of a composable element across recompositions, lifecycles (as screen rotations) or device configuration changes
  - *remember* retains state only across recompositions (not lifecycles or configuration changes → *rememberSaveable*)
  - *rememberSaveable* automatically saves any value that can be saved in a *Bundle*
-

# COMPONENTS

## TextField

Add one to your  
APP

- UI control to **get data** from the user (numbers or text)
- To update the *TextField* with the typed data from the user, one has to:
  1. Create a remembered variable that stores a mutable state of type *TextFieldValue*
  2. Reassign the *value* parameters every time it changes

```
@OptIn(ExperimentalMaterial3Api::class)
@Composable
fun SimplestTextField() {
    var text by remember { mutableStateOf(TextFieldValue(text = "")) }
    TextField(
        value = text,
        onValueChange = {newText -> text = newText},
    )
}
```

Change to: *var text = ""*  
and see the difference

Shorter way of writing?

*onValueChange = {text = it},*

# COMPONENTS

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## TextField

- **label:** text that will be floated on the top of the *TextField*
- **placeholder:** Displays descriptive text within the box when *TextField* is empty

Modify previous *TextField* composable to accept customizable label and placeholder ... and test it

```
fun SimpleTextField(label : String, placeholder : String) {  
    var text by remember { mutableStateOf(TextFieldValue(text = "")) }  
    TextField(  
        value = text,  
        label = { Text(text = label) },  
        placeholder = { Text(text = placeholder) },  
        onChange = { text = it },  
    )  
}
```

# COMPONENTS

---

## TextField

- **keyboardOptions**: parameter that defines the type of keyboard showed to the user and so the type of allowed data

```
keyboardOptions = KeyboardOptions(keyboardType = KeyboardType.Number),
```

KeyboardType.Text

KeyboardType.Ascii

KeyboardType.Number

KeyboardType.Phone

KeyboardType.Uri

KeyboardType.Email

KeyboardType.Password

KeyboardType.NumberPassword

# COMPONENTS

## OutlinedTextField

Don't do it like this  
How?

- Creates a *TextField* with an outline border
- One can use icons before and after the text:
  - *leadingIcon*: adds an icon in the starting area
  - *trailingIcon*: adds an icon in the ending area



Add one to your APP

```
fun emailTextField() {  
    var text by remember { mutableStateOf(TextFieldValue(text: "")) }  
    OutlinedTextField(  
        value = text,  
        label = { Text(text = "Email address") },  
        placeholder = { Text(text = "Enter your e-mail") },  
        leadingIcon = { Icon(  
            imageVector = Icons.Default.Email,  
            contentDescription = "emailIcon") },  
        trailingIcon = { Icon(  
            imageVector = Icons.Default.Add,  
            contentDescription = "trailingIcon") },  
        onValueChange = { text = it },  
    )  
}
```

# COMPONENTS

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## Buttons

Buttons communicate actions that users can take

Important elements:

- Text: It describes the action that will occur if a user taps a button
  - Container: Button containers hold the label text and optional icon. Text buttons have a visible container only when hovered, focused, or pressed
  - Icon (optional): Icons visually communicate the button's action and help draw attention. They should be placed on the leading side of the button, before the label text
-

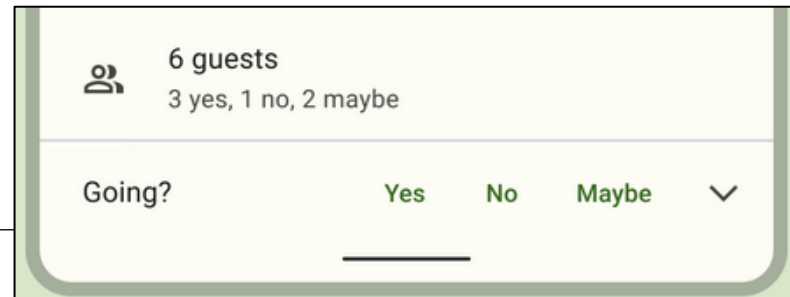
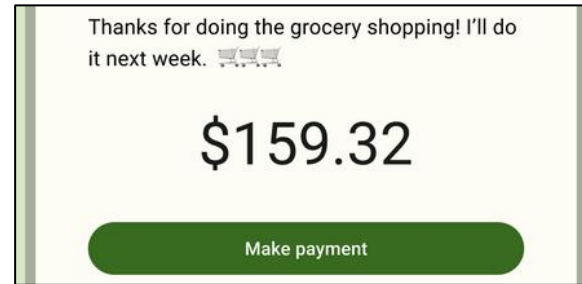


