

# KOTLIN GUIDE

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## Data Binding:

### Intro:

To avoid the reference that is findViewById which finds the view at runtime, Data binding is a technique that allow us to connect layout to an activity/fragment at compile time. The compiler generates a helper class called a binding class when the activity is created so is an instance of that binding class and then we can access the view through the binding class without any extra overhead.

### Working:

First we need to add databinding {enabled = true} in app gradle file next we need to wrap the xml layout into layout tag so that the layout contains the viewgroup and views cut and paste the namespace into that layout tag. Now we switch to the kotlin main activity file we create a variable above onCreate for the binding object and then it instantiate in onCreate. After instantiating binding class we set the button to done button for click listener and we can bind the component through bind inside binding.apply{invalidateAll()}. The real power of data binding comes when we bind data first we create a data class name it myName

### Support:

Parent Activity.xml:

```
<Button
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:text="Another Activity"
    android:onClick="anotherActivity"
    android:layout_gravity="center"/>
```

Parent Activity.class:

```
public void anotherActivity(View view){
    //Toast.makeText(this, "works", Toast.LENGTH_SHORT).show();
    Intent i = new Intent(this,ChildActivity.class);
    startActivity(i);
}
```

Child Activity.class:

```
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_child);
    getSupportActionBar().setDisplayHomeAsUpEnabled(true);
}
```

Manifest:

```
<activity android:name=".ChildActivity"
    android:parentActivityName=".MainActivity">
</activity>
```

## **Reference:**

<https://developer.android.com/training/implementing-navigation/ancestral#java>

<https://github.com/yasir-raza/Android-Guide/tree/master/UpButton>

