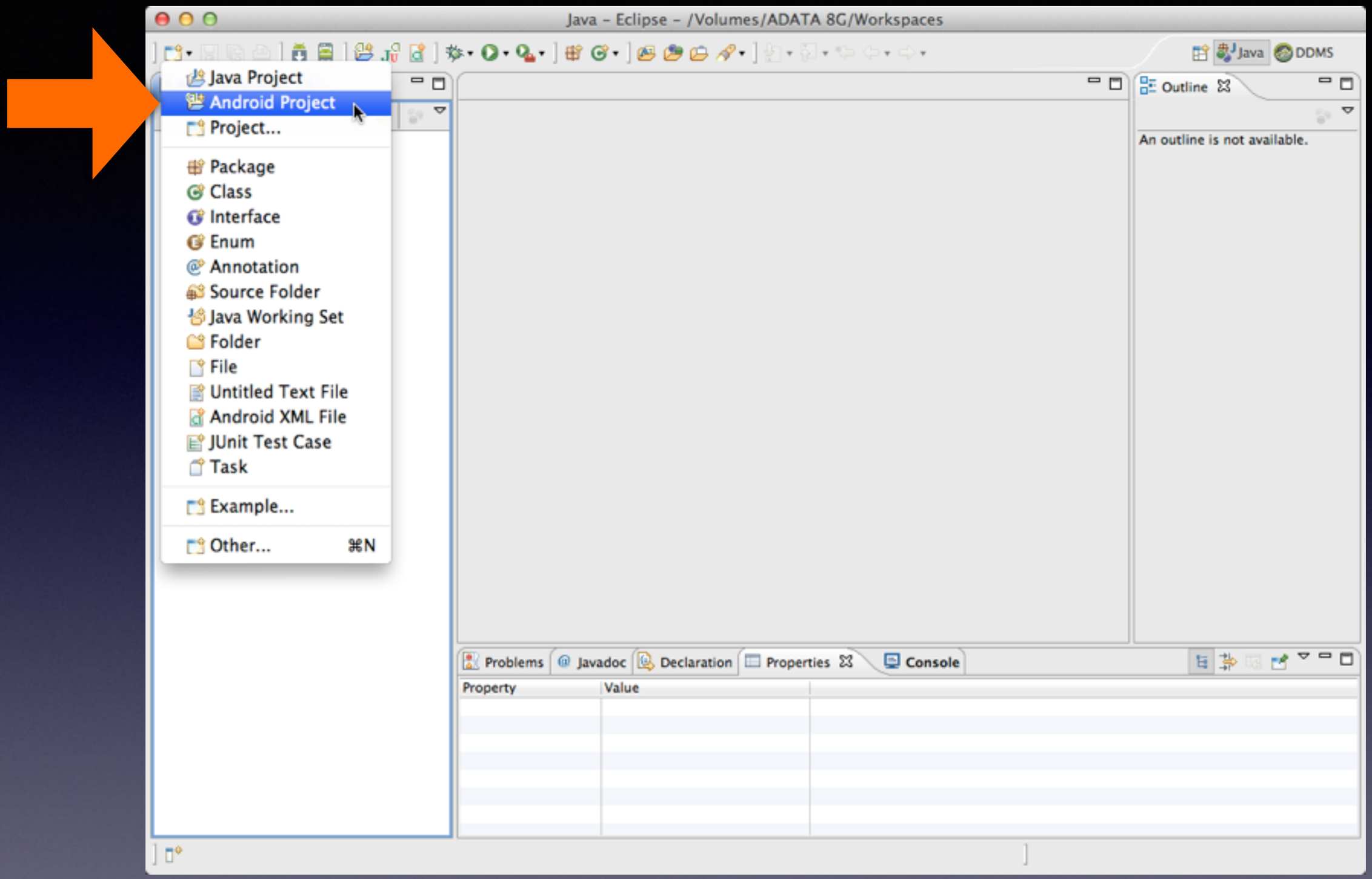
建立Android應用程式

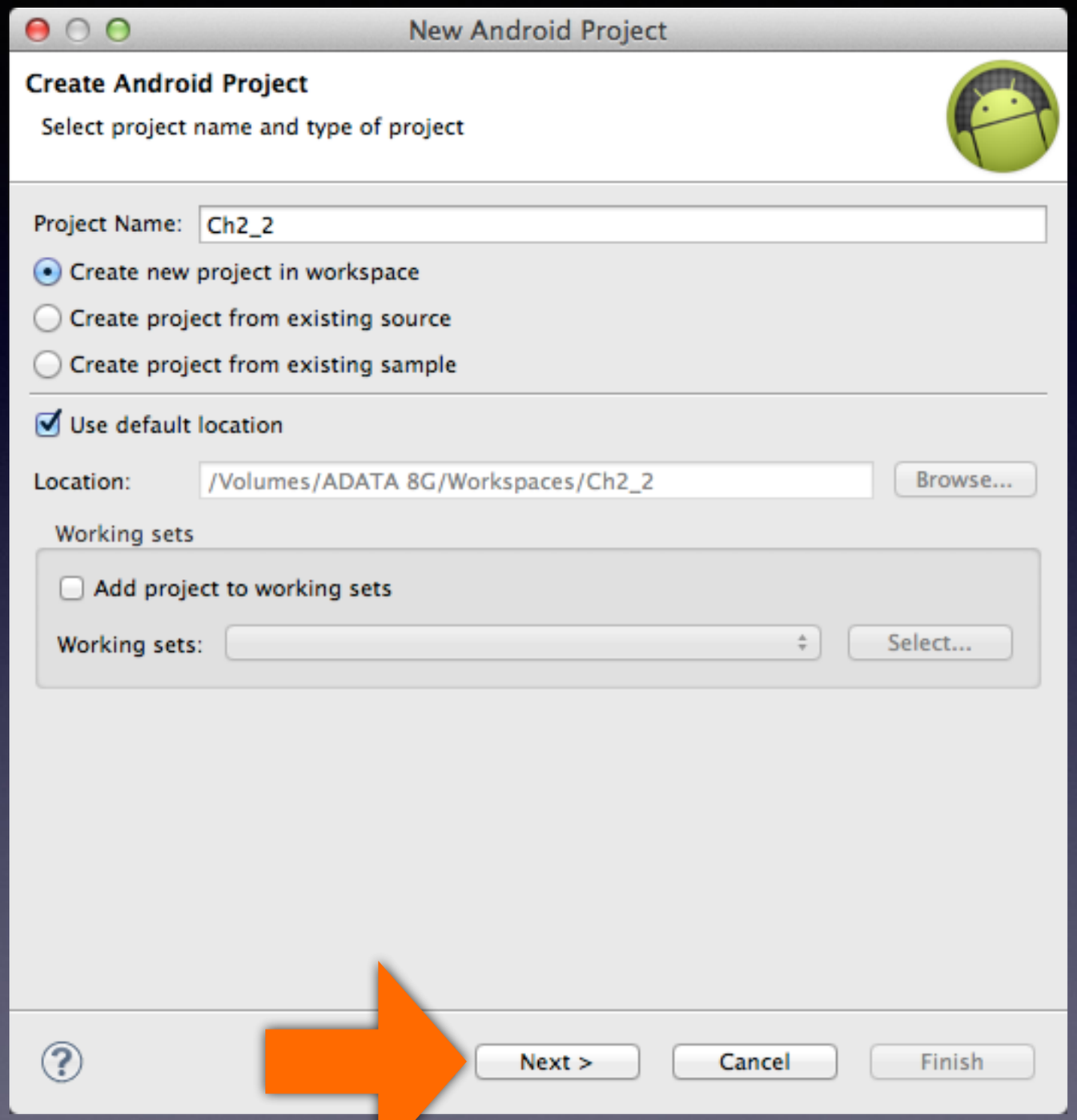
王昱景 Brian Wang
brianwang@isoftstone.com

Ch2_2

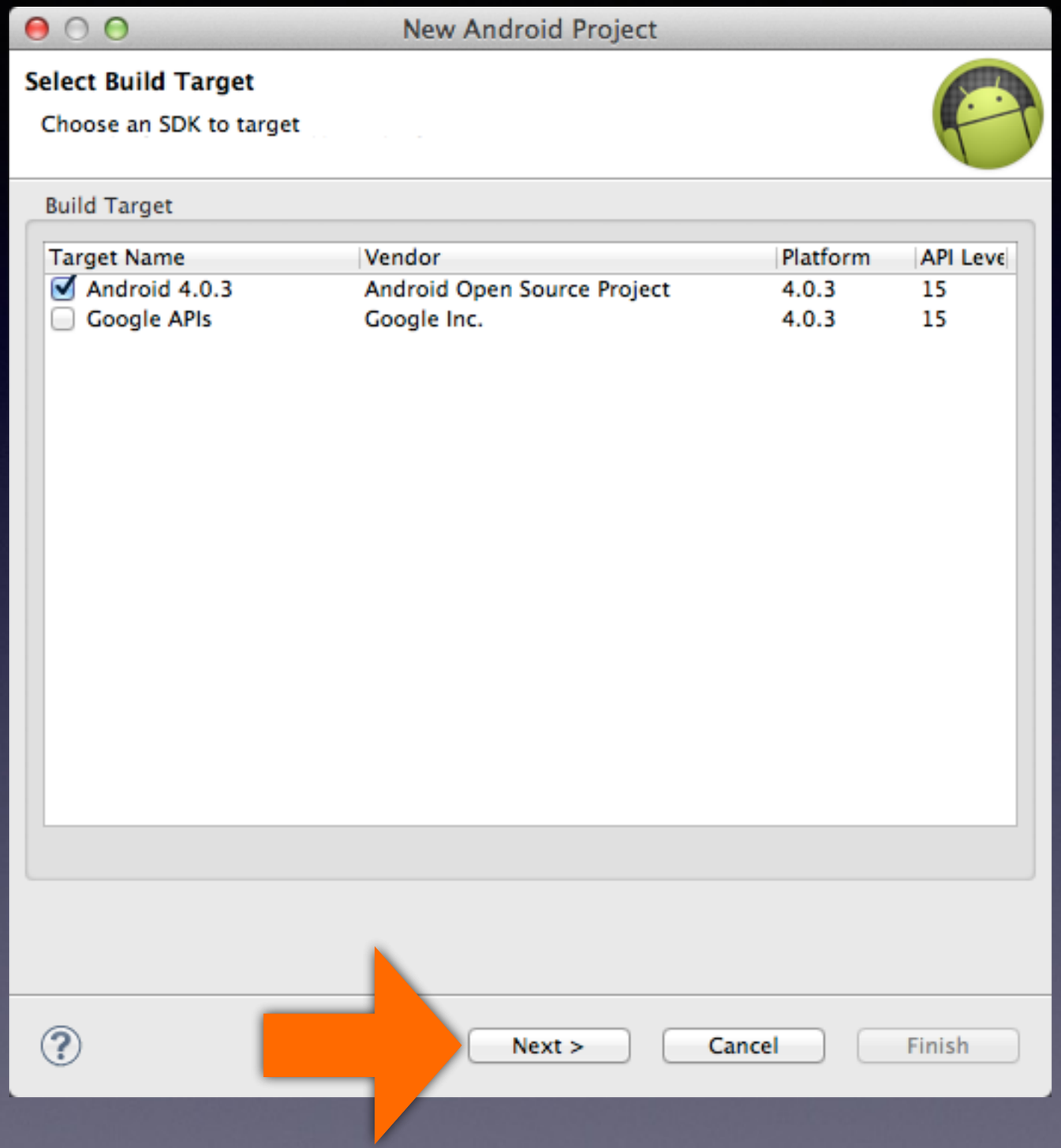
- Project Name: Ch2_2
- Build Target: Android 4.0
- Package Name: tw.edu.cyu



