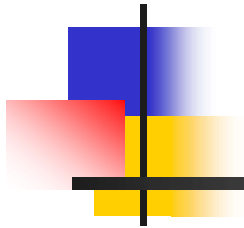


Pokračovanie

View, Intent
Canvas, Menu
Gestá



Peter Borovanský
KAI, I-18

MS-Teams: [2sf3ph4](#), [List](#), [github](#)

borovan 'at' ii.fmph.uniba.sk



Hitparáda

(Hall of Fame)

DU-1 Michal S. – anagramy

CV-4

Kristián F.


Ján M.

Adam O.

Radovan O.

Domáca úloha 2

(jedna z 3 alternatív, na budúcu prednášku bude Menus)



Debilníček	
zavolať svokre, že ju obdivujem...	21/11/12
vencit Harryho	21/11/12
pivo	21/11/12
syr	21/11/12
mlieko	21/11/12

Vytvorte (malú) aplikáciu zvanú Debilníček, resp. Nákupný košík:

- umožní poznamenať si, veci, predmety, činnosti do tzv. ToDo listu,
- dovolí nastaviť deadline na splnenie činnosti pomocou dátumu/času,
- ak to bude verzia nákupný košík, tak aj počet predmetov,
- umožní ich vymazať, resp. označiť za vybavené/nakúpené, resp. vymazať všetky vybavené,
- kontroluje deadline, a upozorní správou, zvukom na prešvihnutý deadline,
- pri vypnutí aplikácie si zoznam zapamätá, pri otvorení sa zoznam obnoví

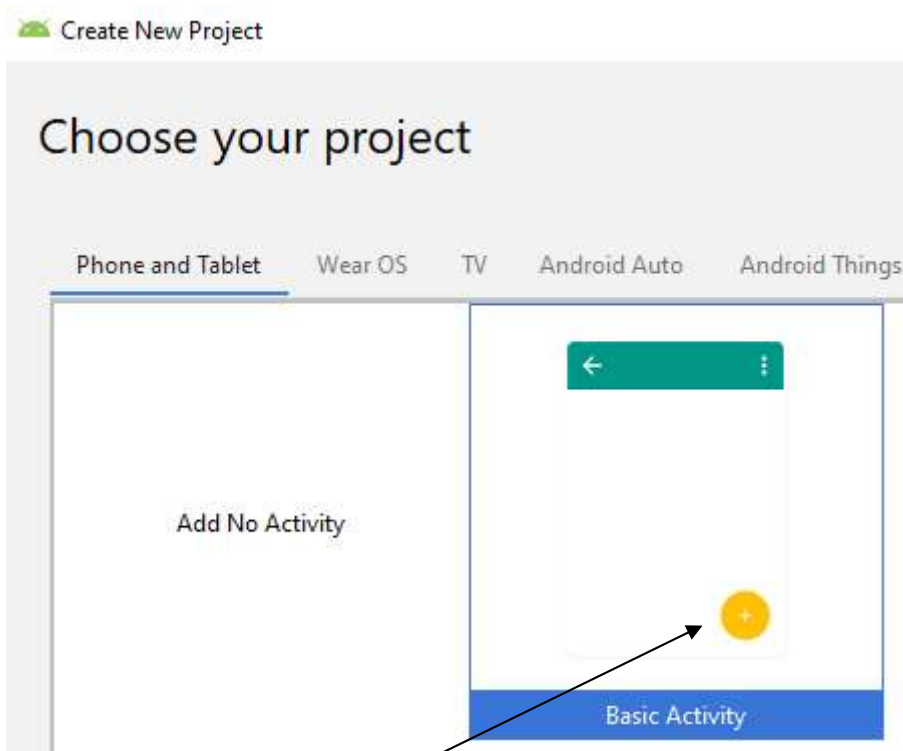


```
java.lang.Object
└─ android.view.View
    └─ android.widget.ImageView
        └─ android.widget.ImageButton
            └─ com.google.android.material.floatingactionbutton.FloatingActionButton
```

Material Design

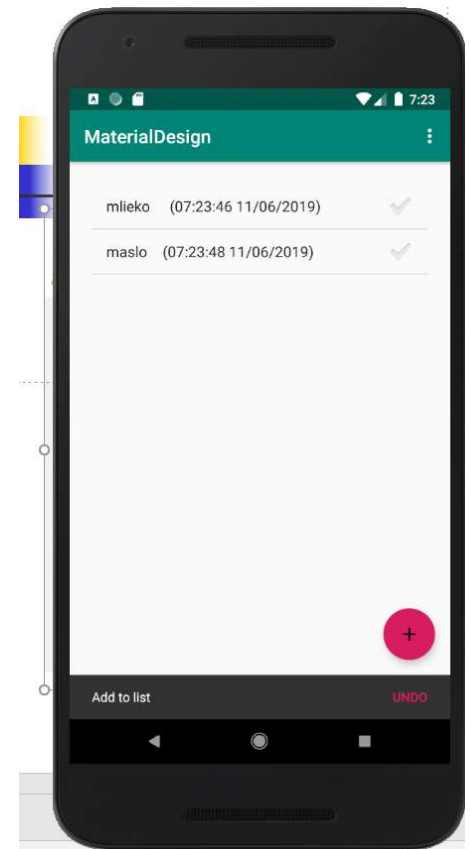
(ako začat')

- <https://developer.android.com/guide/topics/ui/look-and-feel>



Floating Action Button

`<com.google.android.material.floatingactionbutton.FloatingActionButton`



Project: MaterialDesign.zip

Intent

(filter)

Pohľad do AndroidManifest: intent-filter hovorí, na aký intent aktivita reaguje

```
<activity android:name=".MainActivity">
  <intent-filter>
    <action android:name="android.intent.action.MAIN" />
    <category android:name="android.intent.category.LAUNCHER" />
  </intent-filter>
</activity>
```

Spustí sa ako prvá

```
<activity android:name=".ListActivity">
  <intent-filter>
    <category android:name="android.intent.category.DEFAULT" />
  </intent-filter>
</activity>
```

nespustí sa



Intent

(startActivity)

Layouts

Grid layout

Frame layout

Relative layout

Constraint layout

Linear layout

List layout

Simple List layout

```
listViewID.adapter = ArrayAdapter<String>(
    this, android.R.layout.simple_list_item_1,
    arrayListOf("Grid layout", "Frame layout", "Relative layout",
        "Constraint layout",)) // dáta nepatria do kódu, ale .xml
resources.getStringArray(R.array.activities)
```

```
listViewID.setOnItemClickListener {
    adapterView, view, index, l ->
    Log.d("LISTPICK",
        "click: $index:${adapterView.getItemAtPosition(index)}")
    if (index < klasy.size)
        startActivity(Intent(this@MainActivity, klasy[index]))
}
```

```
val klasy:Array<Class<out AppCompatActivity>>= arrayOf(
    GridLayoutActivity::class.java,
    FrameLayoutActivity::class.java,
    ...
    MainActivity::class.java
)
```



