# Tutorial 6 Manipulate Data

We learned how to query data from SQLite database in the last tutorial. In this tutorial, we will create a check out page and learn how to manipulate data using Android application.

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# **Background for the Exercise:**

#### Parameterized SQL commands

Parameterized SQL is a SQL command that includes values that are obtained when the SQL is executed. For example, 'insert into student (stid, stname) values (?, ?)' is a parameterized SQL. The two question marks represent two parameters – student id and student name. These parameters are obtained in real time from the user.

Here is a sample code snippet showing how to use parameterized SQL in android project, based on previous tutorials.

```
String sql = "insert into
checkout(stid,lbcallnum,coduedate,coreturned) values(?,?,?,'N')";
String args[]=new String[3];
//stid
args[0]="100";
//callnum
args[1]="45";
//duedate
args[2]="2012-05-05";
DBOperator.getInstance().execSQL(sql, args);
```

In the above example, we inserted a row in the checkout table indicating that a student (id 100) checked out a book (call number 45) on May 5, 2012.

# **Exercise**

#### I. Set up Check Out page

#### 1. Create checkout\_yourname.xml file

#### 2. Set up fundamental layout

Use LinearLayout (Vertical) as fundamental layout. Same format with previous files

#### 3. Add Title

String: Check Out & Return

R.string: title\_checkout

■ Text size: 22sp

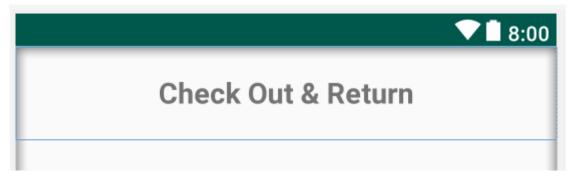
■ Text style: bold

The UI should look like this:

Gravity: center

Layout margin top: 15dp

Layout width: wrap\_content



#### 4. Set up Student ID section

✓ Expand Layouts and drag LinearLayout (Horizontal) to layout editor

Layout margin top: 15dp

■ Edit ID: layout StudentID

✓ Expand Form Widgets and drag TextView to this new layout

String: Student ID

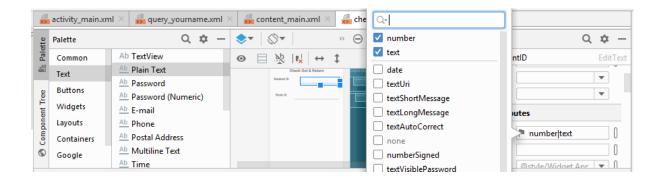
R.string: studentID

Text size: 18sp

Text style: bold

Layout margin left: 20dp

✓ Expand **Text Fields** and drag **Plain Text** (the first one) to the same layout and put it on the right of "Student ID" TextView



Now, change the properties of the new Plain Text:

■ ID: studentID edittext

Layout margin left: 5dp

Layout margin right: 20dp

### 5. Do it yourself

Now that you have learned how to set up the Student ID section, it is your turn to set up Book ID section yourself.

✓ Linearlayout (Horizontal)

Layout margin top: 10dp

■ Edit ID: layout BookID

✓ Text View

String: Book ID

R.string: bookID

Text size: 18sp

Text style: bold

Layout margin left: 30dp

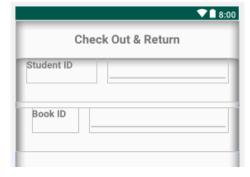
✓ Plain Text

Layout margin left: 20dp

Layout margin right: 20dp

ID: bookID edittext

Now, the UI should look like this:



#### 6. Set up date section

✓ Expand Layouts and drag LinearLayout (Vertical) to layout editor

Layout margin top: 15dpEdit ID: layout\_DatePicker

✓ Expand Text and drag TextView to this new layout

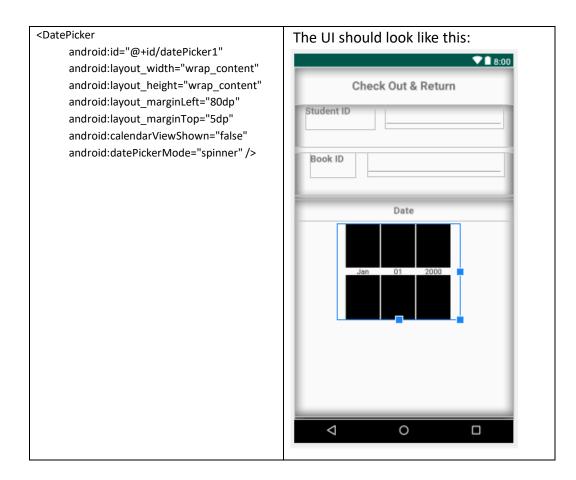
String: DateR.string: date

■ Text size: 18sp

Text style: bold

Layout margin left: 30dp

✓ Expand **Widgets** and drag **Calendar View** to the same layout and put it under "Date" TextView or copy the following script into the xml file as **DatePicker**. DatePicker takes less space than Calendar View.