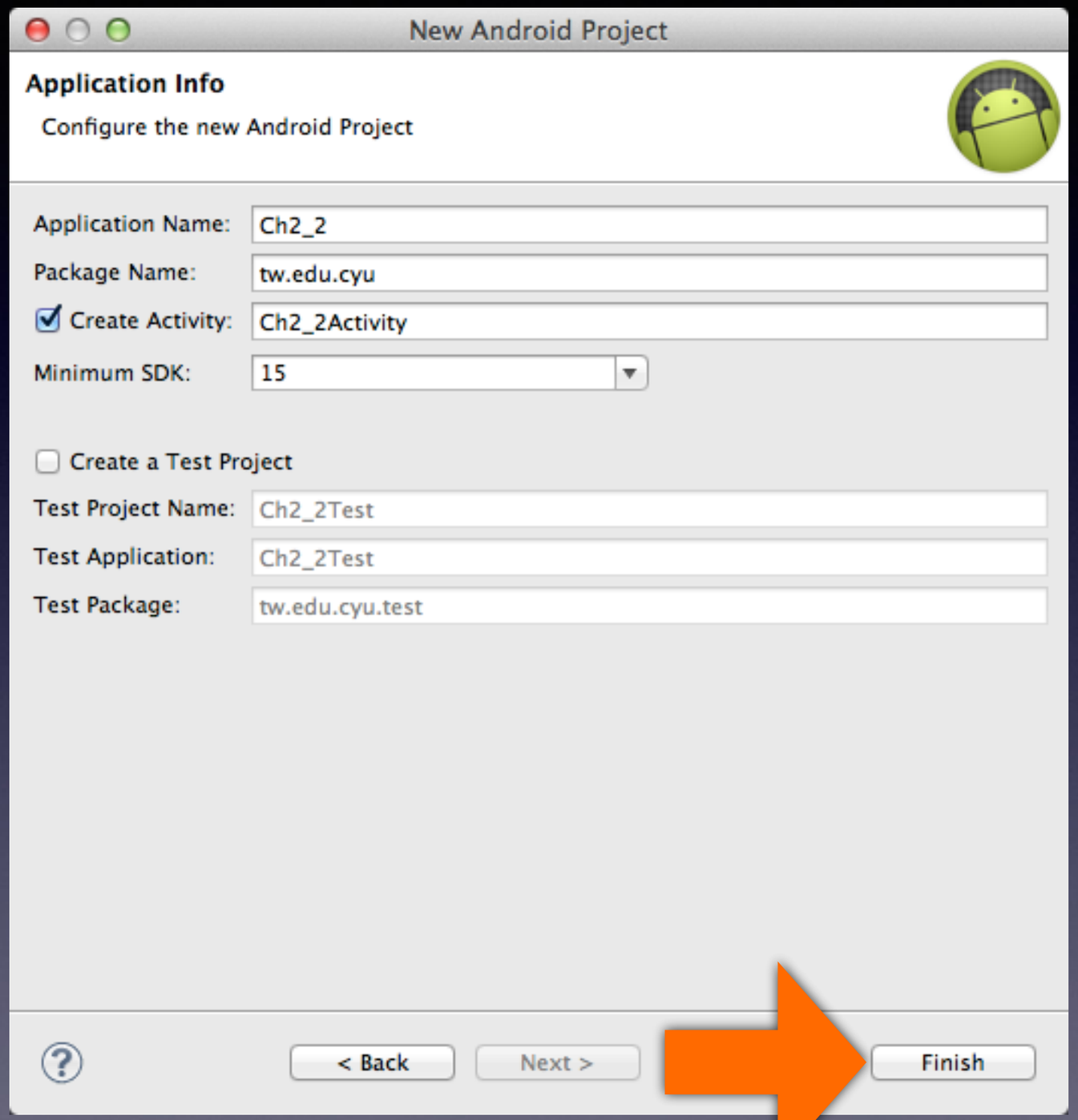
1.新增Android專案



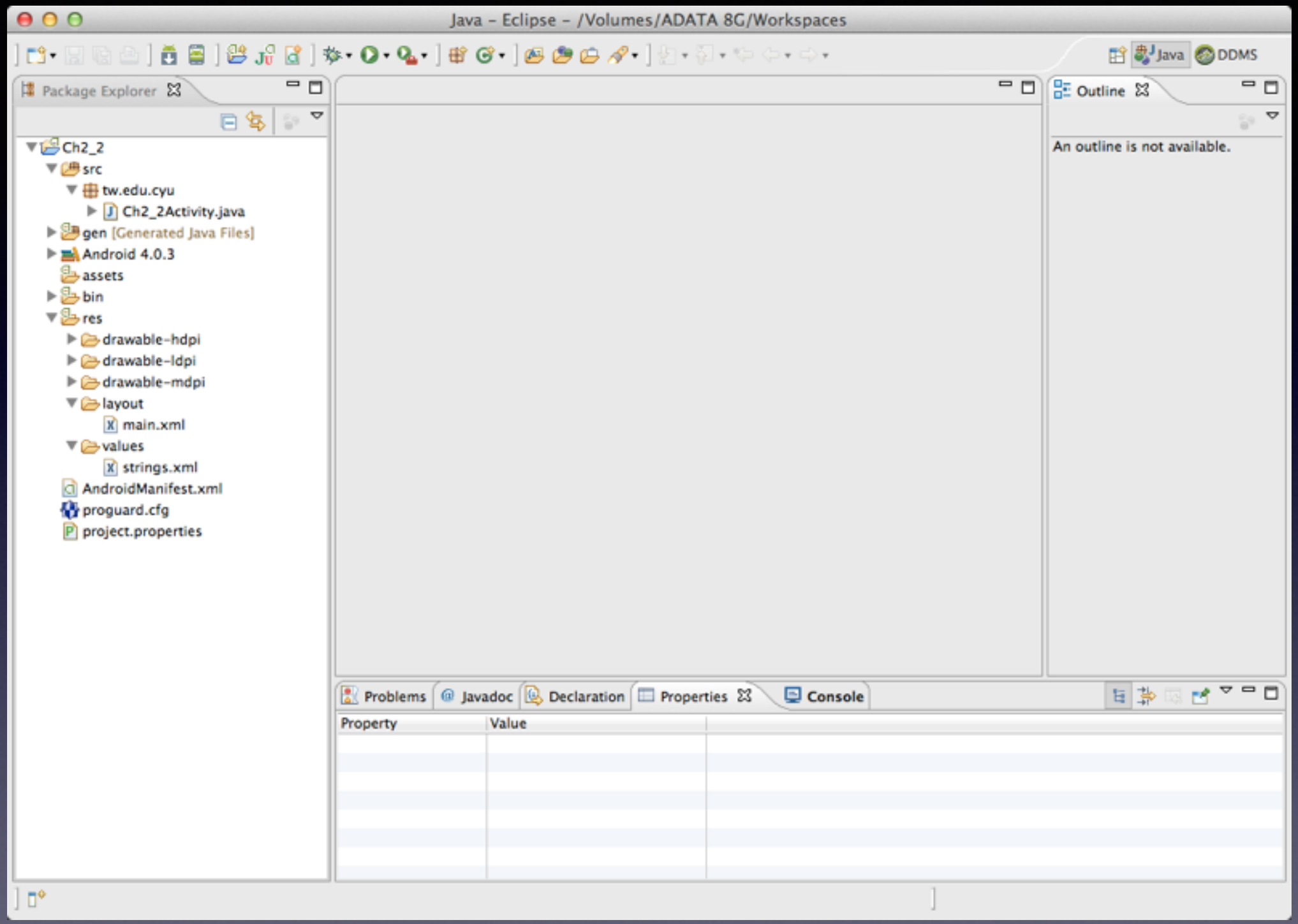
2.輸入專案名稱Ch2_2，後按Next



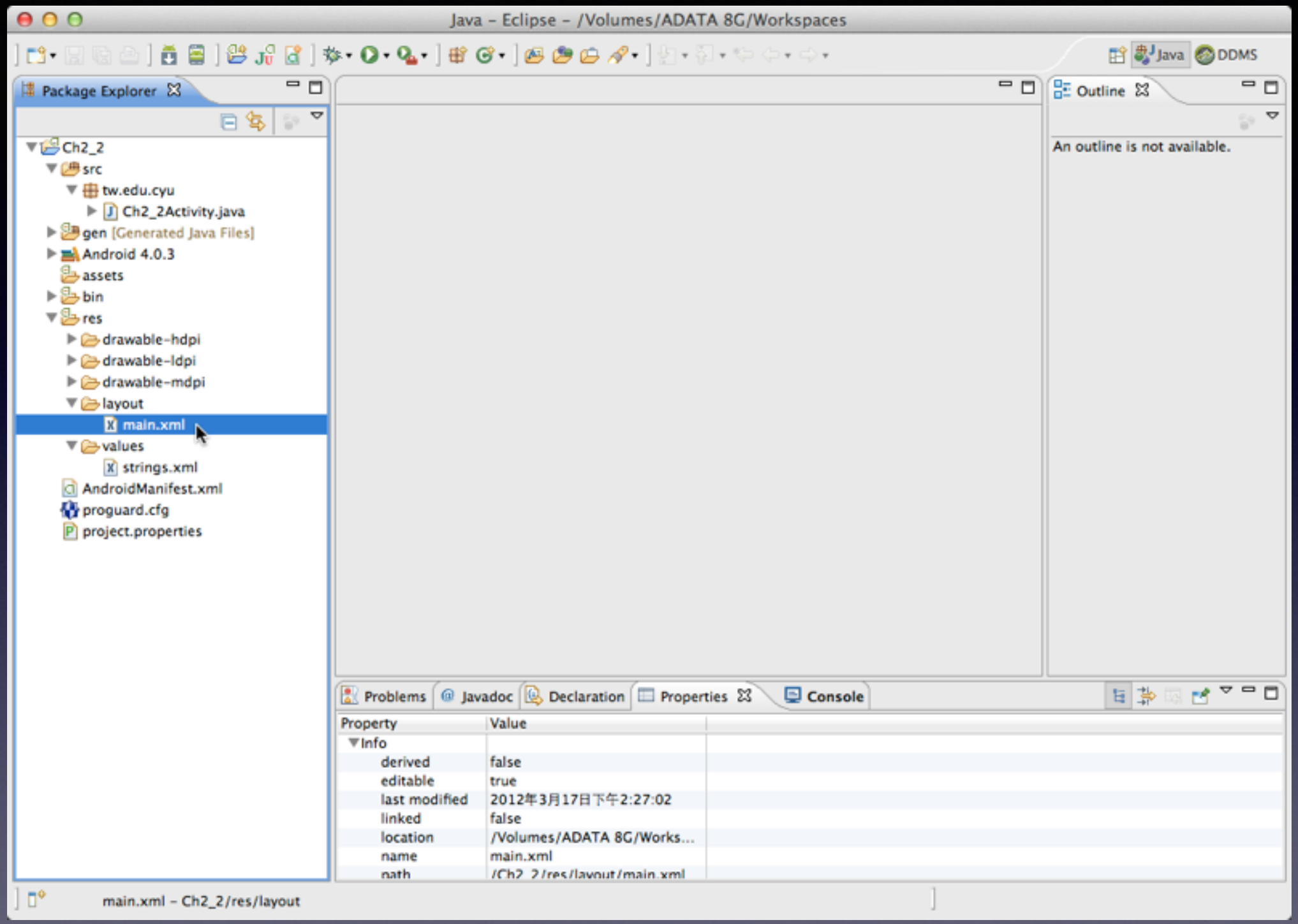
3.目標的版本選擇Android 4.0.3後按Next



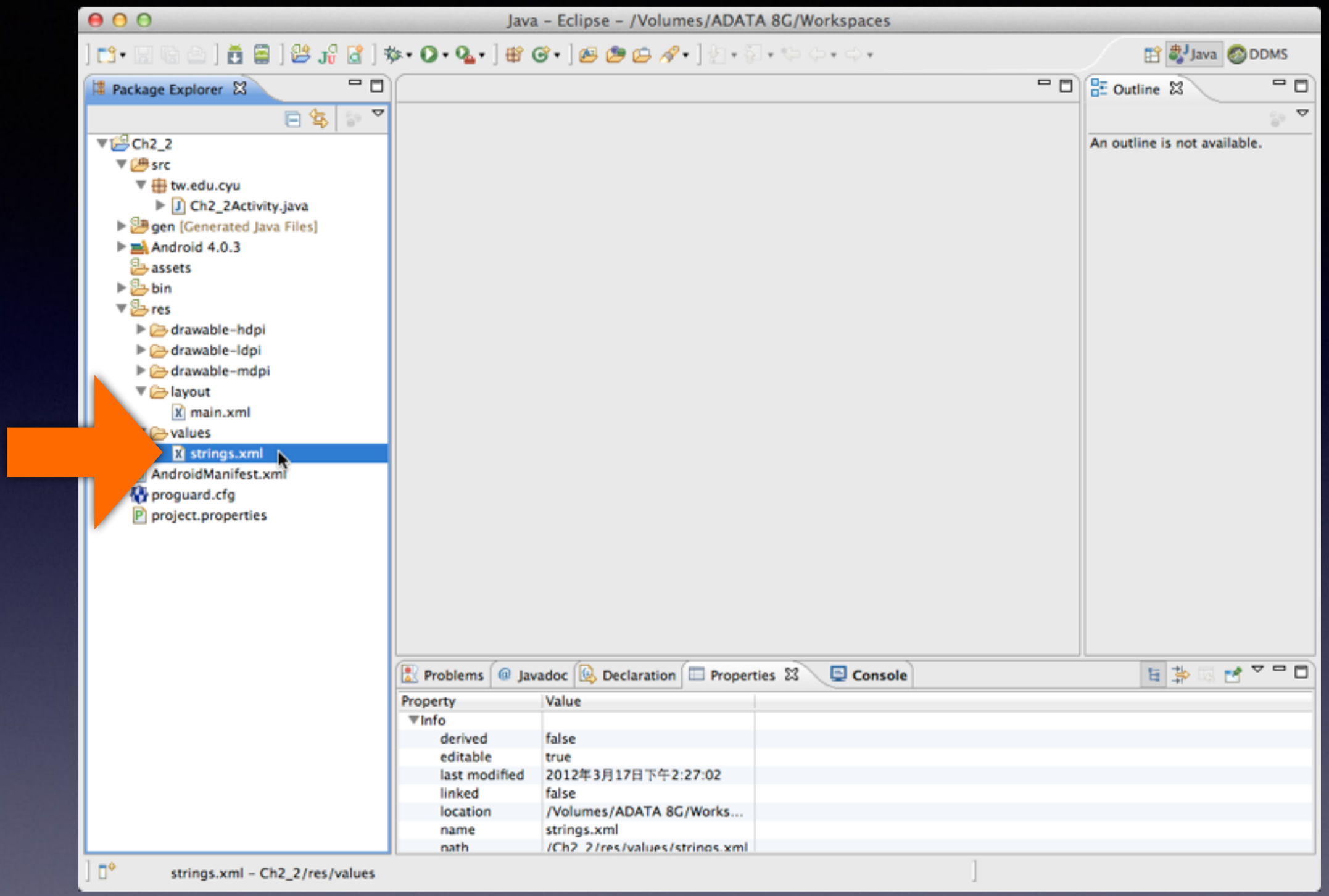
4.輸入套件名稱tw.edu.cyu，後按Finish



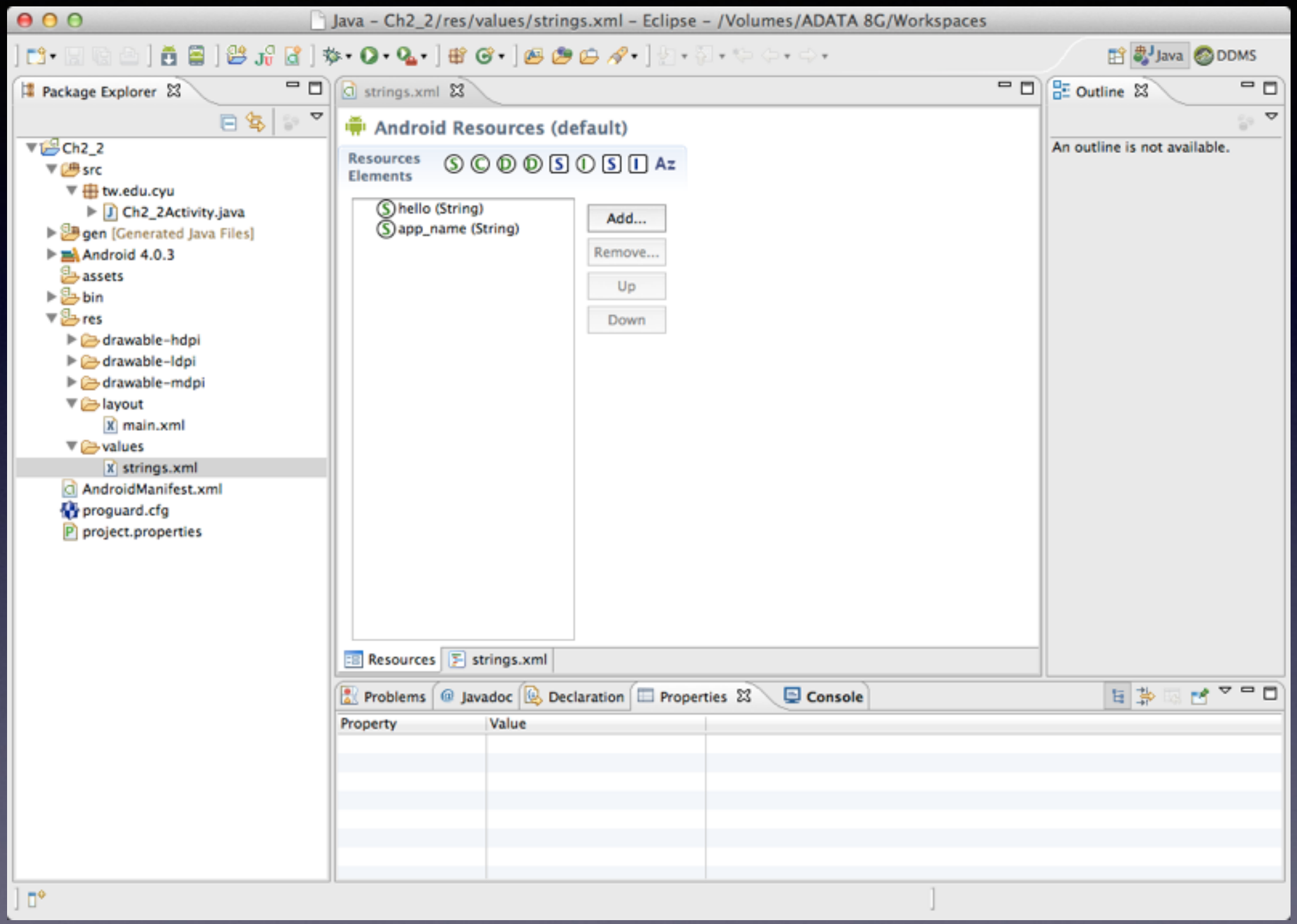
5.建立完專案後請觀察專案的目錄架構

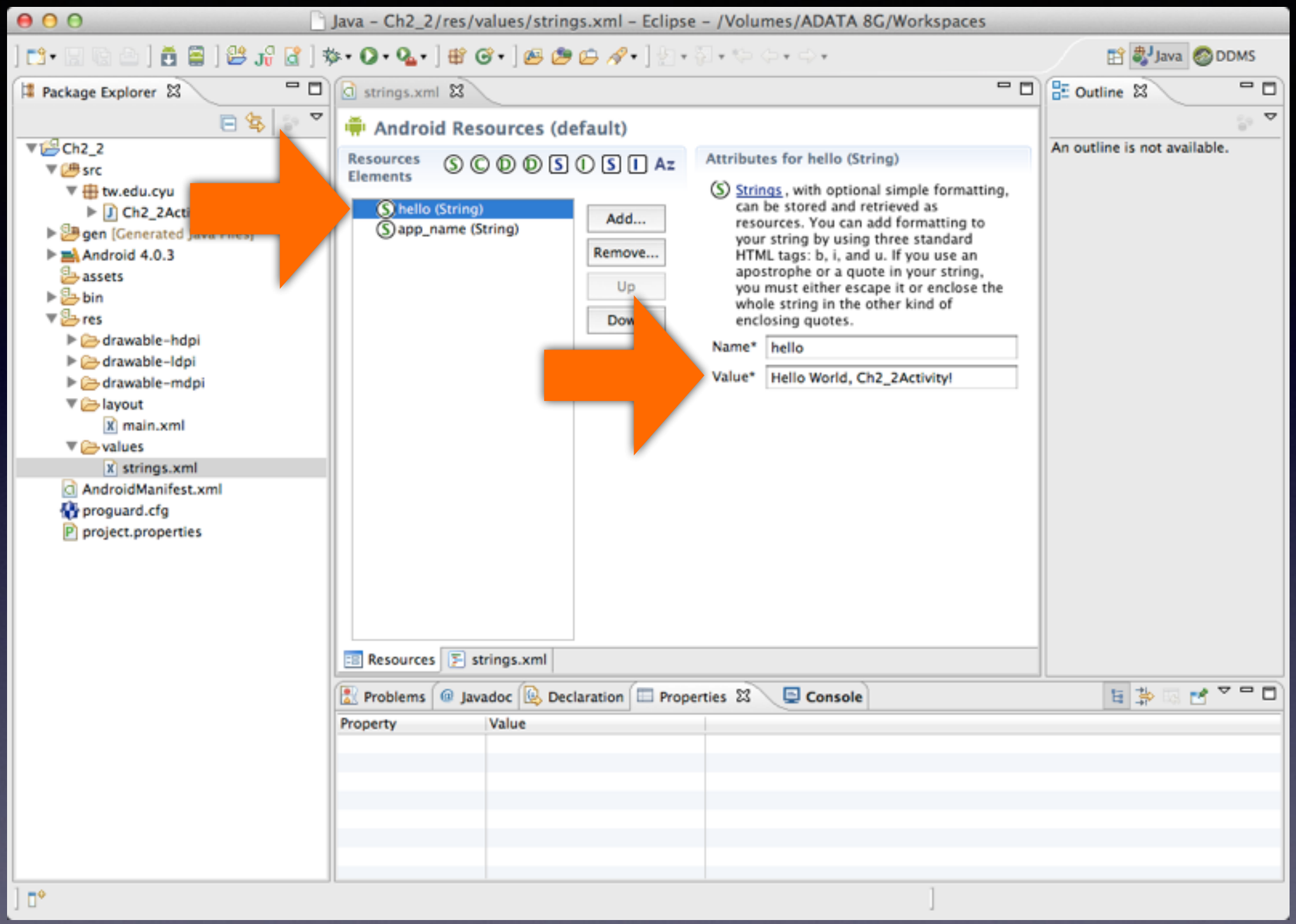


6.展開res\values目錄

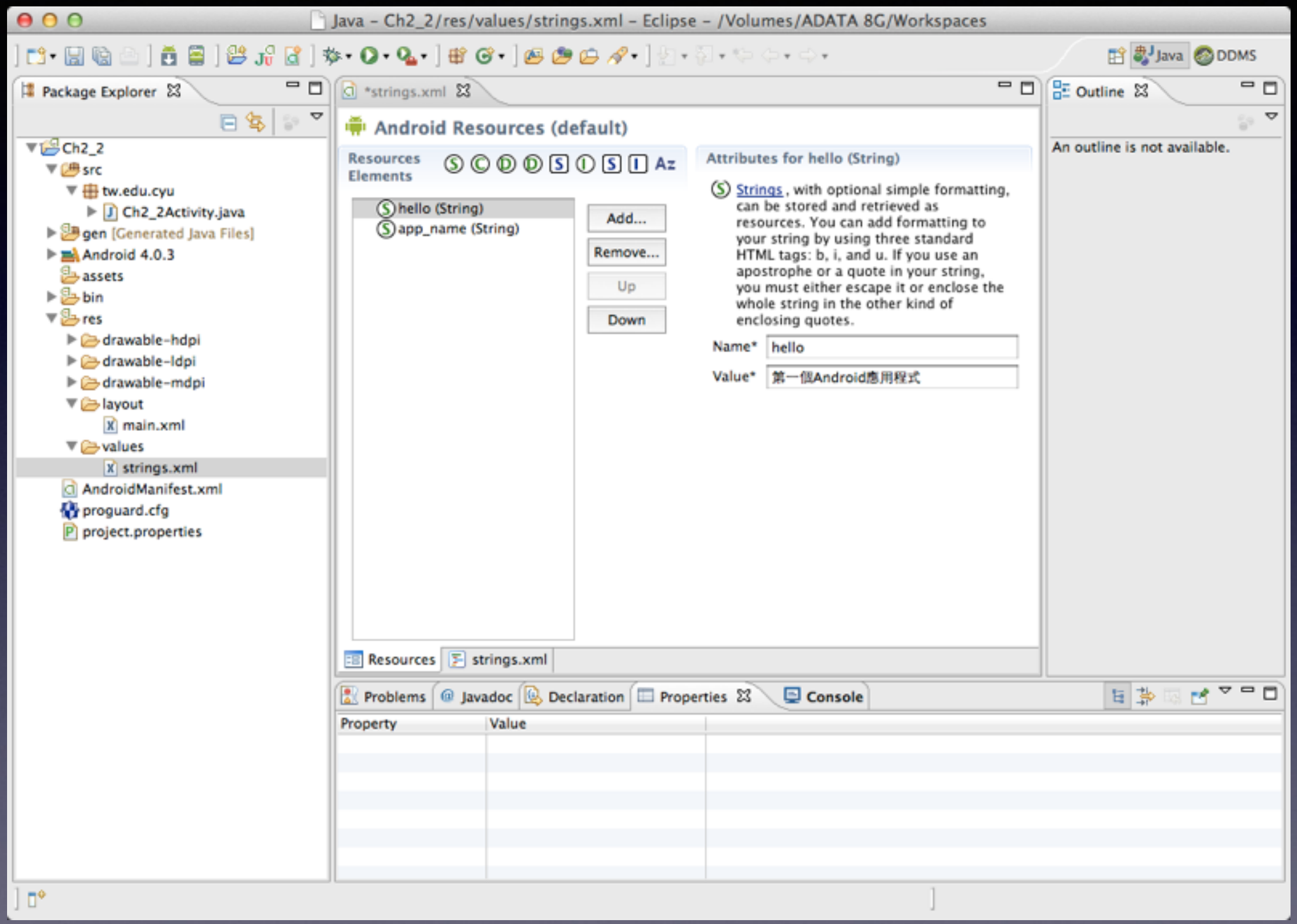


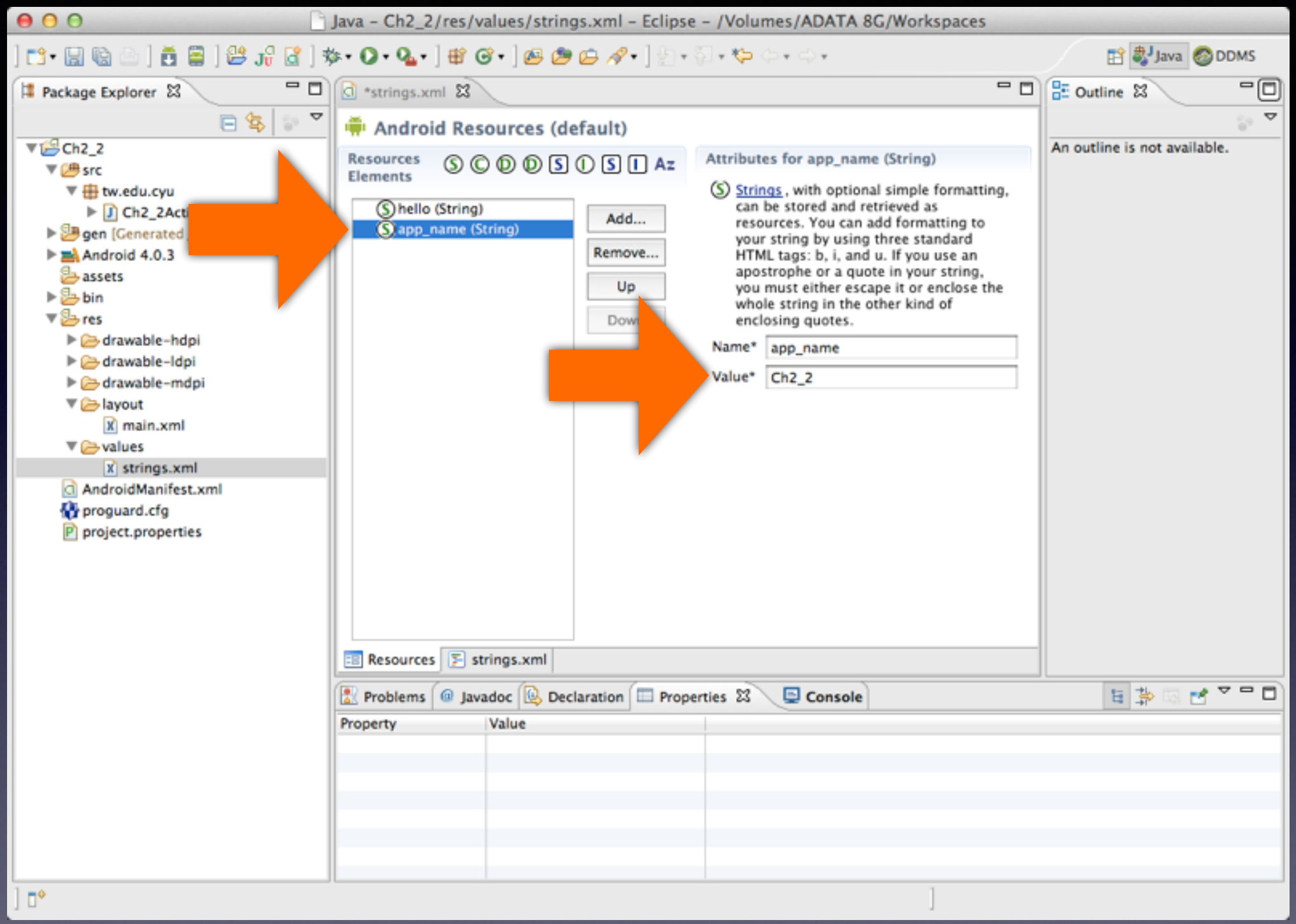
7. 開啟strings.xml


Java – Ch2_2/res/values/strings.xml – Eclipse – /Volumes/ADATA 8G/Workspaces
Java
DDMS
Package Explorer
Ch2_2
src
tw.edu.cyu
Ch2_2Activity.java
gen [Generated Java Files]
Android 4.0.3
assets
bin
res
drawable-hdpi
drawable-ldpi
drawable-mdpi
layout
main.xml
values
strings.xml
AndroidManifest.xml
proguard.cfg
project.properties
strings.xml
Android Resources (default)
Resources Elements
hello (String)
app_name (String)
Add...
Remove...
Up
Down
Resources
strings.xml
Outline
An outline is not available.
Problems
Javadoc
Declaration
Properties
Console
Property
Value

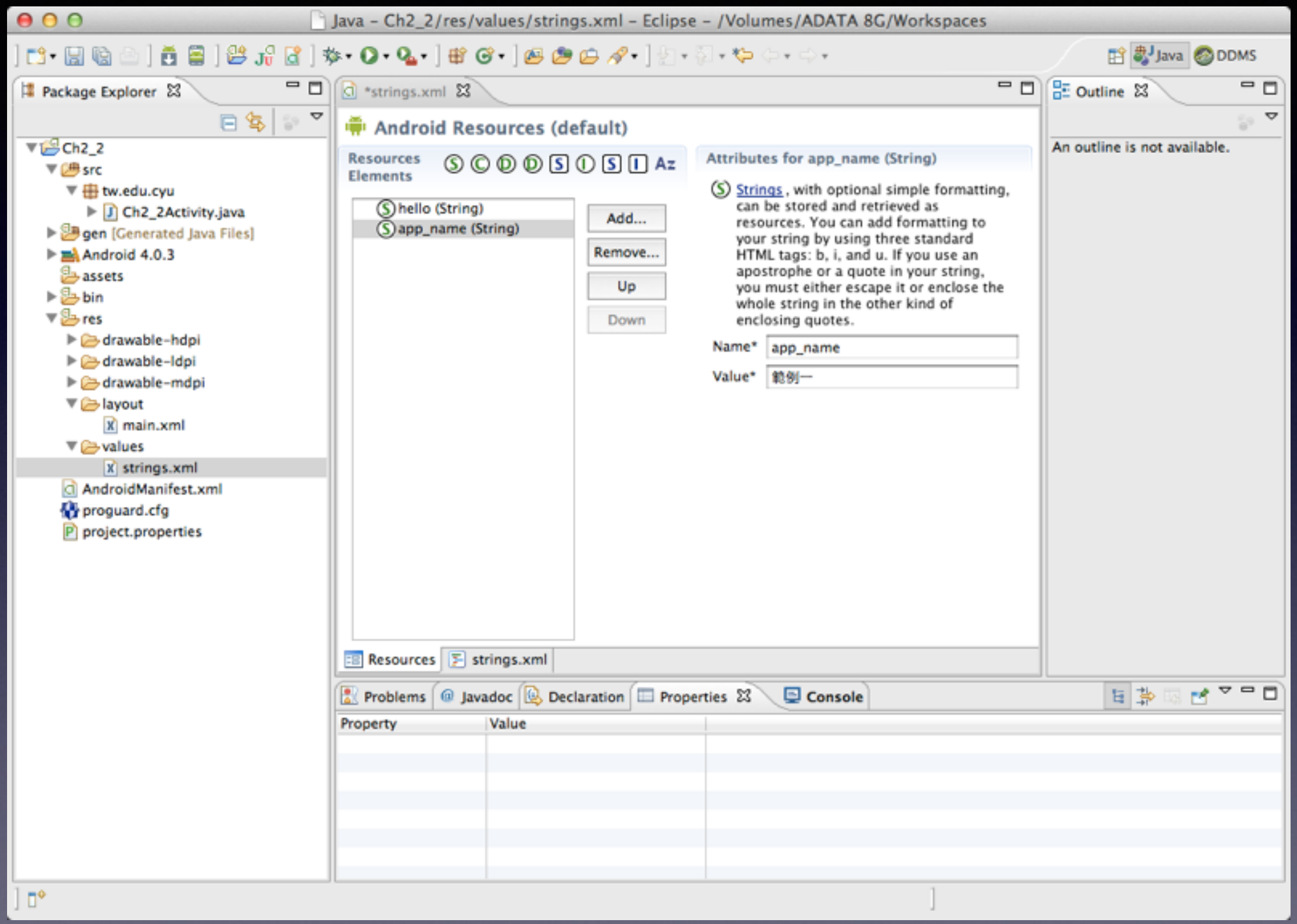


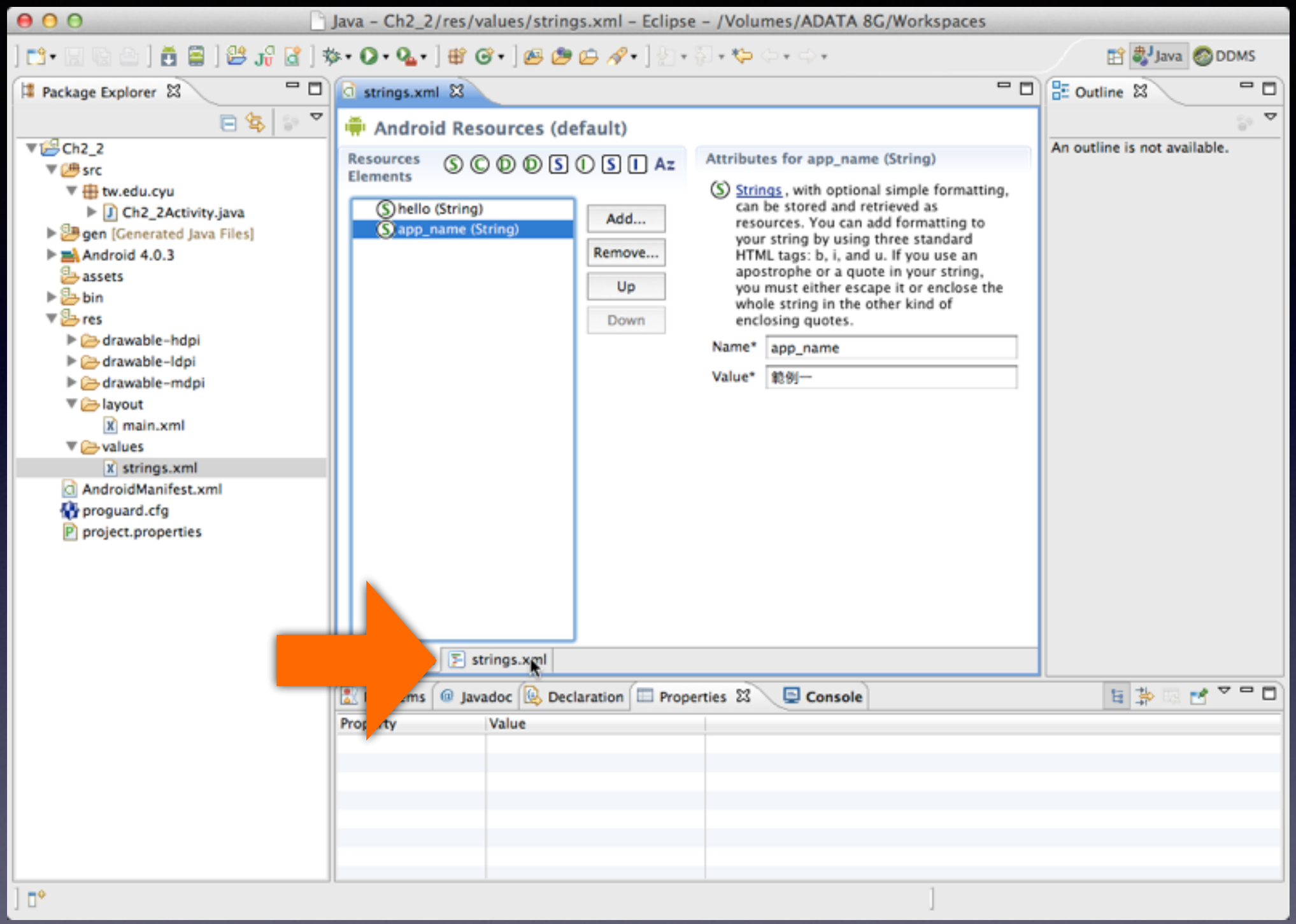
8.點選hello，將Value改為”第一個Android應用程式”


Java – Ch2_2/res/values/strings.xml – Eclipse – /Volumes/ADATA 8G/Workspaces
Java
DDMS