List project

V ďalšom uvidíme sériu rôznych nezávislých aktivít, ktoré ilustrujú:

- **intro_activity**
 - logo, intent, Countdown/Timer, MediaPlayer
- **email_activity**
 - listView, intent.putExtra, startActivityForResult
- **canvas_activity**
 - canvas/view – Draw, MultiTouch, onTouch, Option & Context Menu
- **pisky_activity**
 - piškvorky, začiatok aj koniec jednoduchej hry
- **login_activity**
 - ukladanie informácie pomocou SharedPreferences



Intent - filter

- CATEGORY_BROWSABLE - ovláda web browser
- CATEGORY_LAUNCHER - ovláda spúšťač aplikácie
- *android.intent.action.MAIN - vstupný bod programu*

```
<intent-filter>
    <action android:name="android.intent.action.MAIN" />
    <category android:name="android.intent.category.LAUNCHER" />
</intent-filter>
```

- CATEGORY_DEFAULT – startActivity/startActivityForResults

```
<intent-filter>
    <action android:name="com.example.list.CanvasActivity" />
    <category android:name="android.intent.category.DEFAULT" />
</intent-filter>
```

spustenie:

```
startActivity(
    Intent(this@IntroActivity, MainActivity::class.java))
```

ak máme:

```
class MainActivity : AppCompatActivity() {
```




Reflexivita

Aby sme nemuseli mať konštantu ako pole všetkých tried, trieda sa dá vyrobiť z mena triedy pomocou reflexívneho volania `Class.forName`

```
class MainActivity : AppCompatActivity() {  
    ...  
    listView1.setOnItemClickListener {  
        adapterView, view, index, l ->  
            val hodnota = adapterView.getItemAtPosition(index)  
            Log.d(TAG, "list item click: $index:$hodnota")  
            val klasa = Class.forName("com.example.list.$hodnota")  
                                .kotlin  
            //val intent = Intent(this, IntroActivity::class.java)  
            Log.d(TAG, "class name: ${klasa.qualifiedName}")  
            val intent = Intent(klasa.qualifiedName)  
            startActivity(intent)  
    }  
}
```



IntroActivity

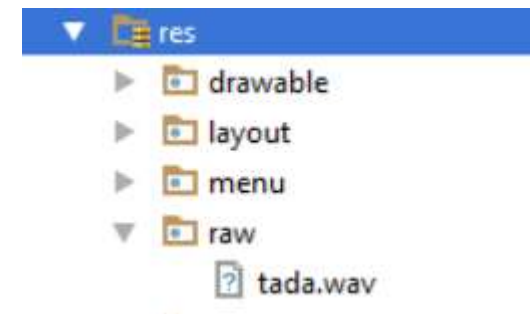
(Intent, timer)

IntroActivity – CountdownTimer odpočítavajúci čas pre úvodné logo+.mp3

```
override fun onCreate(savedInstanceState: Bundle?) {  
    super.onCreate(savedInstanceState)  
    setContentView(R.layout.activity_intro)  
    object: CountdownTimer(4000,1000) {  
        override fun onTick(millisUntilFinished: Long) {}  
        override fun onFinish() {  
            Log.d(TAG, "go back to mainActivity")  
            startActivity(  
                Intent(this@IntroActivity, MainActivity::class.java)  
            )  
        }  
    }.start()  
}
```

MediaPlayer

(lokálne – adresár raw)



tada.mp3 [.wav] uložíme do project/res/raw
... a bude zakompilovaná do apky, a zazipovaná do zipky ☺

```
lateinit var mp : MediaPlayer          // globálna premenná
// ak je muzička lokálna, v res/raw/tada.wav
mp = MediaPlayer.create(this, R.raw.tada)
mp.isLooping = false
mp.start()
```

```
override fun onPause() {           // ak je IntroActivity pauzovaná, keď
    super.onPause() // odštartujeme com.example.actilist.MainActivity
    mp.release()      // uvoľníme MediaPlayer objekt, mp
    finish()          // akonáhle sa rozbehne MainActivity,
                      // IntroActivity zanikne
                      // to rieši aj navigáciu, problém s back buttonom
}
```

Media player má problémy v niektorých emulátoroch

<https://stackoverflow.com/questions/59073433/building-a-simple-mediaplayer-with-kotlin-in-android-studio-c> Project: List.zip



MediaPlayer

(onPreparedListener)

iná možnosť, tada.mp3 je prístupná niekde na sieti, dotiahneme ju a zahráme

// problém:apka musí deklarovať, že chce prístup na internet

```
lateinit var mp : MediaPlayer
try { // ak je muzička na webe, jej dotiahnutie môže niečo trvať
    val uri = Uri.parse("http://dai.fmph.uniba.sk/courses/VMA/wave.mp3")
    mp.setAudioStreamType(AudioManager.STREAM_MUSIC)

    mp.setOnPreparedListener { mp.start() }

    mp.setDataSource(getApplicationContext(), uri)
    mp.prepare() // tu sa spustí dotahovanie súboru
} catch (e:IOException) {
    e.printStackTrace()
    Toast.makeText(this, "file error", Toast.LENGTH_SHORT).show()
}
```

do AndroidManifest.xml

treba deklarovať povolenie aplikácie prístupu na internet

```
<uses-permission android:name="android.permission.INTERNET" />
```

<http://dai.fmph.uniba.sk/courses/VMA/wave.mp3>

Project: List.zip



MediaPlayer

(na SD-karte, resp. v internej pamäti)

Môžeme sa skúšať triať do správnej cesty muziky, obrázku, či súboru:

```
mp.setDataSource("/mnt/sdcard/Music/tada.wav")
```

```
mp.setDataSource("/mnt/sdcard/Music/wave.mp3")
```

```
mp.setDataSource("/storage/sdcard0/Music/wave.mp3")
```

```
mp.setDataSource("/Removable/SD/Music/wave.mp3")
```

// ale správna cesta k prístupu k Music je cez root external storage

```
val filePath = Environment.getExternalStorageDirectory().toString()  
                + "/Music/tada.wav"
```

```
Log.d(TAG, filePath)    // vždy si zalogujte cestu,  
                        // aby ste vedeli, kde súbor hľadá
```

```
mp = MediaPlayer()
```

```
mp.setDataSource(filePath) // hneď viete, prečo to nehrá..
```

```
mp.setOnPreparedListener { mp.start() }
```

```
mp.prepare()
```



