

Yesterday Review

+ Today Kim's Game

1. Name 4 views. Spelling counts.

1. Name 4 views. Spelling counts.

EditText

ImageView

TextView

Button

2. Name as many attributes as you can.

2. Name as many attributes as you can.

id

Layout_height

Layout_width

onClick

textSize

background

margin

padding

text

Layout_gravity

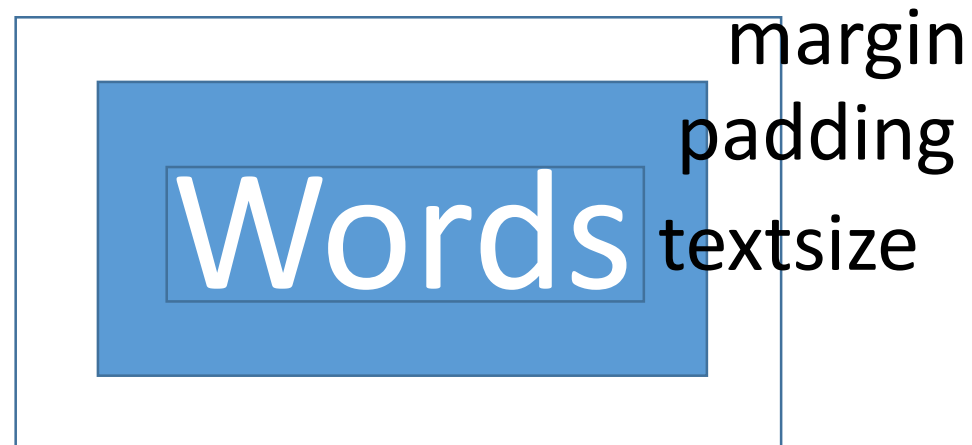
textColor

Src

orientation

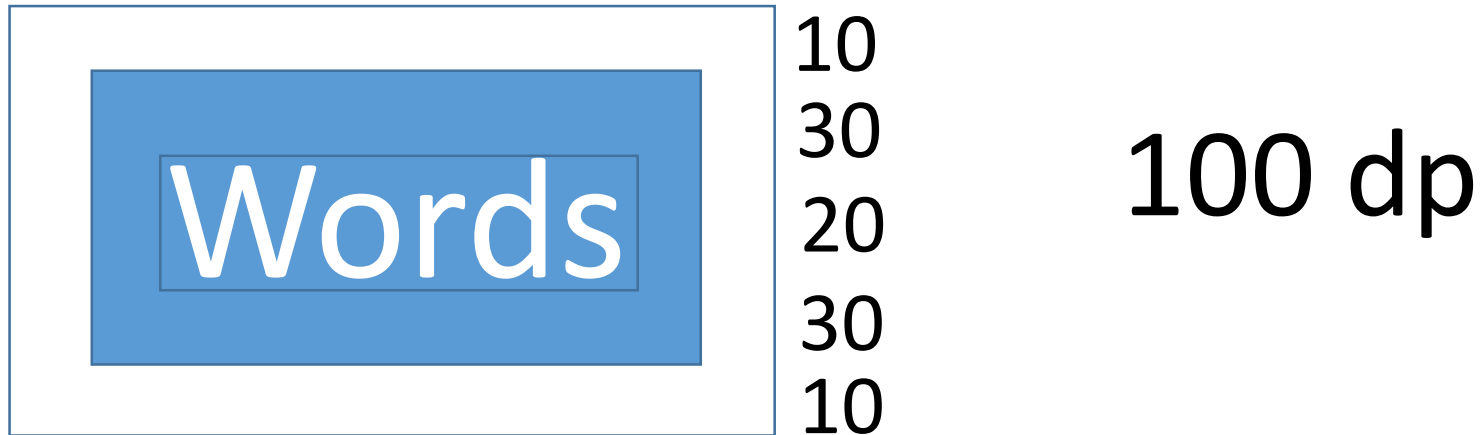
3. Draw a diagram that explains the difference between margins, padding and text size.

3. Draw a diagram that explains the difference between margins, padding and textSize.



4. On a view, the textsize is 20dp. The margins are 10dp and the padding is 30dp. What is the height allocated to the widget when drawn on the screen?

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5. What starts and ends a tag?