Package Explorer
Ch2_2
src
tw.edu.cyu
Ch2_2Activity.java
gen [Generated Java Files]
Android 4.0.3
assets
bin
res
drawable-hdpi
drawable-ldpi
drawable-mdpi
layout
main.xml
values
strings.xml
AndroidManifest.xml
proguard.cfg
project.properties
*strings.xml
Android Resources (default)
Resources Elements
hello (String)
app_name (String)
Add...
Remove...
Up
Down
Attributes for hello (String)
Strings, with optional simple formatting, can be stored and retrieved as resources. You can add formatting to your string by using three standard HTML tags: b, i, and u. If you use an apostrophe or a quote in your string, you must either escape it or enclose the whole string in the other kind of enclosing quotes.
Name*
hello
Value*
第一個Android應用程式
Outline
An outline is not available.
Resources
strings.xml
Problems
Javadoc
Declaration
Properties
Console
Property
Value



9.點選app_name，將Value改為”範例一”


Java – Ch2_2/res/values/strings.xml – Eclipse – /Volumes/ADATA 8G/Workspaces
Java
DDMS
Package Explorer
Ch2_2
src
tw.edu.cyu
Ch2_2Activity.java
gen [Generated Java Files]
Android 4.0.3
assets
bin
res
drawable-hdpi
drawable-ldpi
drawable-mdpi
layout
main.xml
values
strings.xml
AndroidManifest.xml
proguard.cfg
project.properties
*strings.xml
Android Resources (default)