SoundPool

```
class SoundPlayer(context: Context) {  
    private val soundPool: SoundPool =  
        SoundPool(10, AudioManager.STREAM_MUSIC, 0)  
    init {  
        try {  
            val assetManager = context.assets  
            var descriptor: AssetFileDescriptor // adresár assets  
            descriptor = assetManager.openFd("shoot.ogg") // .mp3, .wav,  
            shootID = soundPool.load(descriptor, 0) // toto trvá...  
        } catch (e: IOException) {  
            Log.e("SoundPlayer", "sound file not found")  
        }  
  
        soundPool.setOnLoadCompleteListener ({ // keď load skončil  
            soundPool, sampleID, status -> // môžeme zahrať  
                soundPool.play(sampleID, 1f, 1f, 1, 1, 1f) })  
    }  
}
```



EmailActivity

(data do intentu, startActivityForResult s callbackom)

```
val emailString = edtEmail.text.toString() // dáta z formulára
val subjectString = edtSubject.text.toString()
val bodyString = edtBody.text.toString()

Toast.makeText(this@EmailActivity, "posielam mail",
    Toast.LENGTH_LONG).show()

val intent = Intent(android.content.Intent.ACTION_SEND) // SEND

intent.type = "text/plain"
intent.putExtra(android.content.Intent.EXTRA_SUBJECT, subjectString)
intent.putExtra(android.content.Intent.EXTRA_EMAIL,
    arrayOf(emailString) ) // pole adresátov
intent.putExtra(android.content.Intent.EXTRA_TEXT, bodyString)

// startActivity(intent)
startActivityForResult(intent, REQUEST_SEND_EMAIL)

private val REQUEST_SEND_EMAIL = 777
```



EmailActivity

(onActivityResult = callback)

```
private val REQUEST_SEND_EMAIL = 777

override fun onActivityResult( // CALLBACK pre startActivityForResult
    requestCode: Int,
    resultCode: Int,
    data: Intent?) {

    // Check which request we're responding to
    if (requestCode == REQUEST_SEND_EMAIL) {
        Toast.makeText(
            this@EmailActivity, "email poslany, alebo aj nie..",
            Toast.LENGTH_SHORT
        ).show();
    }
}
```

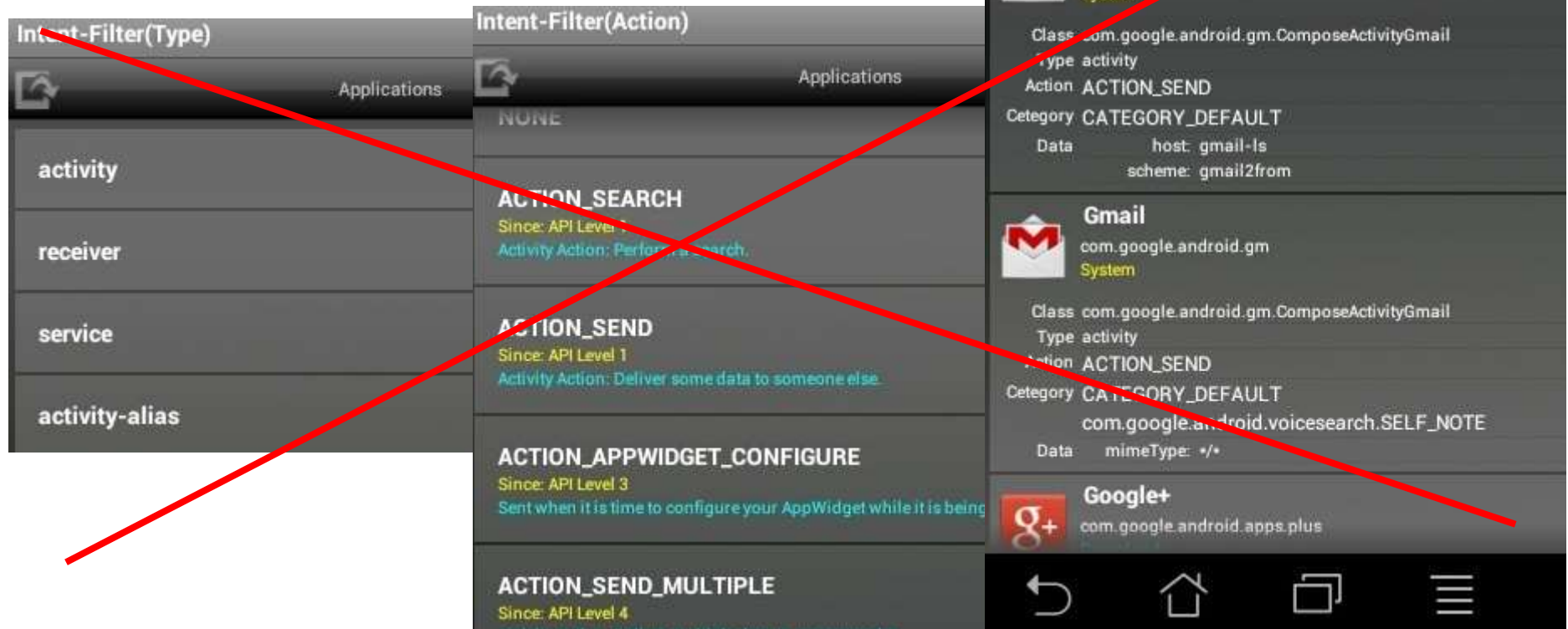

Kto všetko chytá intent ?

`android.content.Intent.ACTION_SEND`

Nainštalujeme si
ManifestViewer,
resp. podobnú apku



<https://play.google.com/store/apps/details?id=>



Intent-Filter(Type)	Intent-Filter(Action)
activity	NONE
receiver	ACTION_SEARCH Since: API Level 1 Activity Action: Perform a search.
service	ACTION_SEND Since: API Level 1 Activity Action: Deliver some data to someone else.
activity-alias	ACTION_APPWIDGET_CONFIGURE Since: API Level 3 Sent when it is time to configure your AppWidget while it is being added.
	ACTION_SEND_MULTIPLE Since: API Level 4 Activity Action: Deliver multiple intents to someone else.