Now, change the property of Calendar View or DatePicker

Layout gravity: center

#### 7. Do it yourself

Set up other widgets and finish the page, make it like this picture on the right.

#### √ LinearLayout (Horizontal)

Layout margin top: 25dp

■ ID: layout btn

#### ✓ "Check Out" Button

ID: checkout\_btn

String: Check OutR.string: checkout\_btn

Layout margin left: 40dp

Layout width: 100dp

#### √ "Return" Button

■ ID: return btn

String: Return

R.string: return btn

Layout margin left: 40dp

Layout width: 100dp

#### √ "Summary" Page Button

■ ID: summary\_btn

String:Summary

R.string: summary\_btn

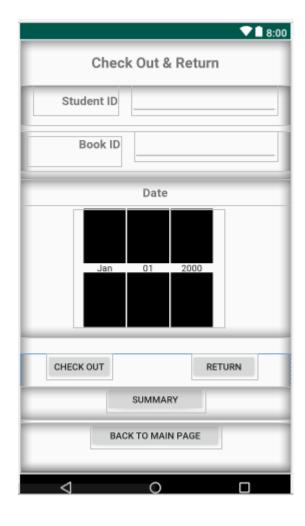
Layout gravity: center

Layout width: 150dp

Layout margin top: 5dp

#### √ "Back to Main Page" Page Button

We have created this button in query\_yourname.xml page. Here you can just create a button and use the same string R.string: goBack\_btn and id goBack\_btn.



*Tips:* You can modify text size and width by yourself if it doesn't look good.

Now that you have implemented the Checkout & Return page, let's learn how to obtain input values from this interface and store them into database.

#### II. Manipulate Data

#### 1. Update SQLCommand

In SQLCommand, add new attribute named CHECK\_BOOK and RETURN\_BOOK representing a parameterized insertion command into checkout table, as shown below.

```
public static String RETURN_BOOK = "update checkout set coreturned=?
where stid=? and lbcallnum=?";

public static String CHECK_BOOK = "insert into checkout(stid,lbcallnum,coduedate,coreturned) values(?,?,?,?)";
```

#### 2. Create CheckoutActivity

Create a new Class named CheckoutActivity in library.yourname package. This activity is associated with checkout/return screen. For convenience, the following is a sample code for CheckoutActivity.java file.

```
package library.yourname;
import java.text.SimpleDateFormat;
import java.util.Calendar;
import library.yourname.constant.SQLCommand;
import library.yourname.util.DBOperator;
import android.app.Activity;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.view.View.OnClickListener;
import android.widget.DatePicker;
import android.widget.EditText;
import android.widget.Toast;
public class CheckoutActivity extends Activity implements
OnClickListener {
EditText stuIdEdit, bookIdEdit;
```

```
DatePicker datePicker;
public void onCreate(Bundle savedInstanceState) {
       super.onCreate(savedInstanceState);
       setContentView(R.layout.checkout_yourname);
stuIdEdit=(EditText)this.findViewById(R.id.studentID_edittext);
       bookIdEdit=(EditText)this.findViewById(R.id.bookID_edittext);
       datePicker=(DatePicker)this.findViewById(R.id.datePicker1);
}
public void onClick(View v)
{
       int id=v.getId();
       if (id==R.id.checkout_btn){
              //Check out a book
              DBOperator.getInstance().execSQL(SQLCommand.CHECK_BOOK,
this.getArgs(true));
              Toast.makeText(getBaseContext(), "Checkout
successfully", Toast.LENGTH SHORT).show();
       }else if (id==R.id.return_btn){
              //Return a book
DBOperator.getInstance().execSQL(SQLCommand.RETURN_BOOK,
this.getArgs(false));
              Toast.makeText(getBaseContext(), "Return successfully",
Toast.LENGTH_SHORT).show();
       }else if (id==R.id.goBack_btn){
              //Go back to main screen
              Intent intent = new Intent(this,
YourNameActivity.class);
              this.startActivity(intent);
       }
}
/**
 * Get input data
 * including studentID, book callnum, date and returned state
 * @param isCheckout
  * @return
```

```
private String[] getArgs(boolean isCheckout){
       String args[]=new String[4];
       //stid
       args[0] = stuIdEdit.getText().toString();
       //callnum
       args[1] = bookIdEdit.getText().toString();
       //date
       int year=datePicker.getYear();
       int month=datePicker.getMonth();
       int day=datePicker.getDayOfMonth();
       Calendar calendar = Calendar.getInstance();
       calendar.set(year, month, day);
       //format the date
       SimpleDateFormat dateFormat = new SimpleDateFormat("yyyy-MM-
dd");
       args[2] = dateFormat.format(calendar.getTime());
       if (isCheckout) args[3]="N";
       else args[3]="Y";
       return args;
}
```

