

Programação para Dispositivos Móveis

07 – SplashScreen



Faz a abertura de uma aplicação.



Crie uma Activity que será a tela de abertura

```
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:theme="@android:style/Theme.Holo.NoActionBar.Fullscreen"
    tools:context=".SplashActivity" >

    <ImageView
        android:id="@+id/imageView1"
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:layout_alignParentLeft="true"
        android:layout_alignParentTop="true"
        android:scaleType="fitXY"
        android:src="@drawable/splash" />

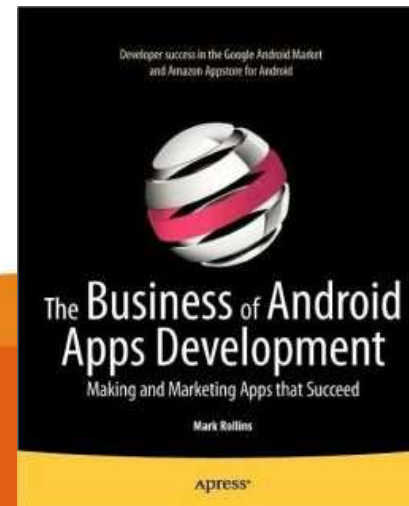
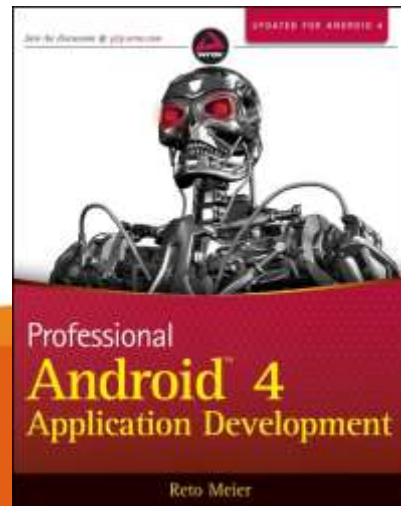
</RelativeLayout>
```

```
public class SplashActivity extends Activity {  
  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.activity_splash);  
  
        Thread background = new Thread() {  
            public void run() {  
  
                try {  
                    // Thread will sleep for 5 seconds  
                    sleep(5 * 1000);  
  
                    // After 5 seconds redirect to another intent  
                    Intent i = new Intent(getApplicationContext(),  
                        TrianguloActivity.class);  
                    startActivity(i);  
  
                    // Remove activity  
                    finish();  
                } catch (Exception e) {  
  
                }  
            }  
        };  
  
        // start thread  
        background.start();  
    }  
}
```

Folha 07-Exercícios



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