# COMPONENTS

## Buttons

There are 5 types of buttons:

1. Filled buttons
2. Outlined buttons
3. Filled tonal buttons
4. Elevated buttons
5. Text buttons



# COMPONENTS

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## Buttons

Add a Subscribe button  
to your APP

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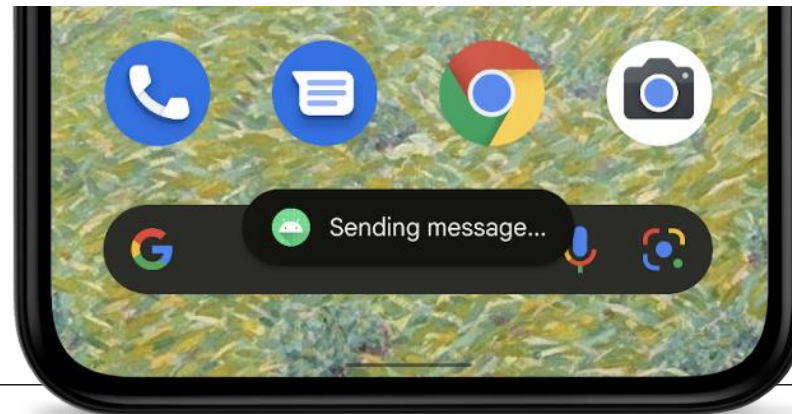
Subscribe

# COMPONENTS

---

## Toast

- A toast is a view containing a **quick little message** for the user
- When the view is shown to the user, appears **as a floating view over the application**
- It will never receive focus and **ongoing activity remains visible and supports interaction**
- Alerts **disappear automatically** after a timeout period



# COMPONENTS

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## Toast

- The easiest way is to call the static method *makeText()* that constructs everything you need and returns a new Toast object
- **Instantiate a Toast object:** Use the *Toast.makeText()* method, which takes the following parameters:
  - The activity **Context** (*val context = LocalContext.current*)
  - The text that should appear to the user
  - The duration on the screen (*val duration = Toast.LENGTH\_SHORT*)
- Call the *show()* method of the new Toast object to **display the toast**