#### 3. Register CheckoutActivity in AnroidManifest.xml

➤ Please do not forget to register CheckoutActivity in AndroidManifest.xml. If you do not remember how to do that, please review tutorial 5.

#### 4. Update YourNameActivity

- Now we need to create linkage between the main page we created in tutorial 4 and check out page we just created. We want to jump to Check Out page after clicking the checkout button in main page.
- Go to YourNameActivity.java and find the code as following.

```
public void onClick(View v)
{
    int id=v.getId();
    if (id==R.id.goCheckOut_btn){
    }
}else if (id==R.id.goDoQuery_btn){
```

Insert the following code after "if (id==R.id.goCheckOut\_btn){".

```
Intent intent = new Intent(this, CheckoutActivity.class);
this.startActivity(intent);
```

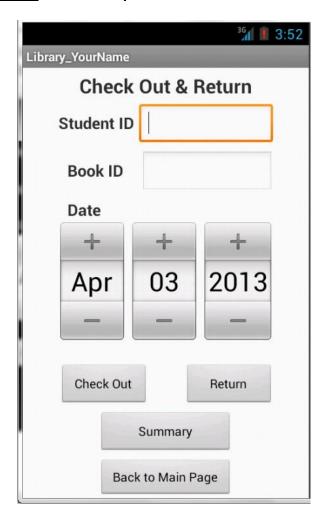
**Note:** I want to point out that you should validate input data in checkout/return screen. For example, if the input student ID is '1001', it will be longer than the length of stid column in student table, so it is not a valid ID.

### **What to Submit**

#### **One Screenshots**

Please capture the screenshots of your completed Check Out & Return page and paste them into a Word document.

All deliverables should be submitted via the Canvas assignment manager as a single Word or PDF document by the due date.



## **Additional Examples (Optional)**

#### (These instructions have not been updated to Android Tutorial 3.5)

If you are interested in learning how to create **Drop Down Lists** using the **Spinner** component, here is more information you might find helpful.

What you can learn from this example:

- Setup Spinner component
- Get the dataset from the database and show the item list on the Spinner
- Insert items into or delete items out from the Spinner dynamically

#### **Steps:**

- 1. Create new project, name it: UIExample03
- 2. In res/values/strings.xml, input:

3. In res/layout/activity main.xml, input:

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
    xmlns:tools="http://schemas.android.com/tools"
    android:layout width="match parent"
    android:layout height="match parent"
    android:orientation="vertical">
    <TextView
              android:id="@+id/spinner_selection"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_gravity="center"
        android:textIsSelectable="true"/>
    <Spinner
        android:id="@+id/spinner"
        android:layout_width="match_parent"
        android:layout_height="wrap_content" />
    <EditText
        android:id="@+id/new_item"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
```

```
android:inputType="text"/>

<Button
    android:id="@+id/add_button"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="@string/add_item"
    android:onClick="addNewItem"/>