Firefox
org.mozilla.firefox
Download
Class org.mozilla.gecko.sync.setup.activities.SendTabActivity
Type activity
Action ACTION_SEND
Category CATEGORY_DEFAULT
Data mimeType: text/*

Gmail
com.google.android.gm
System
Class com.google.android.gm.ComposeActivityGmail
Type activity
Action ACTION_SEND
Category CATEGORY_DEFAULT
Data host: gmail-ls
scheme: gmail2from

Gmail
com.google.android.gm
System
Class com.google.android.gm.ComposeActivityGmail
Type activity
Action ACTION_SEND
Category CATEGORY_DEFAULT
Data mimeType: */*

Google+
com.google.android.apps.plus



PhotoActivity

(data z intentu)

Princíp intent-`startActivityForResult` spolu s `onActivityResult` ešte raz:

```
val takePictureIntent = Intent(MediaStore.ACTION_IMAGE_CAPTURE) ;  
    // test, či existuje komponent, ktorý spracuje intent  
if (takePictureIntent.resolveActivity(getPackageManager()) != null) {  
    Toast.makeText(this@PhotoActivity,  
        "smile ... taking picture", Toast.LENGTH_LONG).show() ;  
    startActivityForResult(takePictureIntent, REQUEST_IMAGE_CAPTURE) ;  
} else {  
    Toast.makeText(this@PhotoActivity,  
        "sorry ... no picture", Toast.LENGTH_LONG).show() ;  
}  
  
private val REQUEST_IMAGE_CAPTURE = 690
```



PhotoActivity

(data z intentu)

Princíp intent-`startActivityForResult` spolu s `onActivityResult` ešte raz:

```
val takePictureIntent = Intent(MediaStore.ACTION_IMAGE_CAPTURE) ;  
    // test, či existuje komponent, ktorý spracuje intent  
if (takePictureIntent.resolveActivity(getPackageManager()) != null) {  
    Toast.makeText(this@PhotoActivity,  
        "smile ... taking picture", Toast.LENGTH_LONG).show() ;  
    startActivityForResult(takePictureIntent, REQUEST_IMAGE_CAPTURE) ;  
} else {  
    Toast.makeText(this@PhotoActivity,  
        "sorry ... no picture", Toast.LENGTH_LONG).show() ;  
}  
  
private val REQUEST_IMAGE_CAPTURE = 690
```



Permissions

Povolenia (permissions) aplikácie slúžia na zabezpečenie:

- vašich privátnych dát (cez INTERNET, BLUETOOTH, ACCESS_WIFI)
- ochranu súkromia (ACCESS_FINE_LOCATION, [READ/WRITE]_CONTACTS)

Ak máte (Android <= 5.1 || target SDK < 23), tak

<uses-permissions /> sú staticky v AndroidManifest.xml,

Povolenia sa získavajú staticky pri inštalácii, ak ich užívateľ odmietne, aplikácia sa neinštaluje.

```
<uses-permission android:name="android.permission.INTERNET" />
<uses-permission android:name="android.permission.READ_EXTERNAL_STORAGE"/>
<uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE"/>
```

Inak (Android >= 6.0 || target SDK >= 23) aplikácia môže povolenia žiadať počas behu, podľa toho o akú službu práve ide (Runtime permissions).

Ak užívateľ odmietne, aplikácia beží ďalej.

Piškvorky

(logická hra v canvase)

Piškvorky

						o	o	x		
			x			o		x		
	o			o	x	o		x		
			x			o		x		
						o				

o vyhrali

Príklad logickej hry (hlavolamu), kde

- v pozadí nebeží žiadne vlákno,
- nehýbu sa postavičky,
- nemusíme pravidelne prekreslovať plochu, aby sme navodili ilúziu
 - hry
 - simulácie

Na príklade Piškvorky ilustrujeme, že View má metódy:

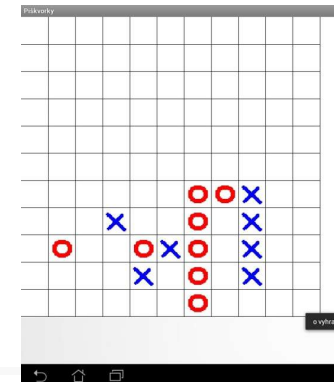
- onTouch
- onDraw



19:12

onTouch vo View

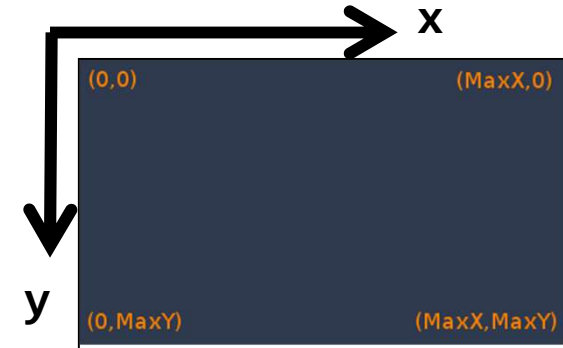
(onTouchEvent)



```
class PiskyView(context: Context, attrs: AttributeSet) :  
    View(context, attrs) {    // Piškvorky sú podtrieda View  
        // načítanie bitmapy obrázkov, postavičiek  
  
    o_img = resources.getDrawable(R.drawable.o).toBitmap()  
    x_img = resources.getDrawable(R.drawable.x).toBitmap()  
  
    override fun onTouchEvent(e: MotionEvent): Boolean {  
        if (e.action == MotionEvent.ACTION_DOWN) {  
            val iX = (e.x / cellSize).toInt()    // transformácia  
            val iY = (e.y / cellSize).toInt()    // pixlov na bunku  
            if (iX >= SIZE || iY >= SIZE) return true    // mimo hraciu dosku  
            if (playGround[iY][iX] == -1) {    // voľné políčko ?  
                playGround[iY][iX] = onTurn    // polož značku hráča  
                onTurn = 1 - onTurn    // na ťahu, a ide súper  
                invalidate()    // toto nakoniec prekreslí view  
                val winner = check(iX, iY)    // vyhodnotenie víťazov...  
                if (winner != -1)  
                    Toast.makeText(getContext(), "x vyhrali", Toast.LENGTH_LONG).show()  
            } else
```

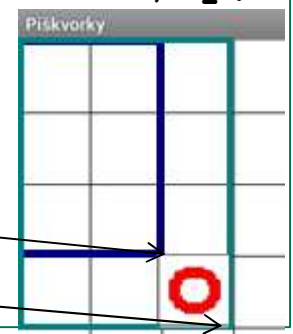
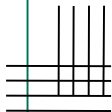
onDraw vo View

(kreslenie do Canvas)



```
override protected fun onDraw(canvas: Canvas) { // paint()
    minSize = Math.min(getWidth(), getHeight()) - 2
    cellSize = minSize / SIZE // min.zrozmerov canvas/SIZE=10

    canvas.drawColor(Color.WHITE)
    val p = Paint()
    p.setColor(Color.BLACK)
    p.setStrokeWidth(1F)
    for (i in 1..SIZE) {
        canvas.drawLine(i*cellSize, 0F, i*cellSize, minSize, p)
        canvas.drawLine(0F, i*cellSize, minSize, i*cellSize, p)
    }
    for (y in 0 until SIZE) {
        for (x in 0 until SIZE) {
            canvas.drawBitmap(o_img, srcRect,
                               destRect,
                               p)
        }
    }
}
```