Show a subscription Toast when a button is pressed

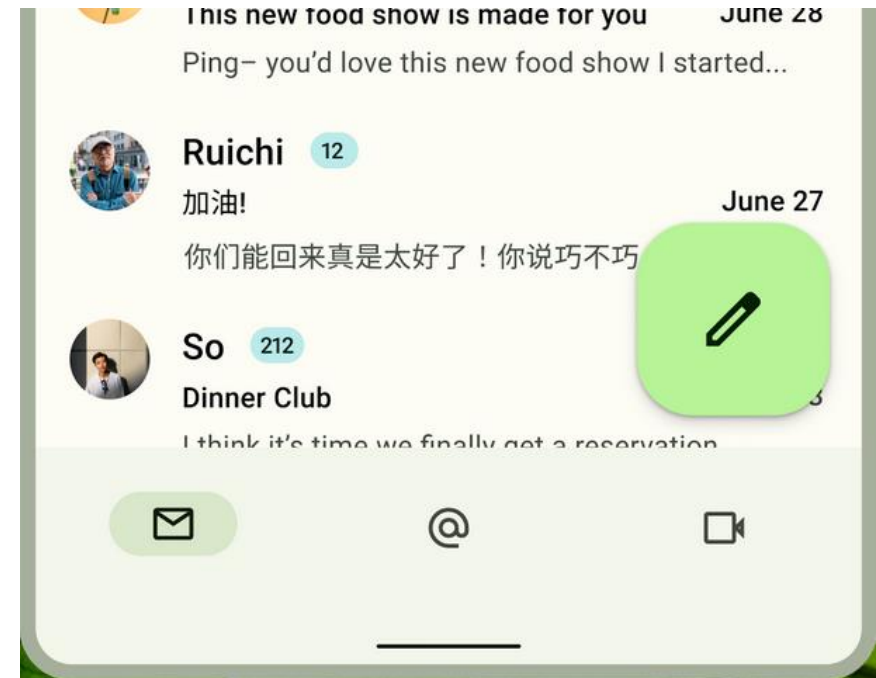
---

# COMPONENTS

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## FAB Button

- Appears in front of all other content on screen
- **Persist** on the screen when content is **scrolling**
- Use a FAB for the most common or important action on a screen (primary action)
- Can be aligned left, center, or right. It can be positioned above the navigation bar, or nested within the bar



# COMPONENTS

---

## FAB Button

```
FloatingActionButton(  
    containerColor = colorResource(id = R.color.teal_700),  
    onClick = { }  
{  
    Text( fontSize = 24.sp, text = "+" )  
}
```

Add a "+" FAB to your  
APP

Module PMDM

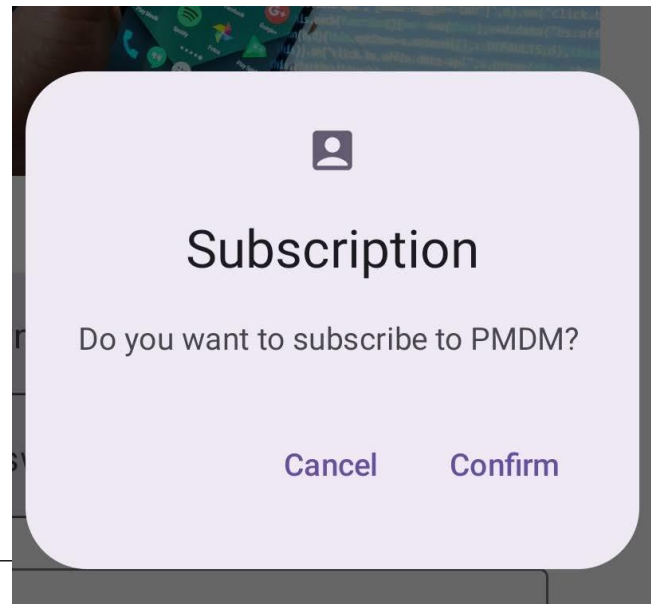
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Subscribe



- Dialogs provide important prompts in a user flow
- They can require an action, communicate information, or help users accomplish a task
- The dialog will position its buttons, typically *TextButtons*, based on the available space



# COMPONENTS

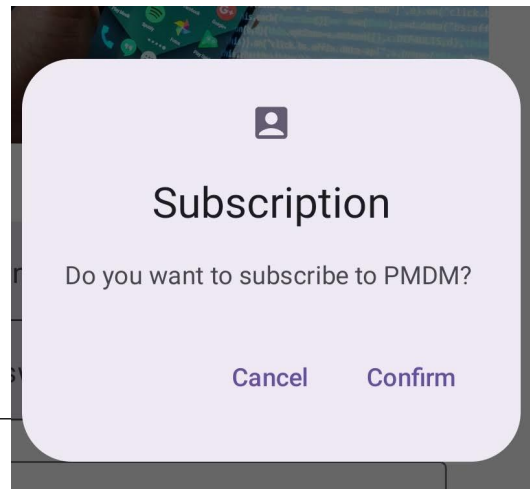
---

## Dialog

- The *AlertDialog* is a subclass of *Dialog* that can display one, two or three buttons
- One of the main differences wrt the *Toast* is that the focus is fixed on the dialog and the **ongoing activity does not supports interaction** until the dialog is closed

Main parameters:

- *onDismissRequest*: called when the user tries to dismiss the *Dialog* by clicking outside or pressing the back button
- *confirmButton*
- *dismissButton*
- *icon* – optional
- *Title* and *text*



Create this dialog as a composable (**leave lambdas empty**) and launch it when pressing the FAB



