FACULTY OF COMPUTERS, INFORMATICS AND MICROELECTRONICS TECHNICAL UNIVERSITY OF MOLDOVA

EVENT DRIVEN PROGRAMMING

Laboratory work #1

Android Activity. Activity handling

Authors:
Dragos Străinu FAF-151

Supervisor:

Irina Cojanu

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1 Purpose of the laboratory

Gain knowledge about basics of event-driven programming, understanding of activity class, view and basic possibilities of Android.

2 Laboratory Work Requirements

- Basic Level (grade 5 - 6) you should be able to:

- a) Create a Single View application
- b) In the middle of the View should be present the following text: "Done with Pride and Prejudice by student name". Replace student name with your name.

- Normal Level (grade 7 - 8) you should be able to:

- a) Realize the tasks from *Basic Level*.
- b) Add 2 buttons to view: one with default styles, one with custom styles (size, background, text color, font family/size)
- c) Add 2 text elements to window: one with default styles, one with custom styles (size, background, text color, font family/size)

- Advanced Level (grade 9 - 10) you should be able to:

- a) Realize the tasks from *Normal Level*.
- b) Make elements to interact or change other elements (2 different interactions) (ex. on button click, change text element color or position)
- c) Change behavior of different window actions (at least 3). For ex.: on clicking close button, move window to a random location on display working space

3 Laboratory work implementation

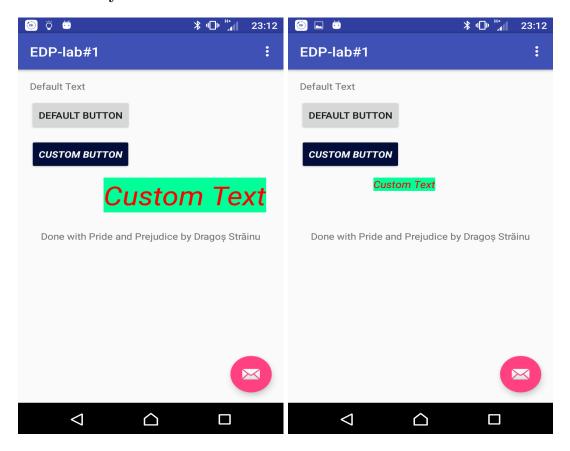
3.1 Tasks and Points

I implemented all tasks.

3.2 Laboratory work analysis

 $\tt https://github.com/strdr4605/TUM-EDP-labs/tree/master/lab\%231$

3.3 Prove your work with screens



Conclusions

After this laboratory work I understood structure of Android project and had worked with basic of Android app. Adding new items to view, handle click events, changing default style and others.

References

- 1 Android: how to handle button click, http://stackoverflow.com/questions/14782901/android-how-to-handle-button-click
- 2 Android Developer, official page, https://developer.android.com/index.html