Maľovátko

(MotionEvent actions)

Finger
paint

```
private val mPath: Path // android.graphics.Path
override protected fun onDraw(canvas:Canvas){
    super.onDraw(canvas)
    canvas.drawPath(mPath, mPaint)
}

override fun onTouchEvent(event: MotionEvent): Boolean {
    val x = event.x
    val y = event.y
    when (event.action) {
        MotionEvent.ACTION_DOWN -> {
            startTouch(x, y) invalidate() }
        MotionEvent.ACTION_MOVE -> {
            moveTouch(x, y) invalidate() }
        MotionEvent.ACTION_UP -> {
            upTouch() invalidate() }
    }
    return true
}
```

Path je sekvencia

- úsečiek
- kvadratických a
- kubických kriviek

Maľovátka

(bezier vs. linear - nebezier)

Finger
Paint

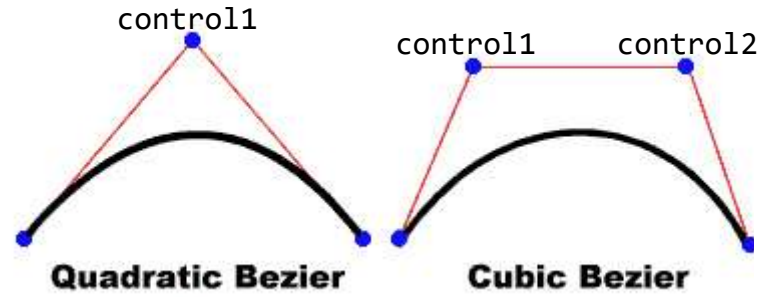
```
private fun startTouch(x: Float, y: Float) {  
    mPath.moveTo(x, y)  
    lastX = x  
    lastY = y  
}  
  
private val TOLERANCE = 5f // minimálne epsilon pre pohyb  
private fun moveTouch(x: Float, y: Float) {  
    val dx = Math.abs(x - lastX)  
    val dy = Math.abs(y - lastY)  
    if (dx >= TOLERANCE || dy >= TOLERANCE) { // ak zmena bola >=  
        mPath.lineTo(x, y); // kreslíme úsečku, dostaneme kostrbaté  
        // úsečka z posledného bodu path do x,y  
        // alebo  
        mPath.quadTo(lastX, lastY, (x+lastX)/2, (y+lastY)/2)  
        // kreslíme časť paraboly, aproximácia  
        // kvadratickou krivkou...  
        // to ale potrebujeme 3 body  
        lastX = x  
        lastY = y  
    }  
}
```

Snímka 25

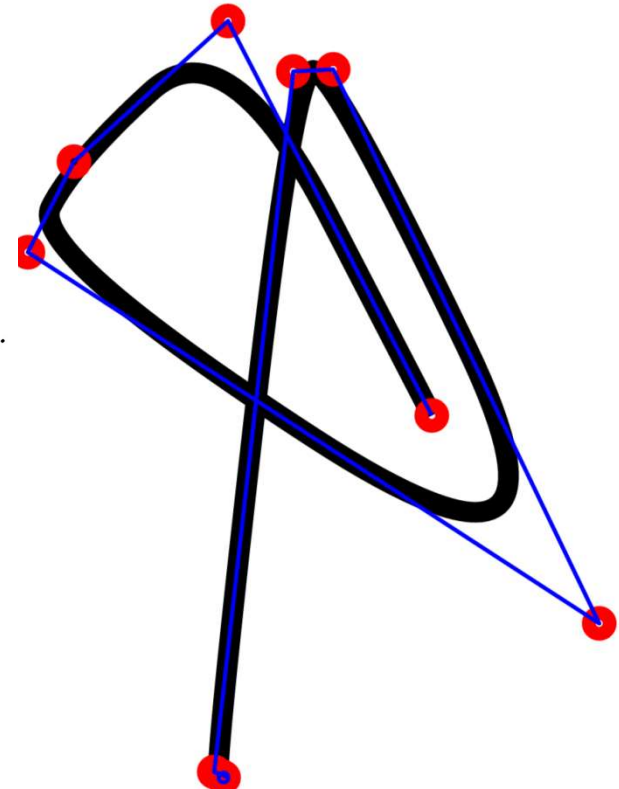
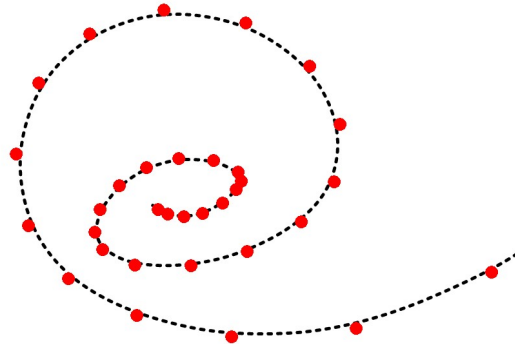
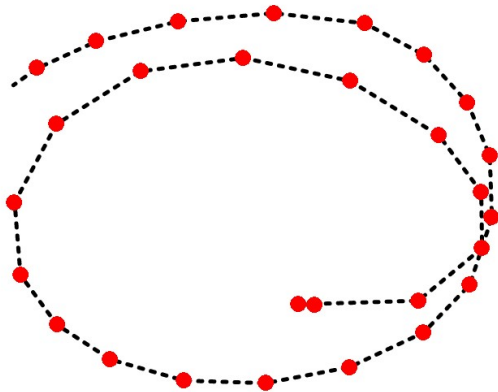
PB1

Peter Borovansky; 6. 11. 2019

Bézier



- `lineTo(x,y)`
- `quadTo(controlX, controlY, x, y)`
- `cubeTo(controlX1, controlY1, controlX2, controlY2, x, y)`