Resources Elements
hello (String)
app_name (String)
Add...
Remove...
Up
Down
Attributes for app_name (String)
Strings, with optional simple formatting, can be stored and retrieved as resources. You can add formatting to your string by using three standard HTML tags: b, i, and u. If you use an apostrophe or a quote in your string, you must either escape it or enclose the whole string in the other kind of enclosing quotes.
Name*
app_name
Value*
範例一
Outline
An outline is not available.
Resources
strings.xml
Problems
Javadoc
Declaration
Properties
Console
Property
Value



10.點選strings.xml，觀察xml內容

Java - Ch2_2/res/values/strings.xml - Eclipse - /Volumes/ADATA 8G/Workspaces

Java DDMS

Package Explorer

- Ch2_2
  - src
    - tw.edu.cyu
      - Ch2_2Activity.java
  - gen [Generated Java Files]
  - Android 4.0.3
  - assets
  - bin
  - res
    - drawable-hdpi
    - drawable-ldpi
    - drawable-mdpi
    - layout
      - main.xml
    - values
      - strings.xml
  - AndroidManifest.xml
  - proguard.cfg
  - project.properties

strings.xml

```
<?xml version="1.0" encoding="utf-8"?>
<resources>

    <string name="hello">第一個Android應用程式</string>
    <string name="app_name">範例一</string>

</resources>
```

Resources | strings.xml

Outline

An outline is not available.