# COMPONENTS

---

## Dialog

- Close dialog depending on the user action → Set input parameters

```
fun SubscribeDialog(show: Boolean, onDismiss: () -> Unit, onConfirm: () -> Unit) {
    if (show) {
        AlertDialog(
            onDismissRequest = { onDismiss() },    // When pressed outside or going Back
            confirmButton = {
                TextButton(onClick = { onConfirm() }) { this: RowScope
                    Text(text = "Confirm")
                }
            },
            dismissButton = {
                TextButton(onClick = { onDismiss() }) { this: RowScope
                    Text(text = "Cancel")
                }
            },
        )
    }
}
```

# COMPONENTS

---

## Dialog

- Close dialog depending on the user action → Show/Hide depending on ...

```
var show by rememberSaveable { mutableStateOf( value: false) }  
SubscribeDialog(  
    show = show,  
    onDismiss = { show = false },  
    onConfirm = {  
        Log.i( tag: "PMDM", msg: "Subscription accepted")  
        show = false  
    })
```

Who / When to  
set it to *true*?

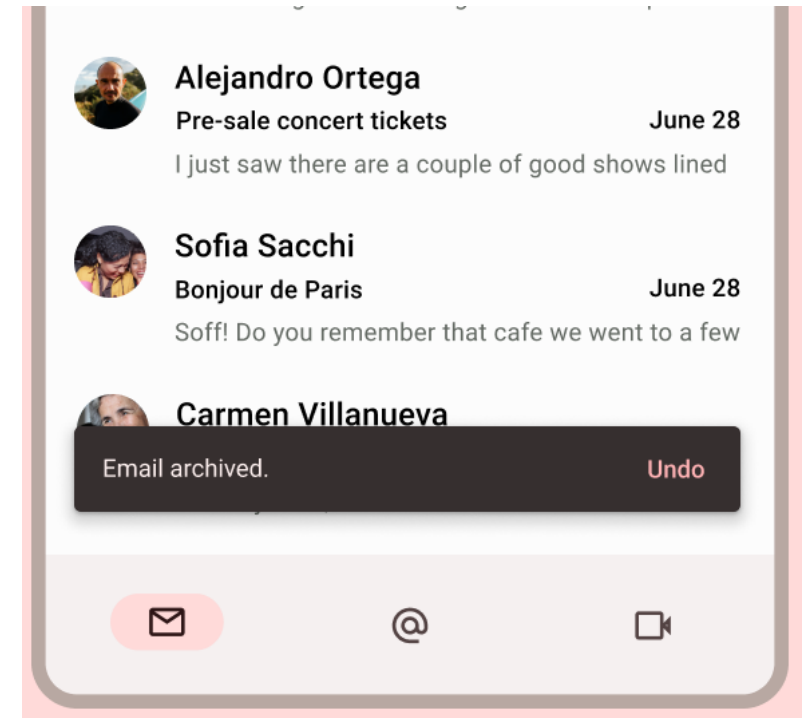
Check *Logcat* when confirming

# COMPONENTS

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## Snackbar

- Serves as a brief notification that appears at the bottom of the screen
- It provides feedback about an operation or action **without interrupting the user experience**
- Snackbars **disappear after a few seconds**
- The user can also dismiss them with an action, such as tapping a button



# COMPONENTS

---

## Snackbar

- To implement a snackbar, you first create *SnackbarHost*, which includes a *SnackbarHostState* property
  - *SnackbarHostState* provides access to the *showSnackbar()* function which you can use to display your snackbar
  - This suspending function requires a *CoroutineScope* (as *rememberCoroutineScope*) in order to be called in response to UI events, such a buttons pressing
-


# COMPONENTS

---

## Snackbar

```
fun ScaffoldWithOnlySnackBar() {  
    val scope = rememberCoroutineScope()  
    val snackbarHostState by remember { mutableStateOf( SnackbarHostState() ) }  
  
    Scaffold(  
        snackbarHost = { SnackbarHost(hostState = snackbarHostState) },  
        content = { it: PaddingValues  
            Button(onClick = {  
                scope.launch {snackbarHostState.showSnackBar(message = "You've been subscribed to PMDM")}})  
            {Text(text = "Subscribe")}  
        },  
    )  
}
```