Hierarchia

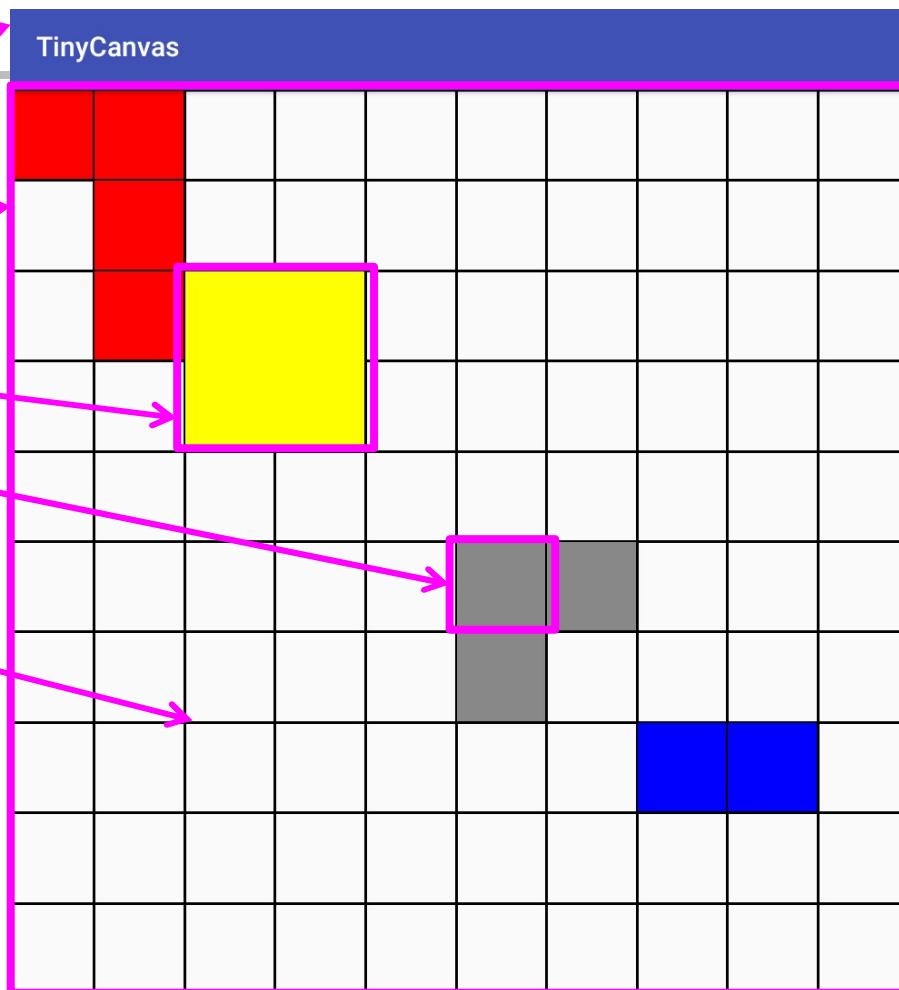
(je dôležitá pre poriadok)

Objektov/tried:

- Canvas
- Scena
- Tvar
- Stvorcek
- Mreza

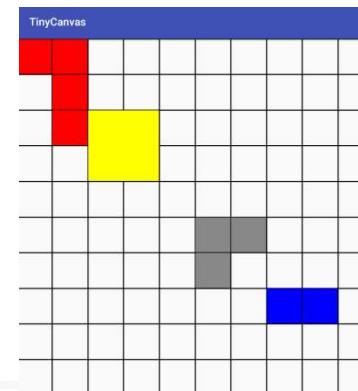
Každý reaguje na:

- onTouch ()
- onDraw ()



Hierarchia

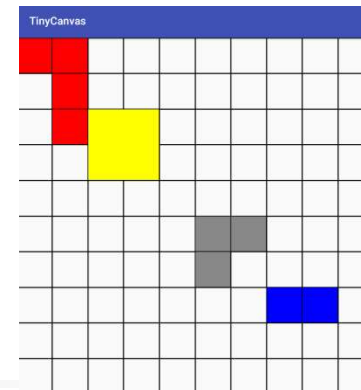
(Tvar - Shape)



```
class Tvar(val stvoceky:List<Stvorcek>) {  
    // Tvar je zoznam štvorčekov  
    fun onDraw() {  
        // vykresli Tvar - vykresli každý jeho štvorček  
        for (stvorcek in stvoceky) stvorcek.onDraw()  
    }  
    fun onTouched(motionEvent: MotionEvent): Boolean {  
        if (isIn(motionEvent)) {  
            // bol tvar zasiahnutý eventom ?  
            var reDraw = false    // oznám všetkým prekresli sa  
            for (stvorcek in stvoceky)  
                reDraw = reDraw or stvorcek.onTouched(motionEvent)  
            return reDraw        // true, ak treba invalidate()  
        } else  
            return false  
    }  
    private fun isIn(motionEvent: MotionEvent): Boolean {  
        var isIn = false        // ak niektorý zo štvorčekov bol  
        for (stvorcek in stvoceky) // zasiahnutý, tak Tvar bol tiež  
            isIn = isIn or stvorcek.isIn(motionEvent)  
        return isIn  
    }  
}
```

Hierarchia

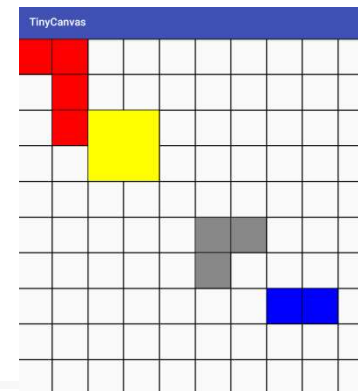
(Stvorecek)



```
fun onDraw() {  
    val r = Rect(x+1, y+1, x+sizeX-1, y+sizeY-1)  
    CanvasView.c!!.drawRect(r, p) // chýbajú detaily, ako farba...  
}  
  
fun onTouched(event: MotionEvent): Boolean {  
    int action = event.getAction()  
    if (action == MotionEvent.ACTION_DOWN) {  
        ... START MOVE ... } // začiatok dragovania štvorčeka  
    else if (action == MotionEvent.ACTION_UP ||  
            action == MotionEvent.ACTION_CANCEL) {  
        ... END MOVE... // koniec dragovania, urobí 'hop'  
    } else if (action == MotionEvent.ACTION_MOVE) {  
        ... MOVE ... } // počas dragovania, prekresľujeme  
    }  
  
fun isIn(event: MotionEvent): Boolean { // event je v obdĺžniku  
    return x <= event.getX() && event.getX() <= x + sizeX  
        &&  
        y <= event.getY() && event.getY() <= y + sizeY  
    }  
}
```

Hierarchia

(top level Canvas)



```
override fun onTouch(view: View,
                      motionEvent: MotionEvent): Boolean {
    if (scena.onTouched(motionEvent))
        invalidate()
    return true
}

override fun onDraw(canvas: Canvas) {
    super.onDraw(canvas)
    mreza.onDraw() // prekreslí mrežu
    scena.onDraw() // prekreslí scénu,
                  // scéna je List<Tvar>
                  // a každý Tvar je List<Stvorcek>
}
```

Objektov/tried:

- Canvas
- Scena
- Tvar
- Stvorcek
- Mreza

reagujú na:

- onTouch(event)
- onDraw()

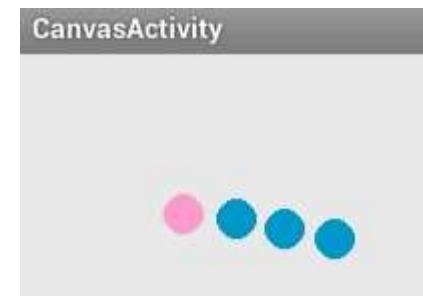
príp.