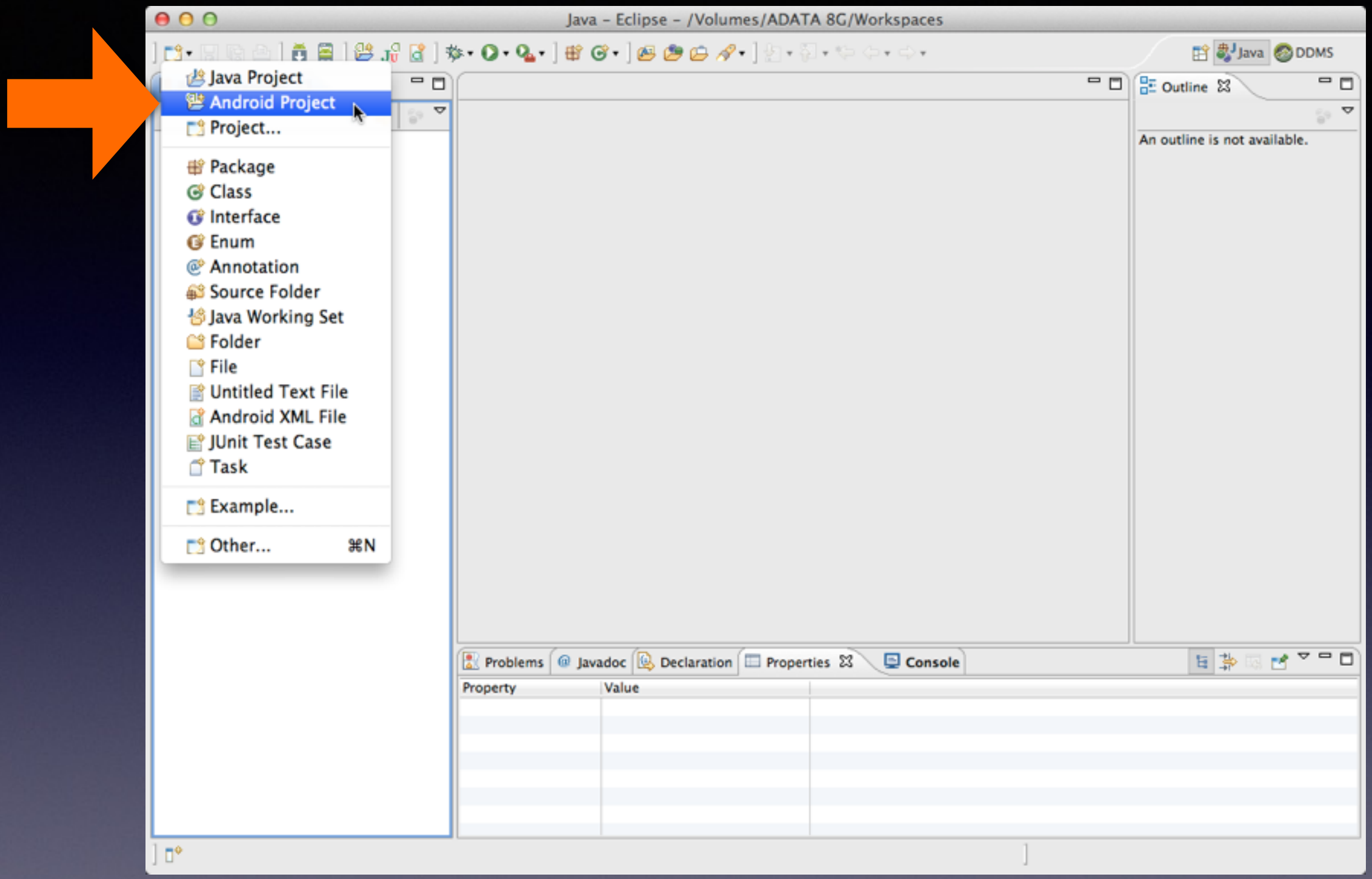
Problems | Javadoc | Declaration | Properties | Console

Property	Value

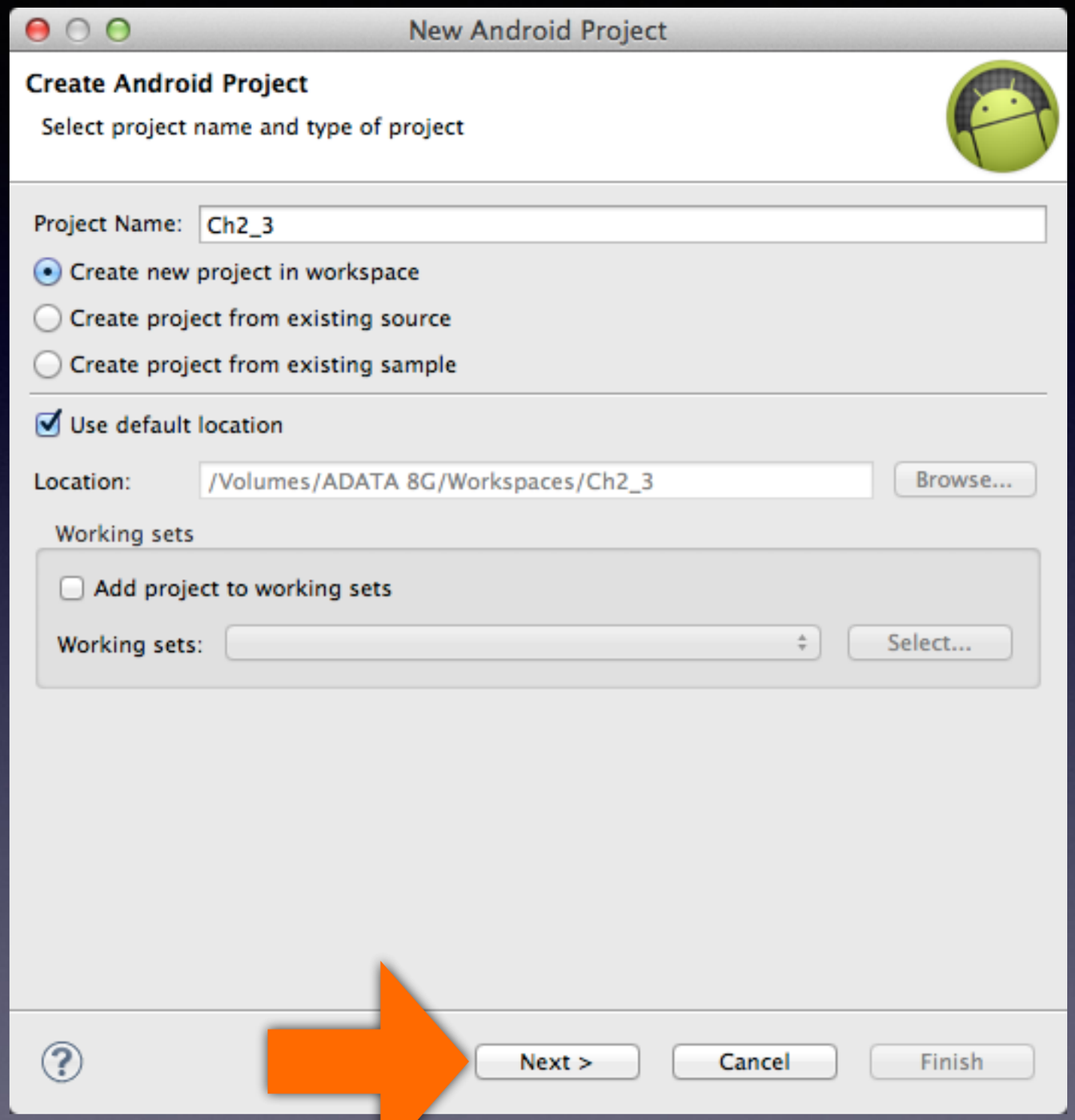
11.存檔後執行模擬器，並觀察結果畫面

Ch2_3

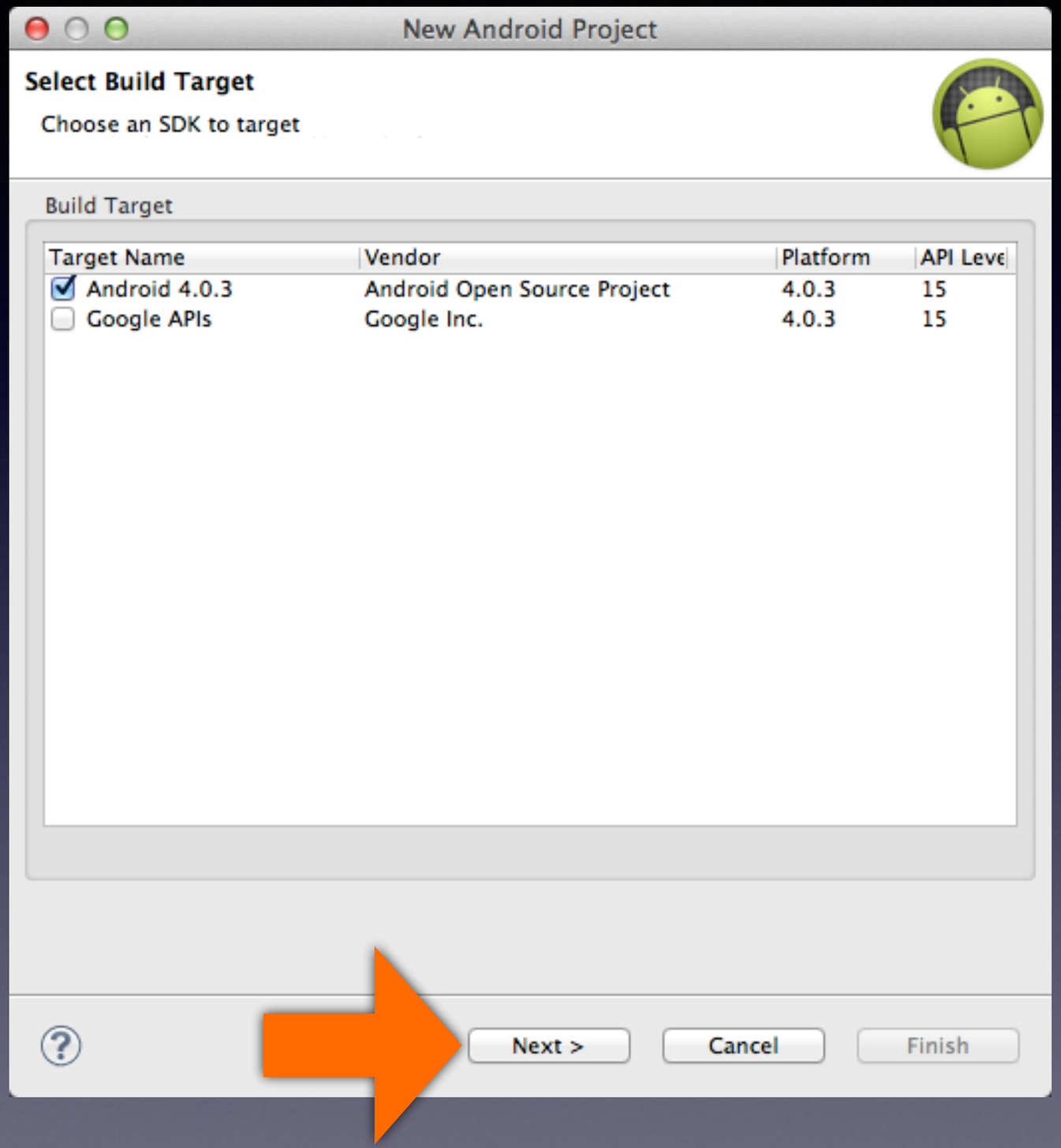
- Project Name: Ch2_3
- Build Target: Android 4.0
- Package Name: tw.edu.cyu



