Mobile app development – week 5



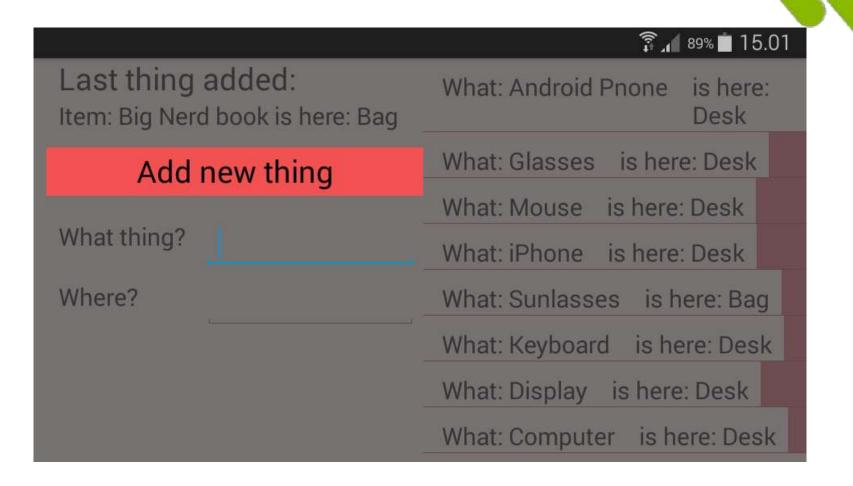
Questions related to WorkplanW5 (Mandatory assignment)

RecyclerView (chapters 9, 10 and 11)

Threading (continued)

Exercises

Updating a list



Tingle structure

TingleActivity



UIFragment

AddThing

ListFragment

Reusable fragments

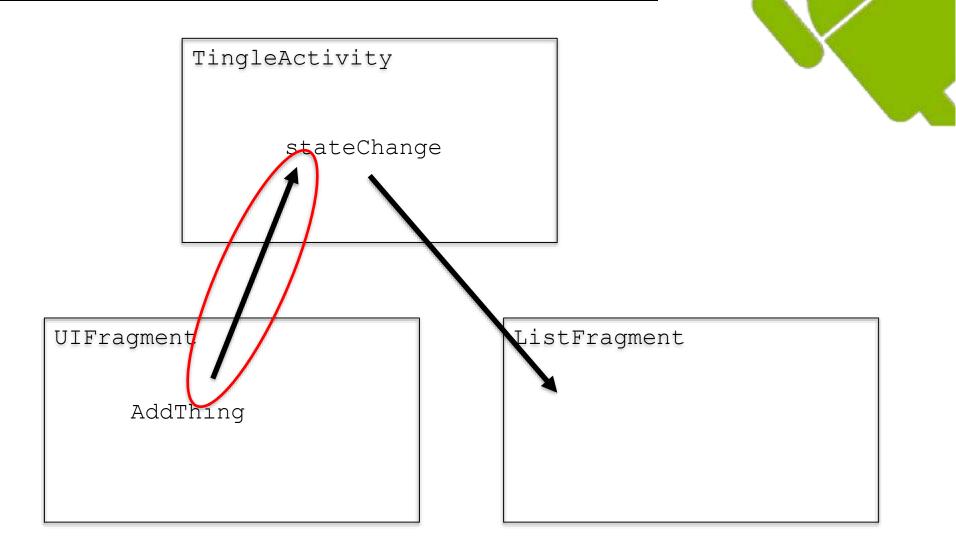


BigNerd book (p.199 just below listing 10.7)

Hosting activities should know the specifics of how to host their fragments, but fragments should not have to know specifics about their activities. At least, not if you want to maintain the flexibility of independent

fragments.