<Button
    android:layout_width="match_parent"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="@string/delete_item"
    android:onClick="deleteItem"/>
</LinearLayout>
```

4. In src/com.example.uiexample03/MainActivity.java, input these:

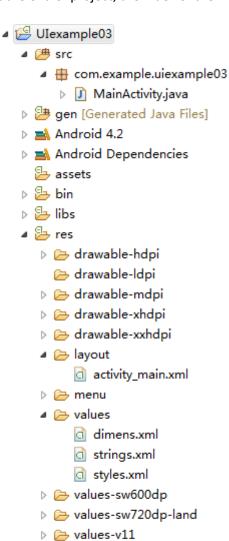
```
package com.example.uiexample03;
import java.util.ArrayList;
import android.os.Bundle;
import android.app.Activity;
import android.app.AlertDialog;
import android.app.AlertDialog.Builder;
import android.content.DialogInterface;
import android.view.View;
import android.widget.AdapterView;
import android.widget.AdapterView.OnItemSelectedListener;
import android.widget.ArrayAdapter;
import android.widget.EditText;
import android.widget.Spinner;
import android.widget.TextView;
import android.widget.Toast;
public class MainActivity extends Activity {
       private TextView selectedTextView;
       private EditText newItemEditText;
       private Spinner spinner;
       private ArrayAdapter<String> arrayAdapter;
       @Override
       protected void onCreate(Bundle savedInstanceState) {
              super.onCreate(savedInstanceState);
              setContentView(R.layout.activity_main);
              initialize();
       }
       private void initialize() {
              selectedTextView = (TextView)
this.findViewById(R.id.spinner_selection);
              newItemEditText = (EditText) findViewById(R.id.new_item);
```

```
spinner = (Spinner) this.findViewById(R.id.spinner);
              // set the items showed in Spinner, items should be put into
List or
              // ArrayList
              ArrayList<String> systemList = new ArrayList<String>();
              systemList.add("Android");
              systemList.add("iOS");
              systemList.add("WindowsMobile");
              systemList.add("Palm");
              // set items list and textview style of items in ArrayAdapter
              arrayAdapter = new ArrayAdapter<String>(this,
                             android.R.layout.simple_spinner_item, systemList);
              // set the style of drop down views
              arrayAdapter
       .setDropDownViewResource(android.R.layout.simple spinner dropdown item);
              // set the ArrayAdapter into Spinner
              spinner.setAdapter(arrayAdapter);
              // set OnItemSelectedListner to Spinner
              spinner.setOnItemSelectedListener(new OnItemSelectedListener() {
                      @Override
                      public void onItemSelected(AdapterView<?> arg0, View
arg1,
                                    int arg2, long arg3) {
       selectedTextView.setText(arrayAdapter.getItem(arg2));
                      @Override
                      public void onNothingSelected(AdapterView<?> arg0) {
              });
       }
       public void addNewItem(View view) {
              if (newItemEditText.getText().toString().equals("")) {
                      Toast.makeText(getApplicationContext(),
                                     "Please insert content into EditText!",
Toast.LENGTH_LONG)
                                     .show();
              } else {
                      dialog("Are you sure to add a new item?", view);
       }
       public void deleteItem(View view) {
              if (arrayAdapter.isEmpty()) {
                      Toast.makeText(getApplicationContext(),
                                    "There is no items to delete!",
Toast.LENGTH LONG).show();
              } else {
                      dialog("Are you sure to delete the selected item?",
view);
              }
```

