

Lesson 10:
Advanced
RecyclerView
use cases



#### **About this lesson**

#### Lesson 10: Advanced RecyclerView use cases

- RecyclerView recap
- Advanced binding
- Multiple item view types
- Headers
- Grid layout
- Summary

## RecyclerView recap

#### RecyclerView overview

- Widget for displaying lists of data
- "Recycles" (reuses) item views to make scrolling more performant
- Can specify a list item layout for each item in the dataset
- Supports animations and transitions

#### View recycling in RecyclerView

Chicago, Illinois

Mountain View, California

Miami, Florida

Seattle, Washington

Reno, Nevada

Nashville, Tennessee

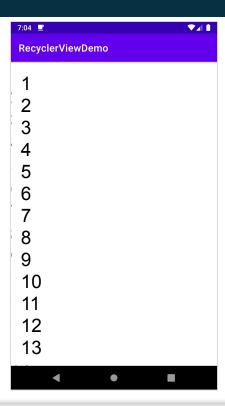
Boston, Massachusetts

Little Rock, Arkansas

offscreen, it isn't destroyed. Item is put in a pool to be recycled.

onBindViewHolder binds the view with the new values, and then the view gets reinserted in the list.

### RecyclerViewDemo app



#### Adapter for RecyclerViewDemo

### Functions for RecyclerViewDemo

```
override fun onCreateViewHolder(parent: ViewGroup, viewType: Int):
         IntViewHolder {
   val layout = LayoutInflater.from(parent.context)
       .inflate(R.layout.item view, parent, false)
   return IntViewHolder(layout)
override fun onBindViewHolder(holder: IntViewHolder, position: Int) {
   holder.textView.text = data.get(position).toString()
```

#### Set the adapter onto the RecyclerView

```
In MainActivity.kt:
override fun onCreate(savedInstanceState: Bundle?) {
   super.onCreate(savedInstanceState)
   setContentView(R.layout.activity main)
   val rv: RecyclerView = findViewById(R.id.rv)
   rv.layoutManager = LinearLayoutManager(this)
   rv.adapter = NumberListAdapter(IntRange(0,100).toList())
```

#### Make items in the list clickable

```
In NumberListAdapter.kt:
override fun onCreateViewHolder(parent: ViewGroup, viewType: Int): IntViewHolder{
    val layout = LayoutInflater.from(parent.context).inflate(R.layout.item view,
         parent, false)
    val holder = IntViewHolder(layout)
    holder.row.setOnClickListener {
        // Do something on click
    return holder
```

#### ListAdapter

- RecyclerView.Adapter
  - Disposes UI data on every update
  - Can be costly and wasteful
- ListAdapter
  - Computes the difference between what is currently shown and what needs to be shown
  - Changes are calculated on a background thread

### Sort using RecyclerView.Adapter

#### **Starting state**



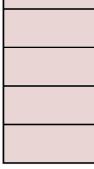
- 6



8 deletions







8 insertions











6



16 actions: 8 deletions

8 insertions

#### **Ending state**

## Sort using ListAdapter

#### **Starting state**



3 insertions
3 deletions

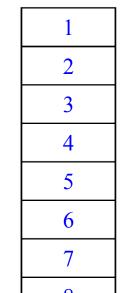
1
5
6
7
4
5
6
7
8

6 actions:

3 insertions

3 deletions

#### **Ending state**



#### ListAdapter example

#### DiffUtil.ItemCallback

Determines the transformations needed to translate one list into another

- areContentsTheSame(oldItem: T, newItem: T): Boolean
- areItemsTheSame(oldItem: T, newItem: T): Boolean

#### DiffUtil.ItemCallback example

```
class RowItemDiffCallback : DiffUtil.ItemCallback<Int>() {
    override fun areItemsTheSame(oldItem: Int, newItem: Int): Boolean {
        return oldItem == newItem
    }
    override fun areContentsTheSame(oldItem: Int, newItem: Int): Boolean {
        return oldItem == newItem
    }
}
```

## Advanced binding

#### ViewHolders and data binding

```
class IntViewHolder private constructor(val binding: ItemViewBinding):
        RecyclerView.ViewHolder(binding.root) {
    companion object {
        fun from(parent: ViewGroup): IntViewHolder {
            val layoutInflater = LayoutInflater.from(parent.context)
            val binding = ItemViewBinding.inflate(layoutInflater,
                parent, false)
            return IntViewHolder(binding)
```

#### Using the ViewHolder in a ListAdapter

#### Binding adapters

Let you map a function to an attribute in your XML

Override existing framework behavior:

```
android:text = "foo" → TextView.setText("foo") is called
```

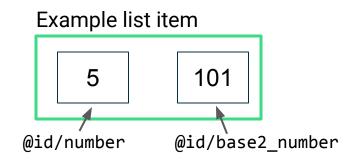
Create your own custom attributes:

```
app:base2Number = "5" \rightarrow TextView.setBase2Number("5") is called
```

#### **Custom attribute**

Add another TextView in the list item layout that uses a custom attribute:

```
<TextView
    android:id="@+id/base2_number"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:textSize="24sp"
    app:base2Number="@{num}"/>
```



#### Add a binding adapter

Declare binding adapter:

```
@BindingAdapter("base2Number")
fun TextView.setBase2Number(item: Int) {
    text = Integer.toBinaryString(item)
In NumberListAdapter.kt:
override fun onBindViewHolder(holder: NumberListAdapter.IntViewHolder,
        position: Int) {
    holder.binding.num = getItem(position)
    holder.binding.executePendingBindings()
```

### Updated RecyclerViewDemo app

<b>O C</b>	▼⊿ 🖺 6:44
RecyclerViewDem	0
0	0
1	1
2	10
3	11
4	100
5	101
6	110
7	111
8	1000
9	1001
10	1010
11	1011
12	1100
<b>■</b>	•

## Multiple item view types

#### Add a new item view type

- 1. Create a new list item layout XML file.
- 2. Modify underlying adapter to hold the new type.
- 3. Override getItemViewType in adapter.
- 4. Create a new ViewHolder class.
- 5. Add conditional code in onCreateViewHolder and onBindViewHolder to handle the new type.