Communicating between fragments and activities

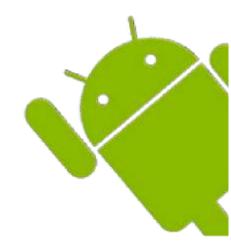


Communicating with an interface (1)

```
public class UIFragment extends Fragment {
  // GUI variables
  private Button addThing;
  public interface toActivity { public void stateChange();
  public void onCreate(Bundle savedInstanceState) {
  public View ...onCreateView( ...
      addThing.setOnClickListener(new View.OnClickListener() {
      @Override
        public void onClick(View view) {
      ((toActivity) getActivity()).stateChange();
  });
```



Communicating with an interface (2)

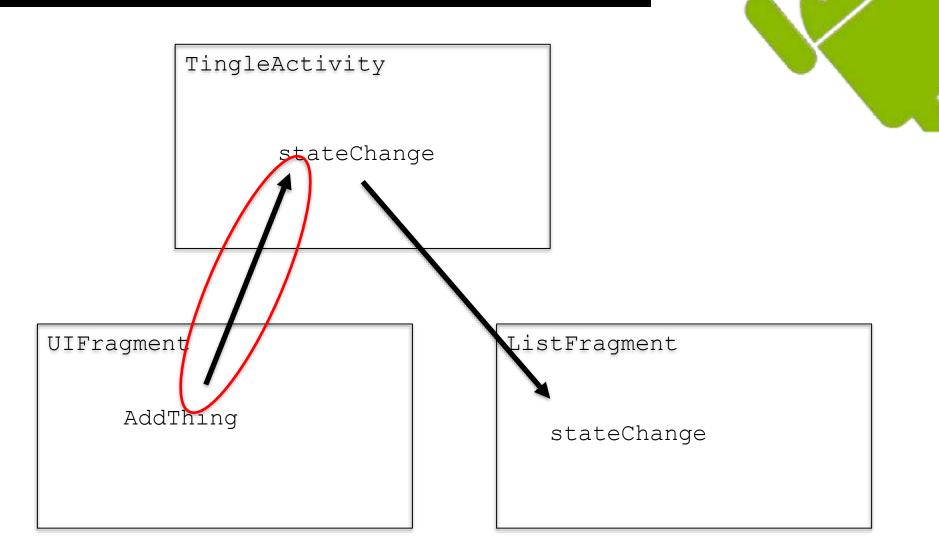


```
public class TingleActivity extends FragmentActivity implements UIFragment.toActivity
{
   private Fragment fragmentListLand;

@Override
   public void stateChange() {
        ((ThingListFragment) fragmentListLand).stateChange();
   }

   protected void onCreate(Bundle savedInstanceState) {
        fragmentListLand= fm.findFragmentById(R.id.fragment_container_list);
    }
}
```

Communicating between fragments and activities



Communicating with an interface (2)



```
public class TingleActivity extends FragmentActivity implements UIFragment.toActivity
{
   private Fragment fragmentListLand;

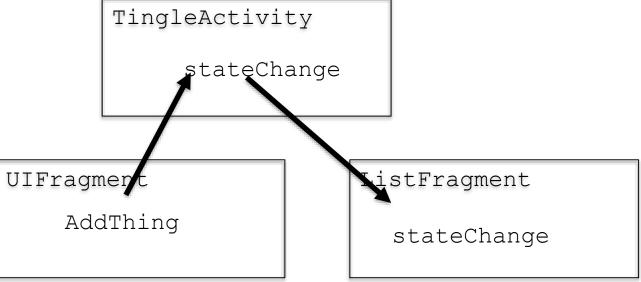
@Override
   public void stateChange() {
      remove and add Fragment }

   protected void onCreate(Bundle savedInstanceState) {
      fragmentListLand= fm.findFragmentById(R.id.fragment_container_list);
   }
}
```

Communicating with an interface (3)

```
public class ThingListFragment extends Fragment {
    static private ThingArrayAdapter listAdapter;

    public void stateChange() { listAdapter.notifyDataSetChanged(); }
    ...
```

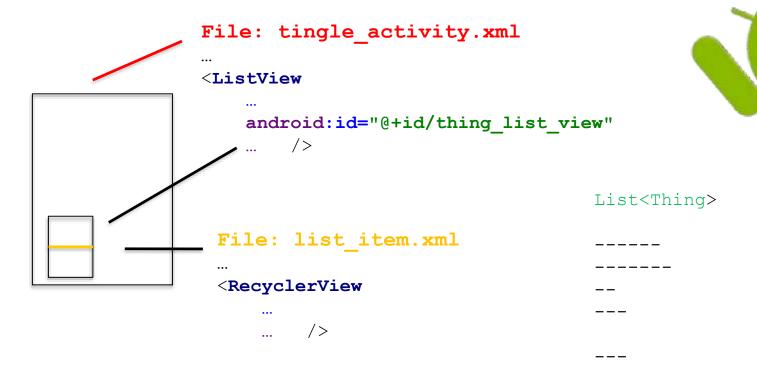


http://developer.android.com/training/basics/fragments/communicating.html

Scrollable lists



Scrollable lists with RecyclerView



RecyclerView adapter

Listing 9.19 CrimeAdapter filled out (CrimeListFragment.java)

private class CrimeAdapter extends RecyclerView.Adapter<CrimeHolder>

@Override
public CrimeHolder onCreateViewHolder(ViewGroup parent, int viewType) {

