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[**https://www.geeksforgeeks.org/how-to-spruce-up-mobile-application/**](https://www.geeksforgeeks.org/how-to-spruce-up-mobile-application/)

[**https://www.geeksforgeeks.org/audio-recorder-in-android-with-example/**](https://www.geeksforgeeks.org/audio-recorder-in-android-with-example/)

[**https://www.geeksforgeeks.org/videos/how-to-build-a-voice-recorder-using-android/**](https://www.geeksforgeeks.org/videos/how-to-build-a-voice-recorder-using-android/)

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**How to Spruce Up Mobile Application?**

In this modern era, the use of apps is everywhere from healthcare to agriculture, education to music, food delivery to material buying, etc. Today’s world is incomplete without mobile apps. So as this technology is at the boom, so most people try to learn this technology i.e how to create apps, and they will learn it easily with very little difficulty. But the main difficulty occurs when we publish our app didn’t spruce up. Everyday apps are submitted to the Play Store or the Apps store on a large scale. Although more than half of them are rejected or didn’t become popular even among less number of people. The main problem is that why these apps are not spruced up or failed because of their poor design or other minor but important rules. So in this article, we will discuss how we will Spruce Up Our Mobile Application.

### ****1. Focus on Interactive Design****

The design of your app is the major part that grabs more audience. Here the rule “First Impression is the Last Impression” works. If the User Interface of your app is not good, it may be possible that the engagement of People toward your app will fail. Also, if one’s app is really solving the major problem but having poor design will lead to a very less number of downloads. So, therefore the interactive design is important in order to please the end-user.

### ****2.****Goal-Driven****Design****

While solving a problem through app development one thing we have to take care of is the design that we are creating must be having Goal-Driven Design. It means without knowing the target audience who will use this application, one can’t possibly design the application. We must know the audience like it is for Children, Adults, Technical Persons, or for Common Persons. **Example:** If we are designing the app for Kids so must take care of the design and design it accordingly like adding attractive Images instead of using work, make it simple so that kids will interact easily.

### ****3. Desirability****

The app’s interface will be usable or desirable enough. If one’s app design is not desirable, users won’t use it. One’s app must be accessible and usable enough not for Technical but also for Novice persons. Also, the design of our app is designed in such a way that it is not only easy to use but also creative enough so that the target audience will not bore from it. **Example:** In a simple Job search app, it would be expected that a user will sort out the job tags according to their specifications. So this feature will enhance the performance of it and users will extract desirable or useful out of the pool of data present on that app.

### ****4.Function Familiarity****

The application that we are creating is suitable enough that every person didn’t face any difficulty regarding the functionality of it. Simply it would be user-friendly and users will know after clicking this button or widget where they will reach etc. **Example**: In Social Media Apps, a novice user will easily understand how to upload photos, how to like or comment, and how to message. Also in tagging to someone a novice user will not use it because of nonfamiliarity with this functionality.

### ****5. Response to user****

The app should be designed in such a way that the app will respond to the user if he is doing incorrect action or missed something etc. **Example**: While filling data, the user will fill in his phone number for creating an account exceed the length, so this app should be smart enough to respond. This same occurs while setting up passwords, the app will efficiently respond in case of the week or strong password. Also, When someone messages us, we get notifications which is also a good example of App response to users.

### ****6. Color Selection****

While designing the app, our app should not only user-friendly or effective but also its success is depending upon the Color we choose. The app designer will follow Color trends in order to get maximum efficiency. Lets’ discuss some color with predefined meanings:

* Red Color Simply implies to Call to Action, or it is also used where some cases are impulsive.
* The yellow color implies optimism and delight.
* Green color associate with Nature and Environment. Also, green color also associated with Money or wealth.
* Orange represents excitement and enthusiasm.
* Blue Color determines Security and Prosperity.

In various play store’s, users will download the unknown app on the basis of the first appearance of the Icon of the app. The type of color for the Icon of App will depend upon what type of service we are providing to users. So the color of our Application icon and used in the User Interface really spruce up Mobile Application.

# Animation in Android with Example

Animation is the process of adding a motion effect to any view, image, or text. With the help of an animation, you can add motion or can change the shape of a specific view. Animation in Android is generally used to give your UI a rich look and feel. The animations are basically of three types as follows:

1. **Property Animation**
2. **View Animation**
3. **Drawable Animation**

### ****1. Property Animation****

Property Animation is one of the robust frameworks which allows animating almost everything. This is one of the powerful and flexible animations which was introduced in Android 3.0. Property animation can be used to add any animation in the [CheckBox](https://www.geeksforgeeks.org/checkbox-in-kotlin/), [RadioButtons](https://www.geeksforgeeks.org/android-how-to-add-radio-buttons-in-an-android-application/), and widgets other than any view.