- isIn(event)

Vlákno (Thread) vo View

(dynamická hra v canvase, simulácia cez thread)

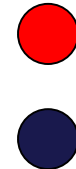
```
class CanvasView(context: Context, attrs: AttributeSet) :  
    View(context, attrs), View.OnTouchListener, View.OnKeyListener {  
    var touchX = 100f; var touchY = 100f           // interface  
    var ballX = 200f; var ballY = 200f  
  
    init {  
        setOnTouchListener(this) setOnKeyListener(this)  
        val th = object : Thread() { // SAM - single abstract method  
            override fun run() { // život vlákna  
                while (!stopped) {  
                    if (!paused) { // simulácia  
                        ballX += (touchX-ballX)/touches/50  
                        ballY += (touchY-ballY)/touches/50  
                        touchX = (ballX+50*touchX[i])/51  
                        touchY = (ballY+50*touchY[i])/51  
                        try { // pozdržanie  
                            Thread.sleep(100)  
                            postInvalidate() // prekreslenie v GUI vlákne  
                        } catch (e: InterruptedException) {  
                        }  
                    }  
                }  
            }  
        }  
        th.start() // spustenie vlákna  
    }  
}
```



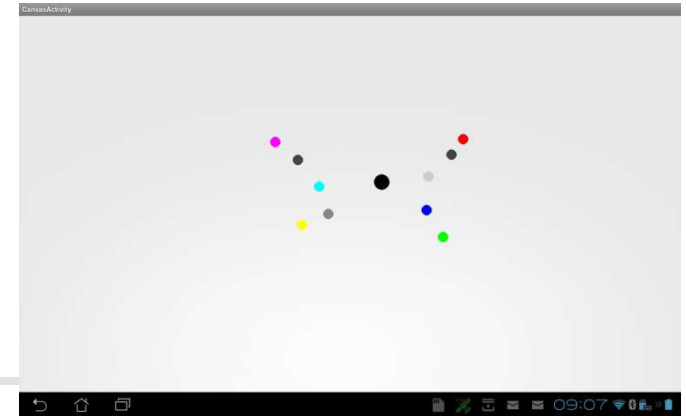
onDraw, onTouch vo View

```
override fun onDraw(canvas: Canvas?) { // paint z Appletov
    super.onDraw(canvas)
    if (canvas != null) {
        Paint p = Paint() // kreslenie guličiek
        p.setColor(getResources().getColor(R.color.red))
        canvas.drawCircle(touchX, touchY, 10, p)
        p.setColor(getResources().getColor(R.color.blue))
        canvas.drawCircle(ballX, ballY, 10, p)
    } else
        Log.d("Canvas", "null")
}

override fun boolean onTouch(v:View, event:MotionEvent):Boolean {
    touchX = event.getX() // netestujeme typ eventu
    touchY = event.getY() // zoberieme len X,Y
    súradnice
    return true
}
```



MultiTouch



```
override fun onTouch(v: View, event: MotionEvent): Boolean {  
    Log.d("Canvas", "counts:" + event.pointerCount)  
    val maskedAction = event.actionMasked
```

```
    if (maskedAction == MotionEvent.ACTION_DOWN ||  
        maskedAction == MotionEvent.ACTION_POINTER_DOWN) {
```

Žiadne dva
prsty sa
nedotknú
naraz

```
        touches = event.pointerCount  
        for (i in 0 until event.pointerCount) {  
            Log.d("Canvas", "X:" + event.getX(i))  
            Log.d("Canvas", "Y:" + event.getY(i))  
            touchX[i] = event.getX(i)  
            touchY[i] = event.getY(i)  
        }  
        return true
```



onKey vo View

```
override fun onKeyDown(arg0: View, arg1: Int, arg2: KeyEvent):  
    Boolean {  
    val rnd = Random()  
    when (arg1) {  
        KeyEvent.KEYCODE_DPAD_LEFT -> ballX -= rnd.nextInt(50)  
        KeyEvent.KEYCODE_DPAD_RIGHT -> ballX += rnd.nextInt(50)  
        KeyEvent.KEYCODE_DPAD_UP -> ballY -= rnd.nextInt(50)  
        KeyEvent.KEYCODE_DPAD_DOWN -> ballY += rnd.nextInt(50)  
        KeyEvent.KEYCODE_SPACE -> {  
            ballX += rnd.nextInt(100) - 50  
            ballY += rnd.nextInt(100) - 50  
        }  
        else -> return false  
    }  
    invalidate()  
    return true // event handled  
}
```



Option Menu

(onCreateOptionsMenu)

```
<menu
    xmlns:android="http://schemas.android.com/apk/res/android">
    <item android:id="@+id/pause" android:icon="@drawable/pause"
        android:title="Pause">
    </item>
    <item android:id="@+id/play" android:icon="@drawable/play"
        android:title="Play">
    </item>
    <item android:id="@+id/stop" android:icon="@drawable/stop"
        android:title="Stop">
    </item>
</menu>
```

```
override fun onCreateOptionsMenu(menu: Menu): Boolean {
    val inflater = menuInflater
    inflater.inflate(R.menu.activity_canvas, menu)
    return super.onCreateOptionsMenu(menu)
}
```