#### Declare new color item layout

```
<layout ...>
   <data>
       <variable</pre>
           name="color"
           type="android.graphics.Color" />
   </data>
   <androidx.constraintlayout.widget.ConstraintLayout ...>
       <TextView
           android:backgroundColor="@{color.toArgb()}" />
       <TextView
           android:text="@{color.toString()}" />
   </androidx.constraintlayout.widget.ConstraintLayout>
</layout>
```

#### New view type

- Adapter should know about two item view types:
  - Item that displays a number
  - Item that displays a color

```
enum class ITEM_VIEW_TYPE { NUMBER, COLOR }
```

Modify getItemViewType() to return the appropriate type (as Int):

```
override fun getItemViewType(position: Int): Int
```

#### Override getItemViewType

```
In NumberListAdapter.kt:
    override fun getItemViewType(position: Int): Int {
        return when(getItem(position)) {
            is Int -> ITEM_VIEW_TYPE.NUMBER.ordinal
            else -> ITEM_VIEW_TYPE.COLOR.ordinal
        }
}
```

#### **Define new ViewHolder**

```
class ColorViewHolder private constructor(val binding: ColorItemViewBinding):
      RecyclerView.ViewHolder(binding.root) {
    companion object {
        fun from(parent: ViewGroup): ColorViewHolder {
            val layoutInflater = LayoutInflater.from(parent.context)
            val binding = ColorItemViewBinding.inflate(layoutInflater,
                parent, false)
            return ColorViewHolder(binding)
```

#### **Update onCreateViewHolder()**

```
override fun onCreateViewHolder(parent: ViewGroup, viewType: Int):
    RecyclerView.ViewHolder {
    return when(viewType) {
        ITEM_VIEW_TYPE.NUMBER.ordinal -> IntViewHolder.from(parent)
        else -> ColorViewHolder.from(parent)
    }
}
```

#### **Update onBindViewHolder()**

```
override fun onBindViewHolder(holder: RecyclerView.ViewHolder, position: Int) {
    when (holder) {
        is IntViewHolder -> {
            holder.binding.num = getItem(position) as Int
            holder.binding.executePendingBindings()
        is ColorViewHolder -> {
            holder.binding.color = getItem(position) as Color
            holder.binding.executePendingBindings()
```

## Headers

#### **Headers Example**



- 2 item view types:
  - header item

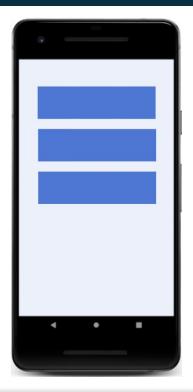


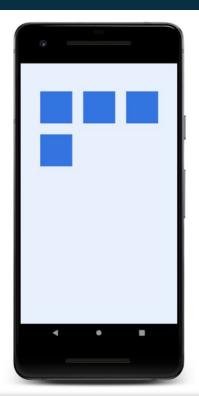
food menu item

Coffee \$2.00

# **Grid layout**

## List versus grid





#### Specifying a LayoutManager

In MainActivity onCreate(), once you have a reference to the RecyclerView

• Display a list with LinearLayoutManager:

```
recyclerView.layoutManager = LinearLayoutManager(this)
```

Display a grid with GridLayoutManager:

```
recyclerView.layoutManager = GridLayoutManager(this, 2)
```

Use a different layout manager (or create your own)

### GridLayoutManager

- Arranges items in a grid as a table of rows and columns.
- Orientation can be vertically or horizontally scrollable.
- By default, each item occupies 1 span.
- You can vary the number of spans an item takes up (span size).

#### Set span size for an item

```
Create SpanSizeLookup instance and override getSpanSize (position):
val manager = GridLayoutManager(this, 2)
manager.spanSizeLookup = object : GridLayoutManager.SpanSizeLookup() {
    override fun getSpanSize(position: Int): Int {
        return when (position) {
             0,1,2 \rightarrow 2
             else \rightarrow 1
```

## Summary

#### Summary

#### In Lesson 10, you learned how to:

- Use ListAdapter to make RecyclerView more efficient at updating lists
- Create a binding adapter with custom logic to set View values from an XML attribute
- Handle multiple ViewHolders in the same RecyclerView to show multiple item types
- Use GridLayoutManager to display items as a grid
- Specify span size for an item in a grid with SpanSizeLookup

#### **Learn More**

- Create a List with RecyclerView
- RecyclerView
- <u>ListAdapter</u>
- Binding adapters
- GridLayoutManager
- <u>DiffUtil</u> and <u>ItemCallback</u>

### **Pathway**

Practice what you've learned by completing the pathway:

Lesson 10: Advanced RecyclerView use cases