### ****2. View Animation****

View Animation can be used to add animation to a specific view to perform tweened animation on views. Tweened animation calculates animation information such as size, rotation, start point, and endpoint. These animations are slower and less flexible. An example of View animation can be used if we want to expand a specific layout in that place we can use View Animation. The example of View Animation can be seen in Expandable RecyclerView.

### ****3. Drawable Animation****

Drawable Animation is used if you want to animate one image over another. The simple way to understand is to animate drawable is to load the series of drawable one after another to create an animation. A simple example of drawable animation can be seen in many apps Splash screen on apps logo animation.

### Important Methods of Animation

| Methods | Description |
| --- | --- |
| startAnimation() | This method will start the animation. |
| clearAnimation() | This method will clear the animation running on a specific view. |

# Complete guide on How to build a Video Player in Android

or viewing videos in android, there is a special class called “**MediaPlayer**“. In this article, we will be having 2 videos which are connected by the “[Dialog box](https://www.geeksforgeeks.org/android-alert-dialog-box-and-how-to-create-it/)“, i.e a dialog box will come after completion of the first video which will ask the user whether he wants to replay or play next video.  
To insert videos in Android, we put in **raw folder**. “raw” folder is present in 

"app"--> "res" --> "raw"

In this folder, you just need to paste the videos whichever you want to play.  
**Steps to build a Video Player:**

1. In creating Frontend we just need one component, i.e VideoView.
2. The icons like *play, rewind, forward* will only come when we touch on VideoView and they will only come for just 3 seconds and then they will disappear. It is provided by Google and it is its default behaviour.
3. Coming to back-end part i.e Java coding, we are getting media controls by:

*vw.setMediaController(new MediaController(this));*

1. Then, adding the videos of the raw folder in ArrayList and making a call to a method called setVideo() by giving an argument to it of the first video.

*// big video songs are not running   
videolist.add(R.raw.faded);   
videolist.add(R.raw.aeroplane);   
setVideo(videolist.get(0));*

1. Now in setVideo() defining, we need an [Uri object](https://www.geeksforgeeks.org/java-net-uri-class-java/) so as to pass to a method called as setVideoURI(). Therefore,

*String uriPath = “android.resource://” + getPackageName() +”/” + id ;   
Uri uri = Uri.parse(uriPath);   
vw.setVideoURI(uri);   
vw.start();*

**Note:** First video will start playing as soon as application gets launch. This is because we are giving call to setVideo() from inside onCreate() and then inside setVideo(), it is calling vw.start(), where vw is VideoView.

1. Now, code of generating a dialog box is done inside the method called onCompletion(). Please refer to [this article for how to generate Dialog Box](https://www.geeksforgeeks.org/android-alert-dialog-box-and-how-to-create-it/)

*// It is creating object of AlertDialog   
AlertDialog.Builder obj = new AlertDialog.Builder(this);*

1. At last, we have handled the coding of user’s action, i.e what the user has click (Replay or next). The simple logic is used such as increment and decrement.

public void onClick(DialogInterface dialog, int which) {

if (which == -1) {

vw.seekTo(0);

vw.start();

}

else {

++currvideo;

if (currvideo == videolist.size())

currvideo = 0;

setVideo(videolist.get(currvideo));

}

}

# Audio Recorder in Android with Example

In Android for recording audio or video, there is a built-in class called **MediaRecorder**. This class in Android helps to easily record video and audio files. The Android multimedia framework provides built-in support for capturing and encoding common audio and video formats. In android for recording audio, we will use a device microphone along with **MediaRecorder**Class and for recording video, we will use the user’s device Camera and **MediaRecorder**Class.

Important Methods of **Media Recorder**Class

|  |  |
| --- | --- |
| Method | Description |
| setAudioSource() | This method will specify the source of the audio to be recorded. |
| setAudioEncoder() | This method is used to specify the audio encoder. |
| setOutputFormat() | This method is used to specify the output format of our audio. |
| setOutputFile() | This method is used to specify the path of recorded audio files that are to be stored. |
| stop() | This method is used to stop the recording process. |
| start() | This method is used to start the recording process. |
| release() | This method is used to release the resource that is associated with the Media recorder class. |

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# How to Get Current Location in Android?

As a developer when you work on locations in Android then you always have some doubts about selecting the best and efficient approach for your requirement. So in this article, we are going to discuss how to get the user’s current location in Android. There are **two**ways to get the current location of any Android device:

1. **Android’s Location Manager API**
2. **Fused Location Provider: Google Play Services Location APIs**

***Question:****Which one is efficient and why?*

***Answer:****Fused Location Provider because it optimizes the device’s use of battery power.*