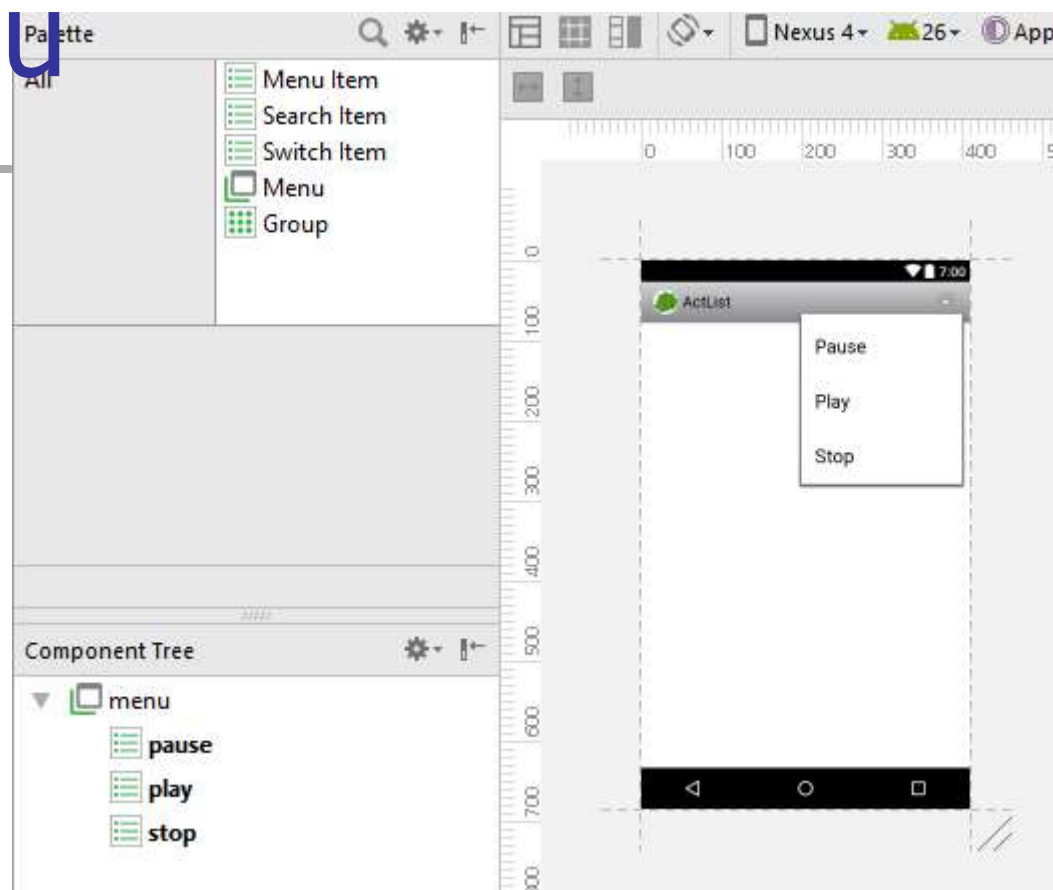


Option Menu

(onCreateOptionsMenu)

Rovnako dobre to môžete navrhovať v editore

Spôsob zobrazenia a renderovania závisí na API level zariadenia



```
<menu xmlns:android="http://schemas.android.com/apk/res/android">
    <item android:id="@+id/pause" android:icon="@drawable/pause" android:title="Pause"> </item>
    <item android:id="@+id/play" android:icon="@drawable/play" android:title="Play"> </item>
    <item android:id="@+id/stop" android:icon="@drawable/stop" android:title="Stop"> </item>
</menu>
```



Option Menu

```
Thread th = new Thread() {  
    fun run() {  
        while (!stopped) {  
            if (!paused) {  
                ...  
            }  
        }  
    }  
}
```

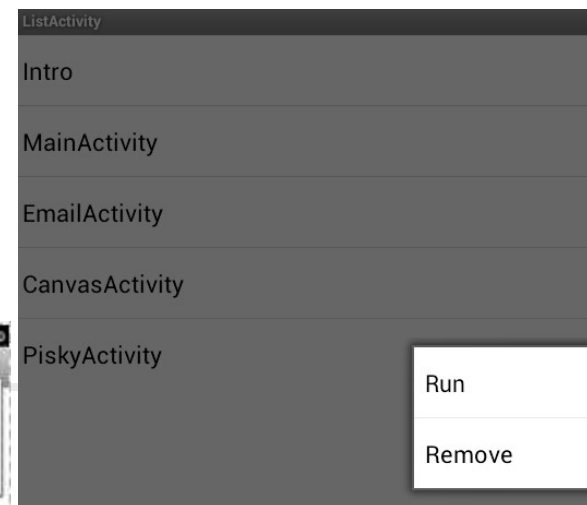
```
override fun onOptionsItemSelected(item: MenuItem): Boolean {  
    when (item.getItemId()) {  
        R.id.pause -> {  
            canvasView1?.paused = true  
            return true  
        }  
        R.id.play -> {  
            canvasView1?.paused = false  
            return true  
        }  
        R.id.stop -> {  
            canvasView1?.stopped = true  
            return true  
        }  
        else -> return super.onOptionsItemSelected(item)  
    }  
}
```

Context Menu

```
Override fun onCreate(  
    savedInstanceState: Bundle?) { ...  
    registerForContextMenu(listView1) // rozdiel od OptionMenu  
} ContextMenu (oproti OptionMenu) treba registrovať k príslušnému view
```

```
override fun onCreateContextMenu(menu: ContextMenu?, v: View?,  
    menuInfo: ContextMenu.ContextMenuInfo? ) {  
    getMenuInflater().inflate(R.menu.list_menu, menu)  
} // v je View, na ktoré bolo spáchané ContextMenu Action
```

```
override fun onContextItemSelected(item: MenuItem): Boolean {  
    val info = item getMenuInfo() as AdapterContextMenuInfo  
    val className = actList.get(info.id.toInt())  
    when (item.getItemId()) {  
        R.id.remove -> {  
            actList.removeAt(info.id.toInt())  
            la.notifyDataSetChanged()  
            return true  
        }  
    }
```





GLSurfaceView

- OpenGL renderer
- details v kóde pre tých, čo sú 3D...
- Prémia: Prezentácia bakalárky
- ak tvoríte android appku
- môžete ju vymeniť za jednu DÚ
- ak budete niečo prezentovať v Dec





```
class GesturesActivity : AppCompatActivity(),  
    GestureDetector.OnGestureListener,  
    GestureDetector.OnDoubleTapListener {  
    lateinit var gDetector: GestureDetectorCompat
```

```
    GestureDetector.OnDoubleTapListener:  
    override fun onDoubleTap(event: MotionEvent): Boolean  
    override fun onDoubleTapEvent(event: MotionEvent): Boolean  
    override fun onSingleTapConfirmed(event: MotionEvent): Boolean
```

```
    GestureDetector.OnGestureListener:  
    override fun onDown(event: MotionEvent): Boolean  
    override fun onFling(event1: MotionEvent, event2: MotionEvent,  
        velocityX: Float, velocityY: Float): Boolean  
    override fun onLongPress(event: MotionEvent)  
    override fun onScroll(e1: MotionEvent, e2: MotionEvent,  
        distanceX: Float, distanceY: Float): Boolean  
    override fun onShowPress(event: MotionEvent)  
    override fun onSingleTapUp(event: MotionEvent): Boolean
```

Gestá

(vlastné)

```
class GesturesActivity : AppCompatActivity(),
    OnGesturePerformedListener {
    lateinit var gLibrary: GestureLibrary
    ...
    gLibrary = GestureLibraries.fromRawResource(this,
        R.raw.gestures2           // tento súbor si
    ) // vyrobíte v Gesture Editore, uložíte do raw/
    if (gLibrary.load() == false) {
        finish()
    }
    gOverlay.addOnGesturePerformedListener {
        overlay: GestureOverlayView, gesture: Gesture ->
        val predictions = gLibrary.recognize(gesture)
        predictions?.let {
            if (it.size > 0 && it[0].score > 1.0) {
                val action = it[0].name
                Toast.makeText(this, action, Toast.LENGTH_SHORT).show()
            }
        }
    }
}
```