```
// Confirmation operation
       public void dialog(String message, final View view) {
              AlertDialog.Builder builder = new Builder(MainActivity.this);
              builder.setMessage(message);
              builder.setTitle("Confirmation");
              builder.setPositiveButton("OK",
android.content.DialogInterface.OnClickListener() {
                                    public void onClick(DialogInterface
dialog, int which) {
                                            dialog.dismiss();
                                            switch (view.getId()) {
                                            case R.id.add_button:
       arrayAdapter.add(newItemEditText.getText()
                                                                   .toString());
       spinner.setSelection(arrayAdapter
       .getPosition(newItemEditText.getText()
       .toString()));
                                                   newItemEditText.setText("");
       Toast.makeText(getApplicationContext(),
                                                                  "A new item
has been added!",
       Toast.LENGTH_LONG).show();
                                                   break;
                                            case R.id.delete_button:
       arrayAdapter.remove(spinner.getSelectedItem()
                                                                   .toString());
                                                   if (!arrayAdapter.isEmpty())
{
       selectedTextView.setText("");
                                                   }
       Toast.makeText(getApplicationContext(),
                                                                  "The item has
been deleted!",
       Toast.LENGTH_LONG).show();
                                                   break;
                                            default:
                                                   break;
                                            }
                                     }
                             });
              builder.setNegativeButton("Cancel",
android.content.DialogInterface.OnClickListener() {
                                    public void onClick(DialogInterface
dialog, int which) {
```

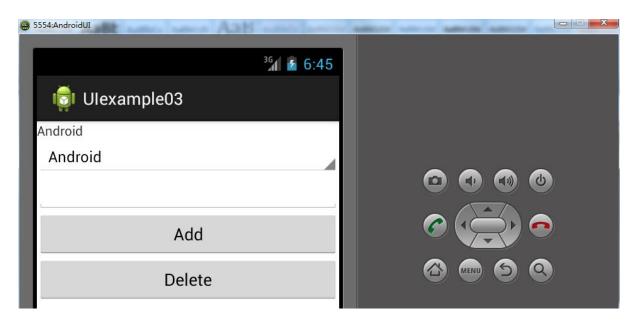
```
dialog.dismiss();
}
});
builder.create().show();
}
```

5. At the end of project, the index of the whole project should as follow:

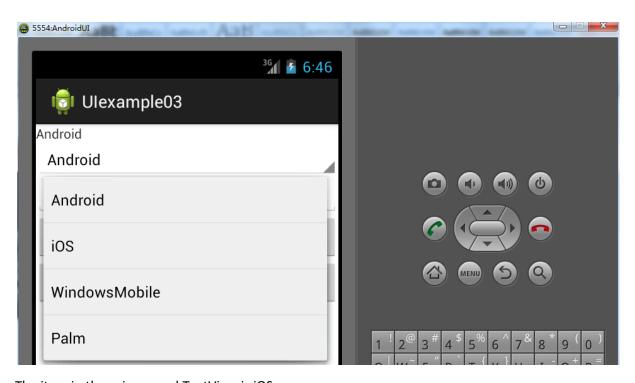


☐ AndroidManifest.xml
■ ic\_launcher-web.png
☐ proguard-project.txt
☐ project.properties

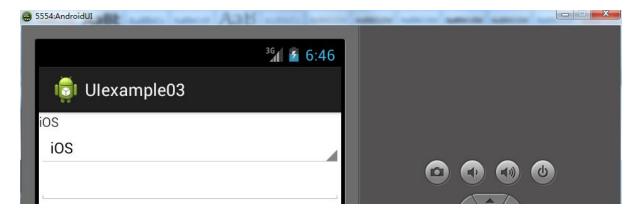
6. The running result will be:



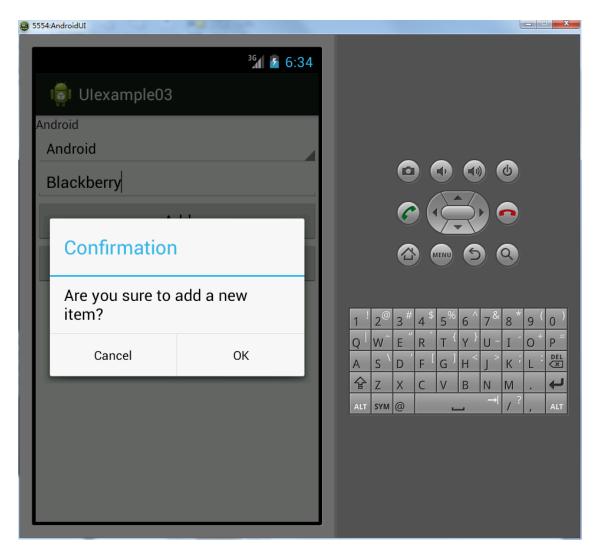
Click the Spinner to get the drop box and select one item (iOS):



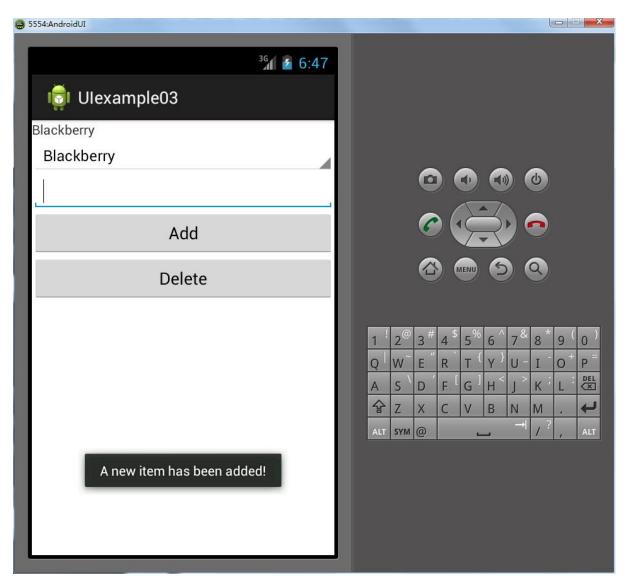
The item in the spinner and TextView is iOS:



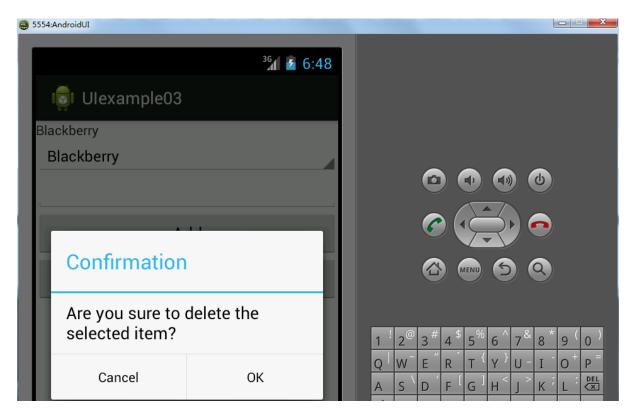
Input Blackberry in the TextView, then click the Add button:



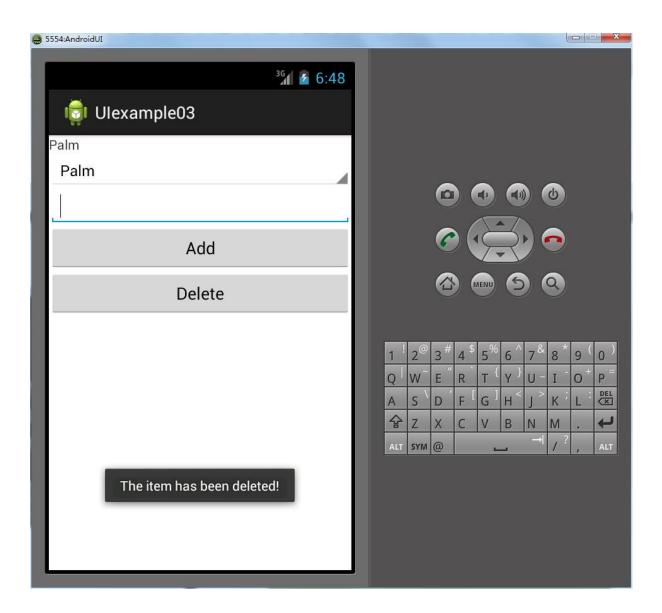
Then Click OK:



Then click Delete button:



Click OK:



### **Explanation:**

The code to set the data (List or ArrayList) into ArrayAdapter, then put ArrayAdapter to Spinner:

```
// set items list and textview style of items in ArrayAdapter
ArrayAdapter<String> arrayAdapter = new ArrayAdapter<String>(this,
android.R.layout.simple_spinner_item, systemList);
// set the style of drop down views
arrayAdapter.setDropDownViewResource(android.R.layout.simple_spinner_drop
down_item);
// set the ArrayAdapter into Spinner
spinner.setAdapter(arrayAdapter);
```

The code to add new item into Spinner:

```
arrayAdapter.add("your new items");
```

To remove an item from Spinner, Parameter here means the item content you want to remove:

```
arrayAdapter.remove(spinner.getSelectedItem().toString());
```

Show Alert Dialog:

```
AlertDialog.Builder builder = new Builder(MainActivity.this);
builder.setMessage("Are you sure you want to delete an item?");
builder.setTitle("Confirmation");
builder.setPositiveButton("OK",
   new android.content.DialogInterface.OnClickListener() {
              public void onClick(DialogInterface dialog, int which) {
                             dialog.dismiss();
                             //Your Code...
              }
       });
builder.setNegativeButton("Cancel",
       new android.content.DialogInterface.OnClickListener() {
              public void onClick(DialogInterface dialog, int which) {
                             dialog.dismiss();
                 //Your Code...
       });
builder.create().show();
```

Set Listener on Spinner, when one item has been selected, to do something:

Use Toast to show information:

```
// parameters: context; message; Toast.LENGTH_LONG or
Toast.LENGTH_SHORT
Toast.makeText(getApplicationContext(),"Please insert content into
EditText!", Toast.LENGTH_LONG).show();
```