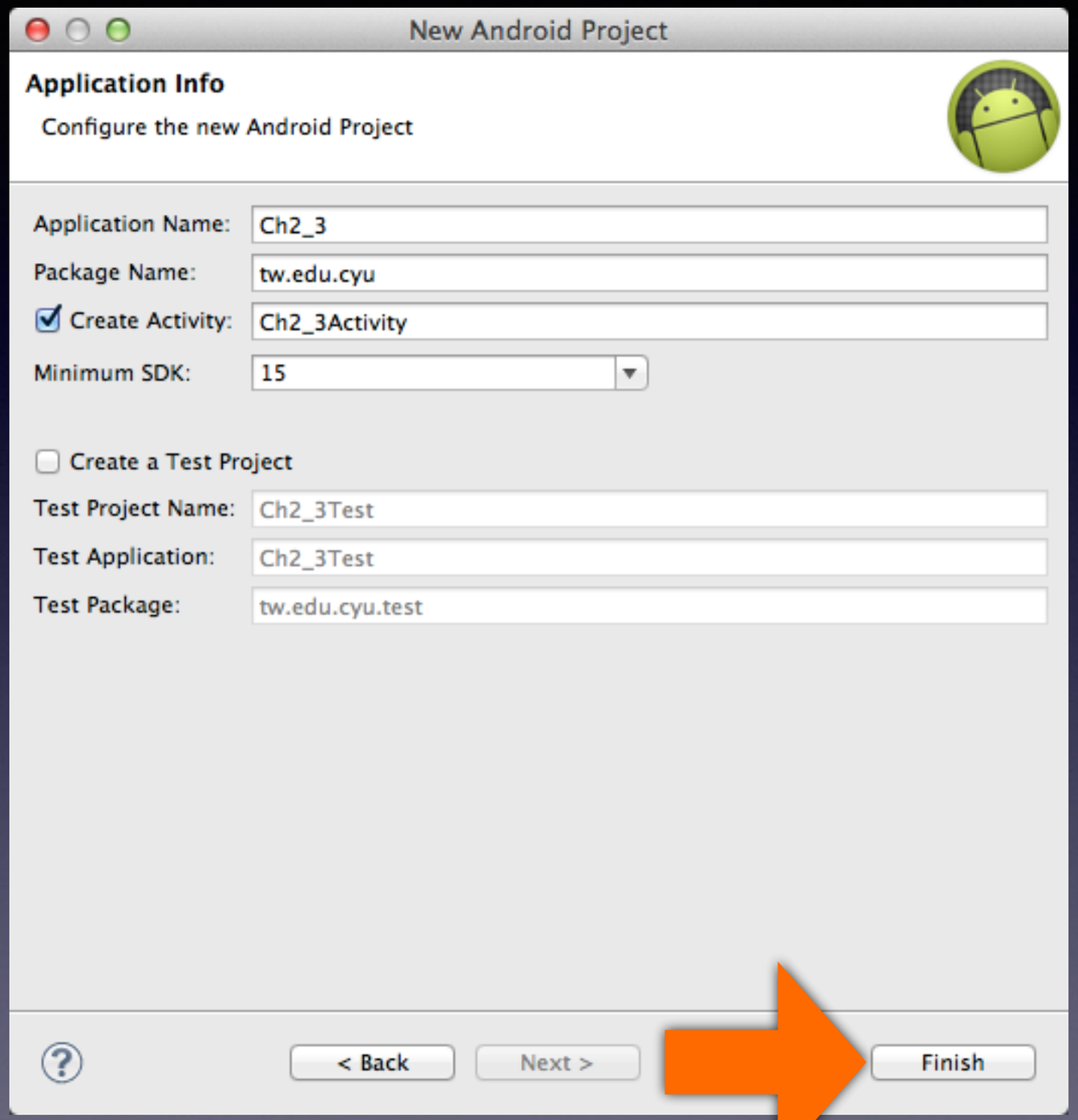
1.新增Android專案



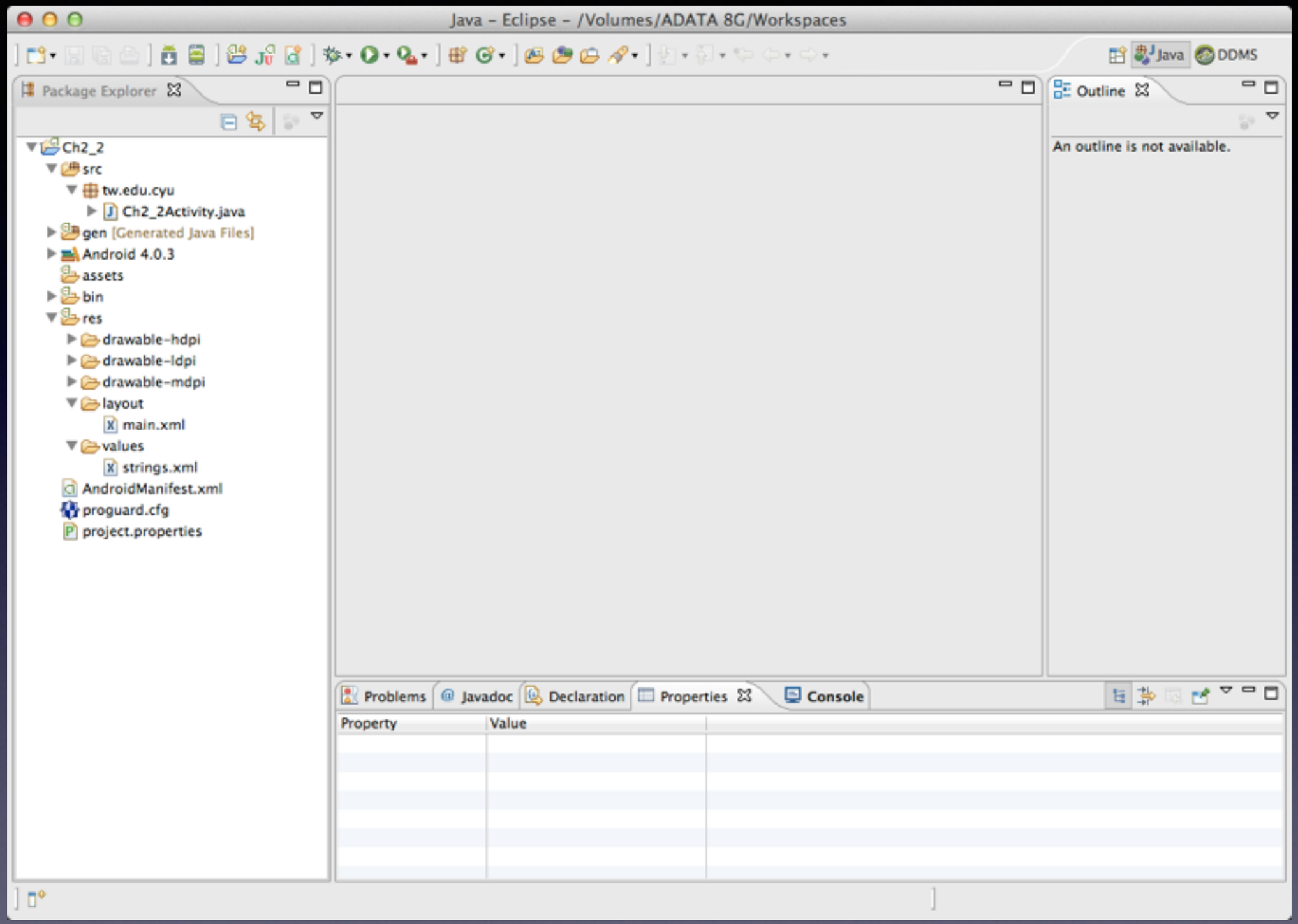
2.輸入專案名稱Ch2_3，後按Next



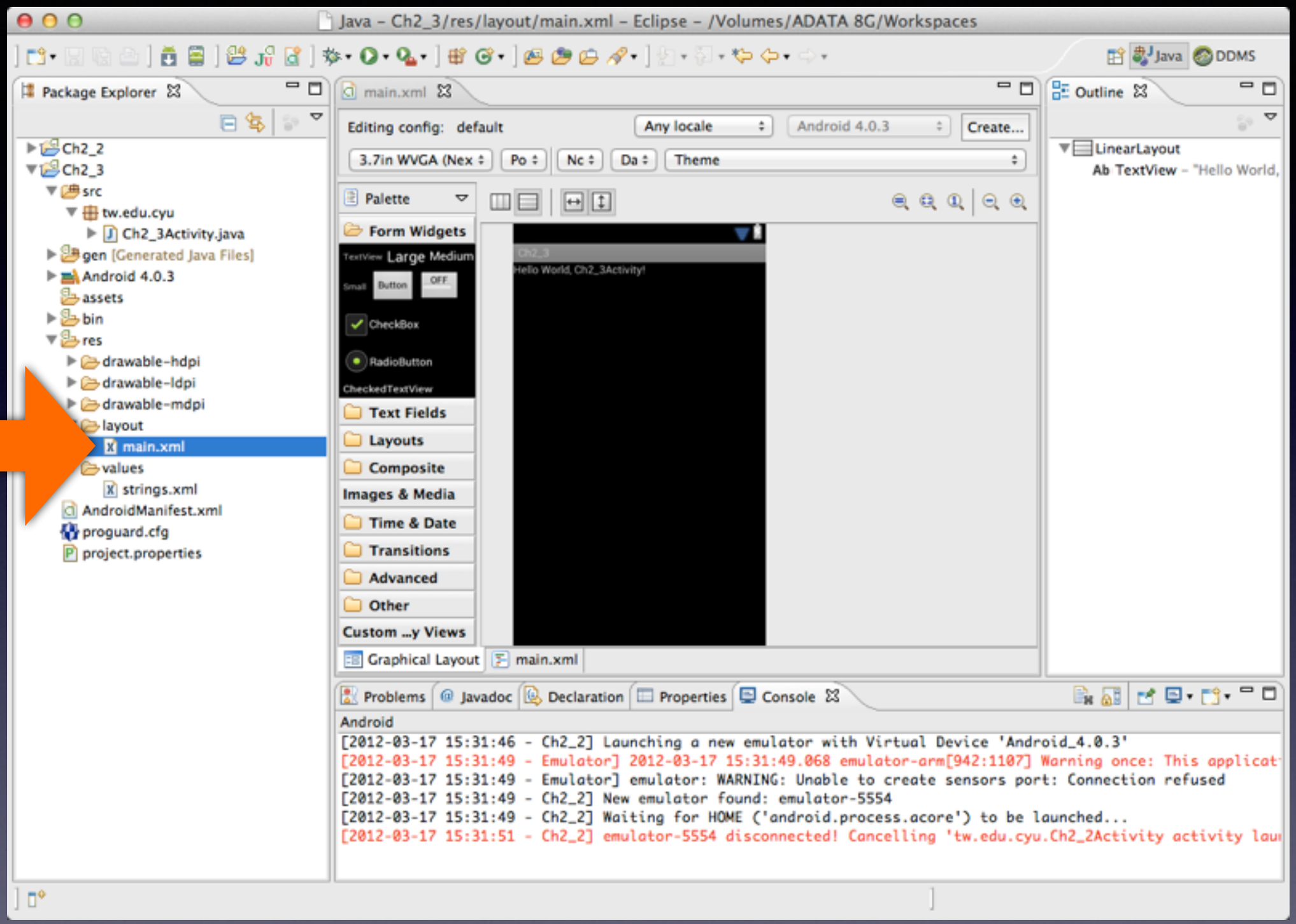
3.目標的版本選擇Android 4.0.3後按Next



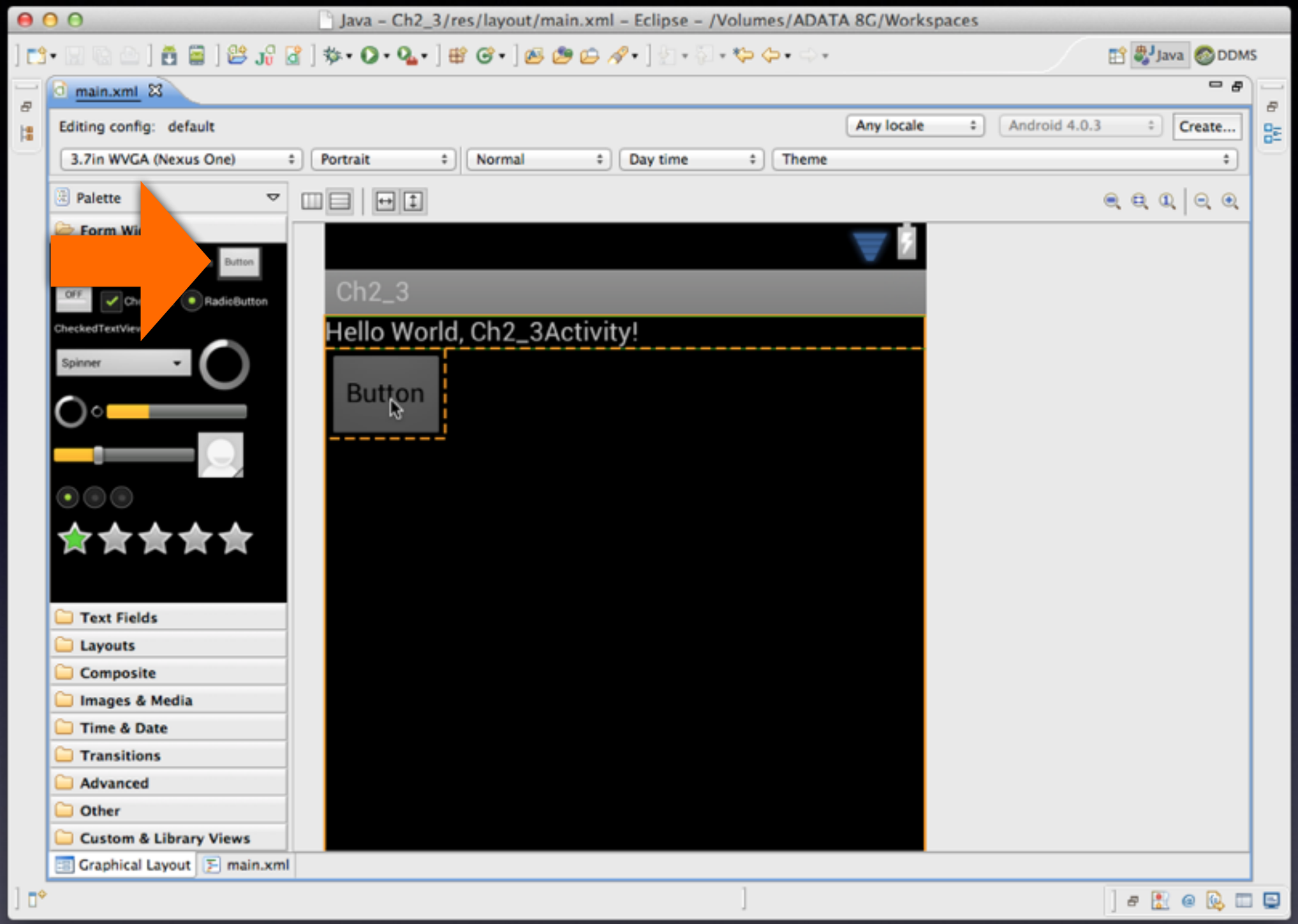
4.輸入套件名稱tw.edu.cyu，後按Finish



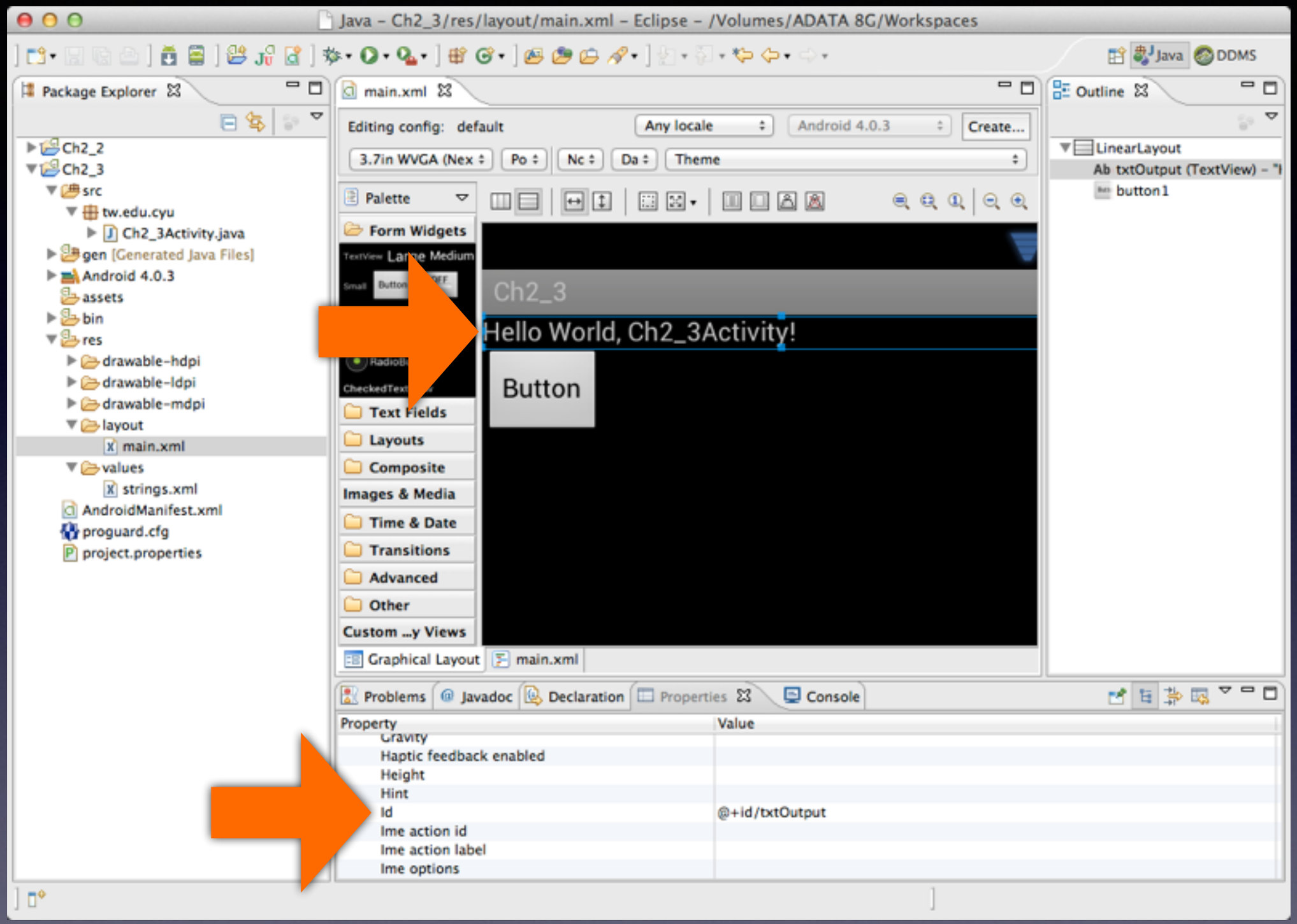
5.建立完專案後請展開res\layout目錄


Java – Ch2_3/res/layout/main.xml – Eclipse – /Volumes/ADATA 8G/Workspaces
Java
DDMS
Package Explorer
Ch2_2
Ch2_3
src
tw.edu.cyu
Ch2_3Activity.java
gen [Generated Java Files]
Android 4.0.3
assets
bin
res
drawable-hdpi
drawable-ldpi
drawable-mdpi
layout
main.xml
values
strings.xml
AndroidManifest.xml
proguard.cfg
project.properties
main.xml
Editing config: default
Any locale
Android 4.0.3
Create...
3.7in WVGA (Nex
Po
Nc
Da
Theme
Palette
Form Widgets
TextView Large Medium
Small Button
OFF
CheckBox
RadioButton
CheckedTextView
Text Fields
Layouts
Composite
Images & Media
Time & Date
Transitions