UI layout  
We'll see  
later



---

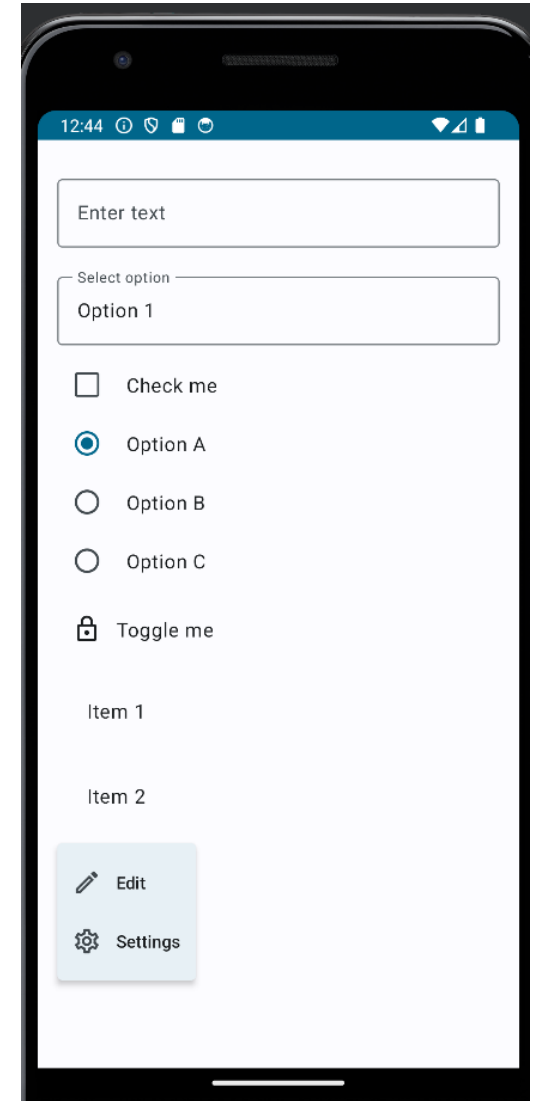
Try it

# COMPONENTS

---

## Form Components

- Forms are essential for data entry
- Among the most used components we find:
  - TextField
  - Dropdown
  - Checkboxes
  - Radiobuttons
  - ToggleButtons
  - Spinners



# COMPONENTS

---

## Form Components

```
// CheckBox
Row(
    verticalAlignment = Alignment.CenterVertically
) { this: RowScope
    Checkbox(
        checked = checkBoxChecked,
        onCheckedChange = { checkBoxChecked = it },
        modifier = Modifier.padding(end = 8.dp)
    )
    Text(text = "Check me")
}
```

☐ Check me

# COMPONENTS

---

## Form Components

```
val radioOptions = listOf("Option A", "Option B", "Option C")  
var selectedRadioButton by remember { mutableStateOf(radioOptions[0]) }
```

```
// Radio Buttons  
Column { this: ColumnScope  
    radioOptions.forEach { option ->  
        Row(  
            verticalAlignment = Alignment.CenterVertically,  
            modifier = Modifier  
                .selectable(  
                    selected = selectedRadioButton == option,  
                    onClick = { selectedRadioButton = option }  
                )  
            .fillMaxWidth()  
        ) { this: RowScope
```

☒ Option A

☐ Option B

☐ Option C





# COMPONENTS

---

## Form Components



```
RadioButton(  
    selected = selectedRadioButton == option,  
    onClick = { selectedRadioButton = option },  
    colors = RadioButtonDefaults.colors(selectedColor = MaterialTheme.colors.  
    modifier = Modifier.padding(end = 8.dp)  
)  
Text(text = option)
```

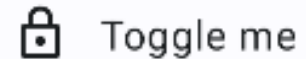
- ☒ Option A
- ☐ Option B
- ☐ Option C

# COMPONENTS

---

## Form Components

```
// Toggle Button
Row(
    verticalAlignment = Alignment.CenterVertically,
    modifier = Modifier.padding(vertical = 8.dp)
) { this: RowScope
    var checked by remember { mutableStateOf( value: false) }
    IconToggleButton(checked = checked,
        onCheckedChange = { checked = it })
    {
        if (checked) {
            Icon(Icons.Filled.Lock, contentDescription = "Localized description")
        } else {
            Icon(Icons.Outlined.Lock, contentDescription = "Localized description")
        }
    }
    Text(text = "Toggle me")
}
```



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