RecyclerView adapter

Listing 9.19 CrimeAdapter filled out (CrimeListFragment.java) private class CrimeAdapter extends RecyclerView.Adapter<CrimeHolder> @Override public CrimeHolder onCreateViewHolder(ViewGroup parent, int viewType) { LayoutInflater layoutInflater = LayoutInflater.from(getActivity()); View view = layoutInflater.inflate(android.R.layout.simple_list_item_1, parent, false); return new CrimeHolder(view); @Override public void onBindViewHolder(CrimeHolder holder, int position) { @Override public int getItemCount() {

Recyclerview adapter

Listing 9.19 CrimeAdapter filled out (CrimeListFragment.java) private class CrimeAdapter extends RecyclerView.Adapter<CrimeHolder> @Override public CrimeHolder onCreateViewHolder(ViewGroup parent, int viewType) { LayoutInflater layoutInflater = LayoutInflater.from(getActivity()); View view = layoutInflater.inflate(android.R.layout.simple_list_item_1, parent, false); return new CrimeHolder(view); @Override public void onBindViewHolder(CrimeHolder holder, int position) { Crime crime = mCrimes.get(position); holder.mTitleTextView.setText(crime.getTitle()); @Override public int getItemCount() { return mCrimes.size();}

Future of Tingle



Option A:

Stay with ListView but go through chapter 9, 10 and 11

Option C(hallenge):

Rewrite ListFragment using RecyclerView

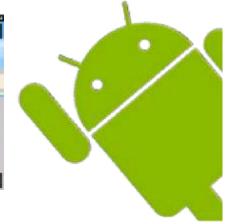
Multistream programming





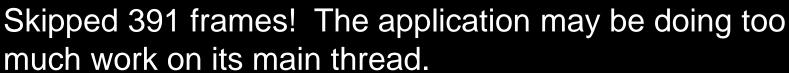
Single stream





Multistream

Adding a search button



```
List of all things
Create new thing
  Mouse
```

```
private String searchThing(String what) {
   int i = 0; Boolean found = false;
   int s = thingsDB.size();
   while ((!found) && (i < s)) {
      found= thingsDB.get(i).getWhat().equals(what);
      i = i + 1;
   return
     (found)?
        thingsDB.get(i - 1).getWhere(): //found
        "????":
                                        // not found
```

Searching in a separate thread

```
private void searchThing() {
      (new Thread(new ClientThread())).start();
 class ClientThread implements Runnable {
      @Override public void run() {
       String what= newWhat.getText().toString();
       int i= 0; Boolean found= false;
FATAL EXCEPTION: Thread-67732
```

Process: dk.staunstrups.things, PID: 18505

android.view.ViewRootImpl\$CalledFromWrongThreadException:

Only the original thread that created a view hierarchy can touch its views.

```
newWhere.setText(
   (found) ? thingsDB.get(i-1).getWhere()
      : "????");
return;
```

https://docs.oracle.com/javase/tutorial/essential/concurrency/index.html

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Android: AsyncTask



```
private class someName extends AsyncTask<Params, Progress, Result> {
    protected abstract Result doInBackground(Params... param) { .... }
    protected void onProgressUpdate(Progress ... prog { ... }
    protected void onPostExecute(Result .... result) { ... }
```

Using AsyncTask to search for Things

```
private class searchClass extends AsyncTask<String, Void, String> {
    String response = "????";
    Boolean found= false; String mWhat;
     protected String doInBackground(String... param) {
      int i = 0;
      Boolean found = false;
      mWhat= param[0];
      int s = thingsDB.size();
      while ((!found) && (i < s)) {
       found = thingsDB.get(i).getWhat().equals(mWhat);
       i = i + 1;
      return (found) ? thingsDB.get(i - 1).getWhere(): "????";
    @Override
    protected void onPostExecute(String result) { newWhere.setText(result); }
```