Advanced
Other
Custom ...y Views
Graphical Layout
main.xml
Hello World, Ch2_3Activity!
Outline
LinearLayout
Ab TextView – "Hello World,
Problems
Javadoc
Declaration
Properties
Console
Android
[2012-03-17 15:31:46 - Ch2_2] Launching a new emulator with Virtual Device 'Android_4.0.3'
[2012-03-17 15:31:49 - Emulator] 2012-03-17 15:31:49.068 emulator-arm[942:1107] Warning once: This applicat
[2012-03-17 15:31:49 - Emulator] emulator: WARNING: Unable to create sensors port: Connection refused
[2012-03-17 15:31:49 - Ch2_2] New emulator found: emulator-5554
[2012-03-17 15:31:49 - Ch2_2] Waiting for HOME ('android.process.acore') to be launched...
[2012-03-17 15:31:51 - Ch2_2] emulator-5554 disconnected! Cancelling 'tw.edu.cyu.Ch2_2Activity activity lau

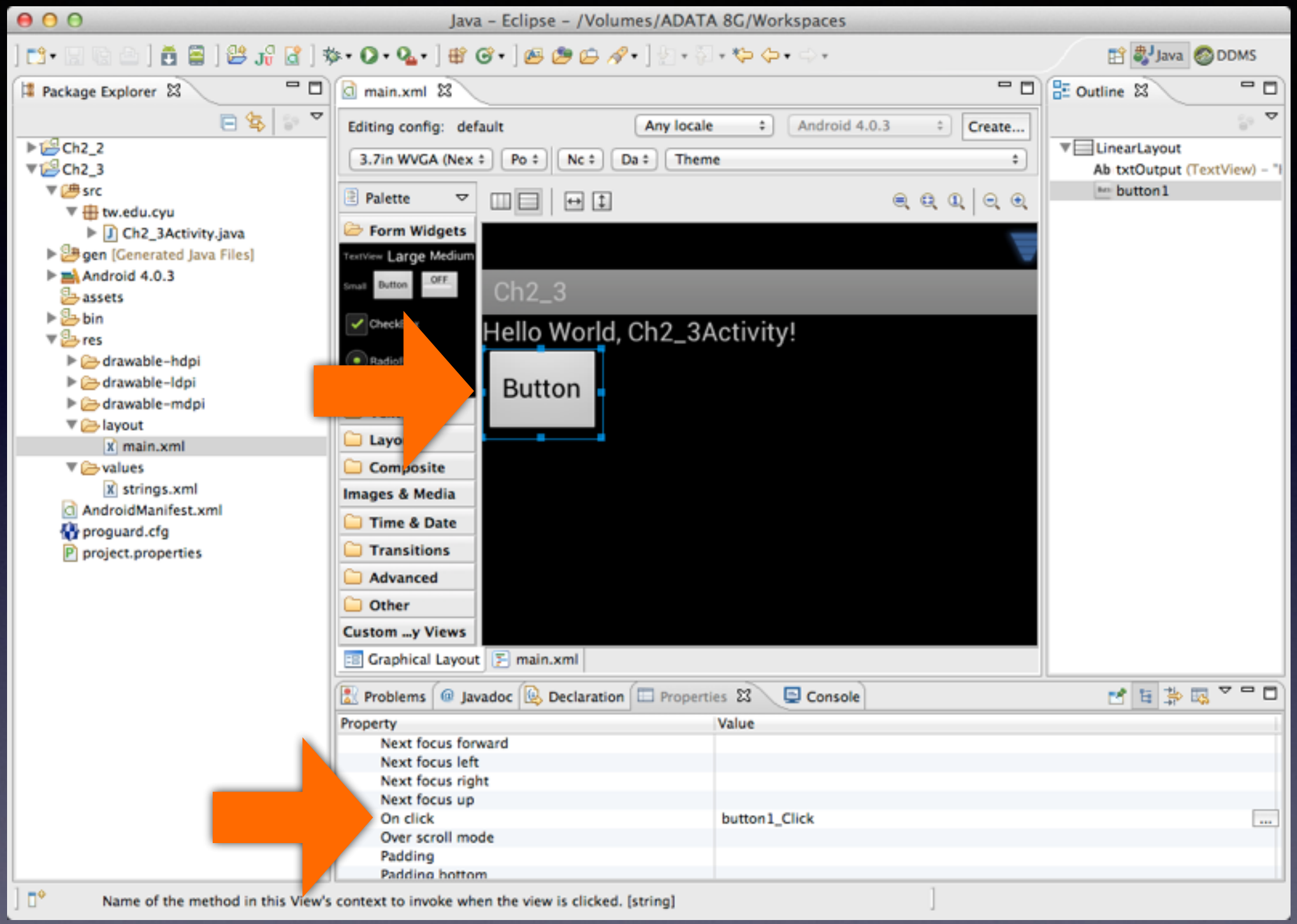
6. 開啟main.xml



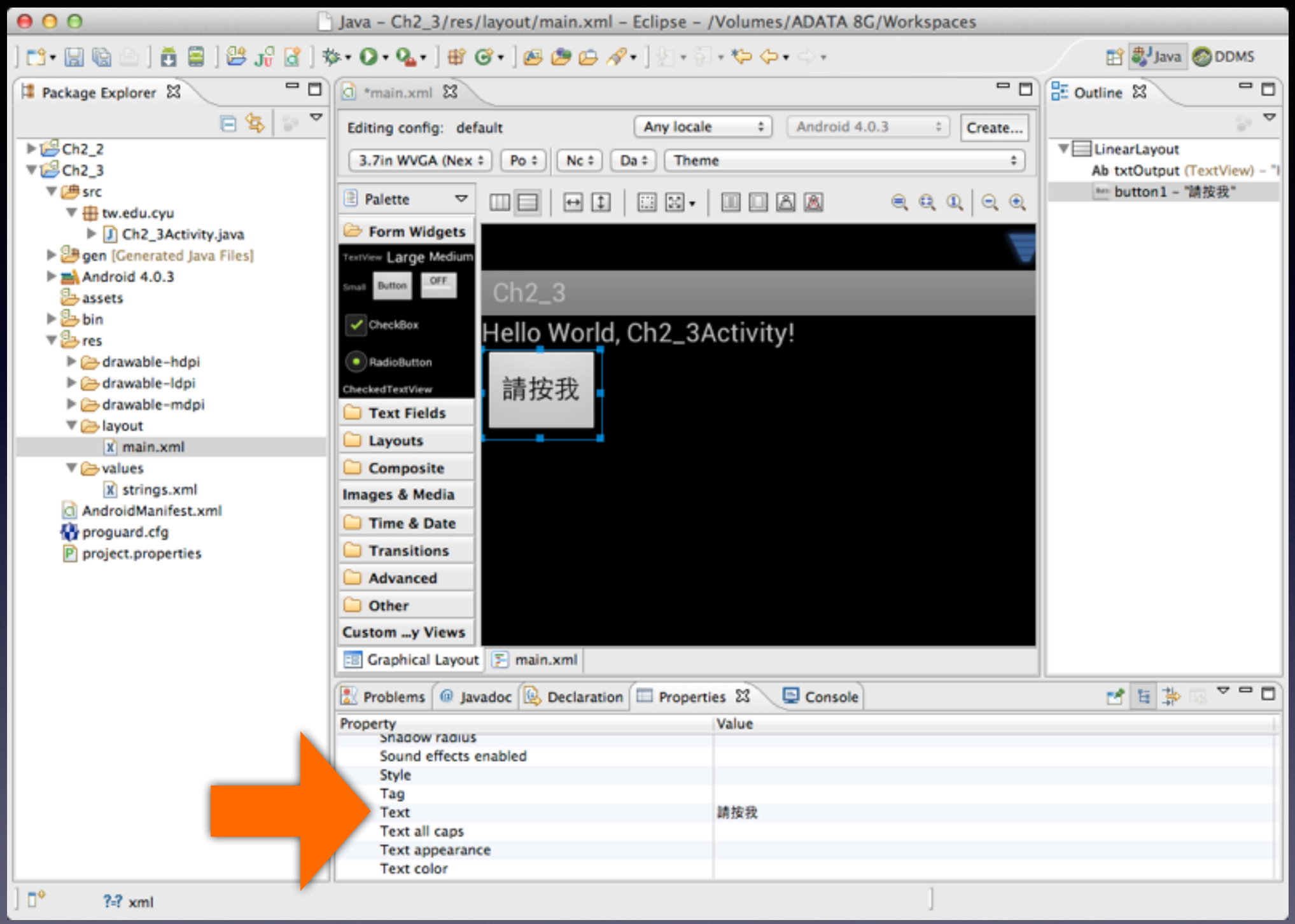
7. 拖拉Button元件至TextView元件下



8.點選TextView後，在下方Properies的Id增加”@+id/txtOutput”

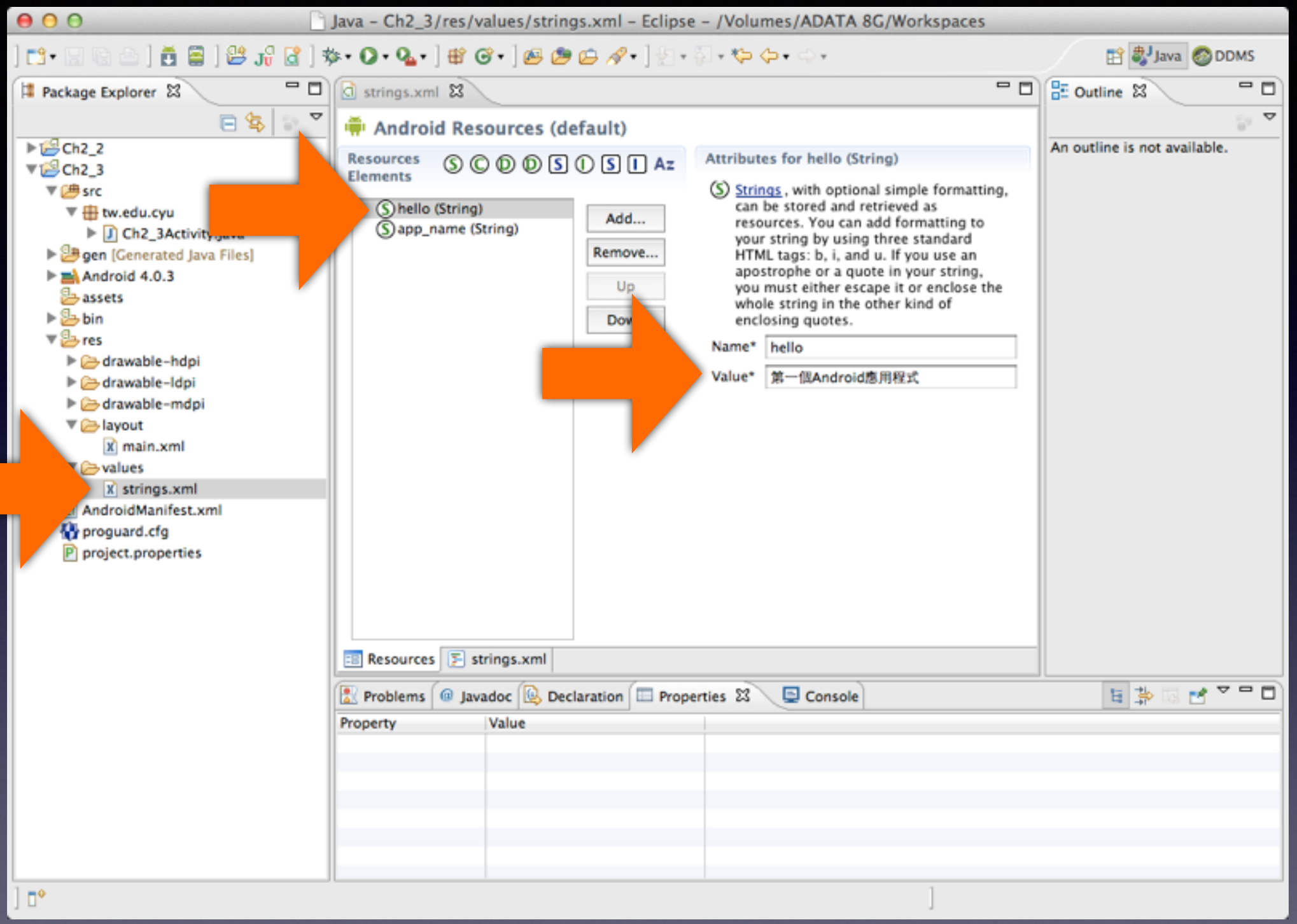


9.點選Button後，在下方Properies的On click增加"button1_Click"

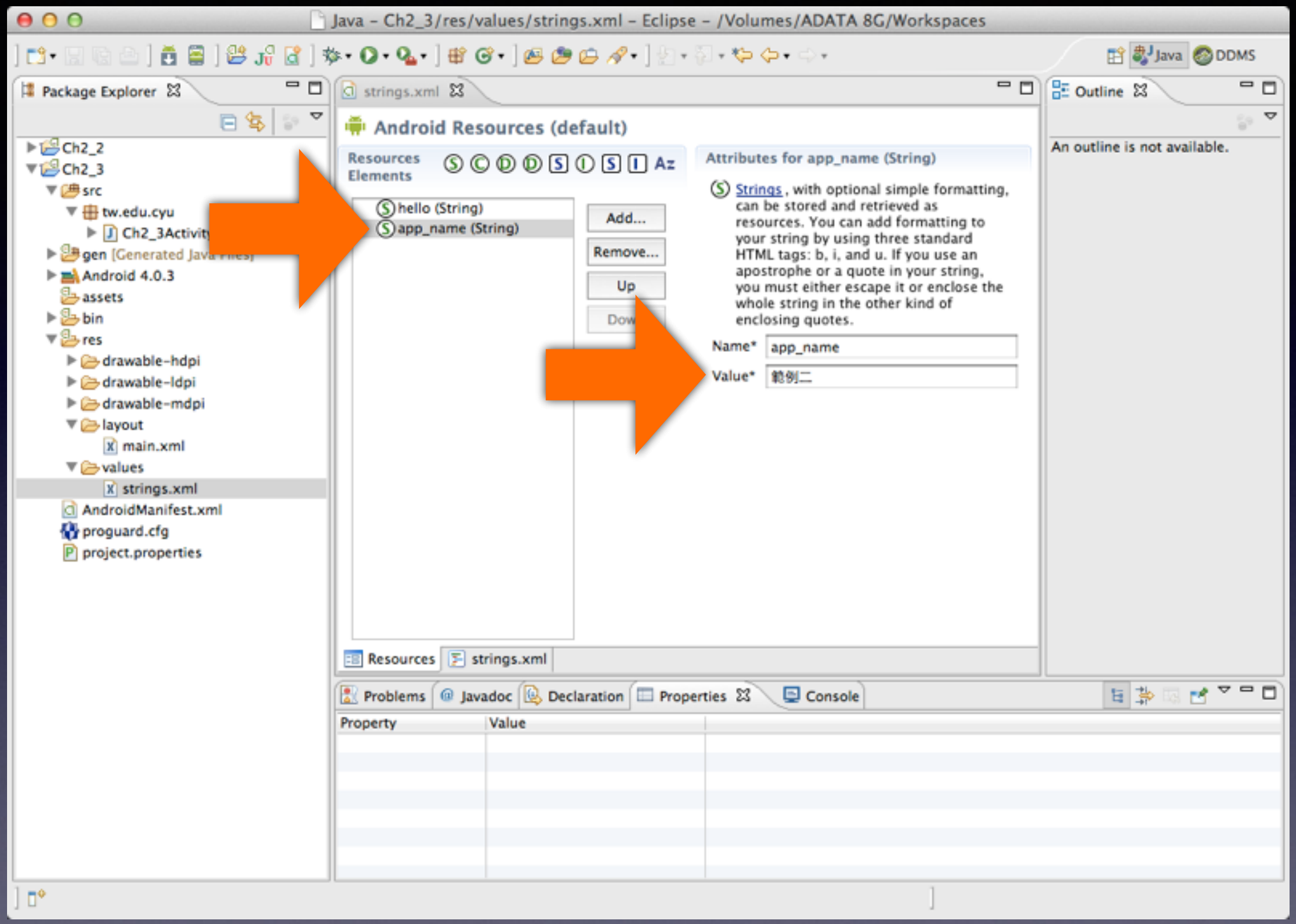


10.以及修改Text為”請按我”

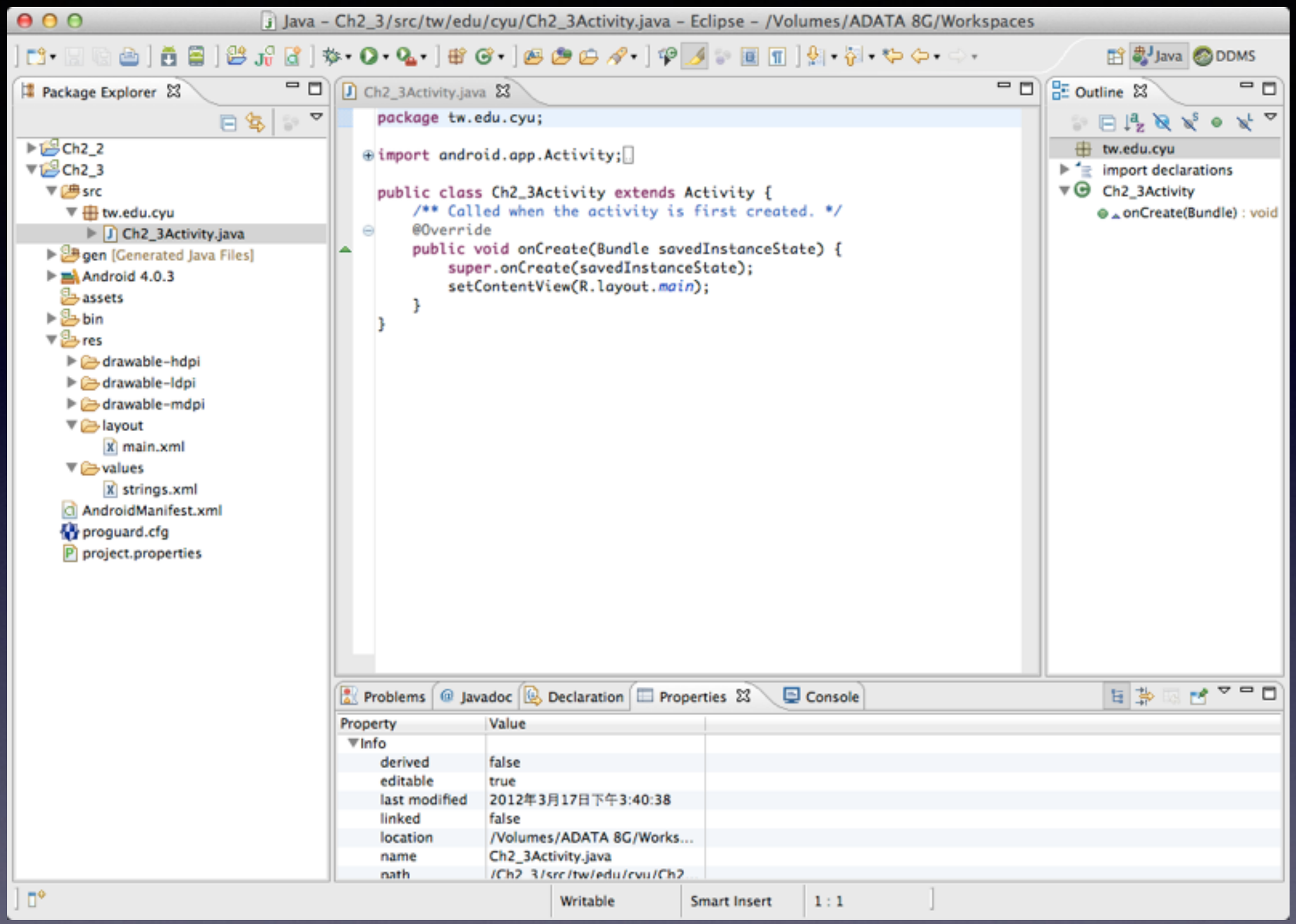
- TextView
  - Id: @+id/txtOutput
- Button
  - On click: button1_Click
  - Text: 請按我



11.請開啟res\values\strings.xml，點選hello，修改Value為”第一個Android應用程式”



12.點選app_name，修改Value為”範例二”



13.請開啟src\tw.edu.cyu\Ch2_3Activity.java

14.輸入以下程式碼：

```
package tw.edu.cyu;

import android.app.Activity;
import android.os.Bundle;
import android.view.View;
import android.widget.TextView;

public class Ch2_3Activity extends Activity {
    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);
    }

    public void button1_Click(View view) {
       TextView output = (TextView) findViewById(R.id.txtOutput);
       output.setText("第二個Android應用程式");
    }

}
```

15.存檔後執行模擬器，並測試按鈕的動作與反應

補充 -- 程式碼作法二：

```
package tw.edu.cyu;

import android.app.Activity;
import android.os.Bundle;
import android.view.View;
import android.view.View.OnClickListener;
import android.widget.Button;
import android.widget.TextView;

public class Ch2_3Activity extends Activity {
    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);

        Button button = (Button) findViewById(R.id.button1);
        button.setOnClickListener(new OnClickListener() {
            @Override
            public void onClick(View v) {
                // TODO Auto-generated method stub
                TextView output = (TextView) findViewById(R.id.txtOutput);
                output.setText("第二個Android應用程式");
            }
        });
    }

}
```

補充 -- 程式碼作法三：

```
package tw.edu.cyu;

import android.app.Activity;
import android.os.Bundle;
import android.view.View;
import android.view.View.OnClickListener;
import android.widget.Button;
import android.widget.TextView;

public class Ch2_3Activity extends Activity {
    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);

        ClickListener clickListener = new ClickListener();

        Button button = (Button) findViewById(R.id.button1);
        button.setOnClickListener(clickListener);
    }

    private class ClickListener implements OnClickListener {
        @Override
        public void onClick(View v) {
            // TODO Auto-generated method stub
            TextView output = (TextView) findViewById(R.id.txtOutput);
            output.setText("第二個Android應用程式");
        }
    }

}
```