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<

>

6. Name 4 ways to specify size

6. Name 4 ways to specify size

Wrap_content

Match_parent

DP

SP

Widget Memorize

+ Yesterday Widgets

```
<TextView
```

```
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:layout_gravity="center"  
    android:padding="10dp"  
    android:text="Title"  
    android:textSize="16sp" />
```




```
<LinearLayout  
    android:layout_width="match_parent"  
    android:layout_height="match_parent"  
    android:orientation="vertical">  
  
</LinearLayout>
```



```
Button BID = (Button) findViewById(R.id.BID);  
EditText ETID = (EditText) findViewById(R.id.ETID);  
TextView TVID = (TextView) findViewById(R.id.TVID);  
ImageView IVID = (Button) findViewById(R.id.IVID);
```



<Button

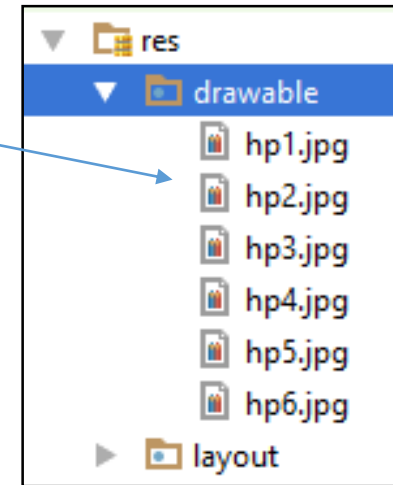
```
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:text="Words"  
    android:id="@+id/ButtonID"  
    android:onClick="MethodName"  
    android:layout_gravity="center"  
    android:textSize="20dp" />
```

```
public void MethodName(View view) {  
    Button BID = (Button) findViewById(R.id.BID);  
    BID.setText("Changed Text");  
}
```

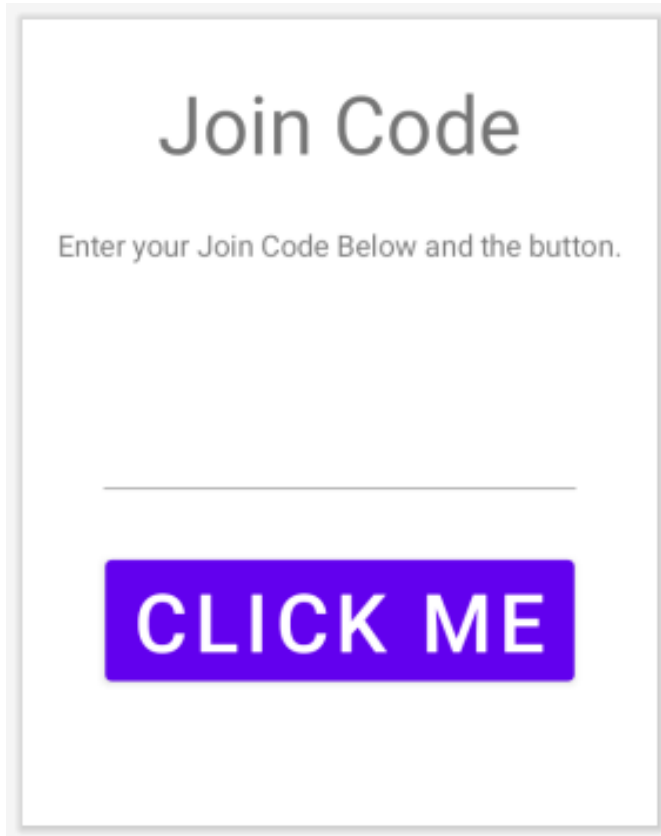


Some code snippets:

```
public void clicked(View view) {  
    TextView txt = (TextView) findViewById(R.id.txt);  
    ImageView pic = (ImageView) findViewById(R.id.pic);  
    EditText write = (EditText) findViewById(R.id.write);  
  
    String word = write.getText().toString();  
    txt.setText(word);  
    pic.setImageResource(R.drawable.hp2);  
    pic.setEnabled(false);  
  
    int num = Integer.parseInt(word);  
    int rNum = (int) (Math.random()*3+1);  
  
    txt.setText(num+" "+rNum);  
  
}
```



Circle the View that needs an id on the screen AND in the code.



<TextView

```
android:layout_width="wrap_content"  
android:layout_height="wrap_content"  
android:layout_gravity="center"  
android:padding="30dp"  
android:text="Join Code"  
android:textSize="50sp" />
```

<TextView

```
android:layout_width="wrap_content"  
android:layout_height="wrap_content"  
android:layout_gravity="center"  
android:text="Enter your Join Code Below and the button."  
android:textSize="18sp" />
```

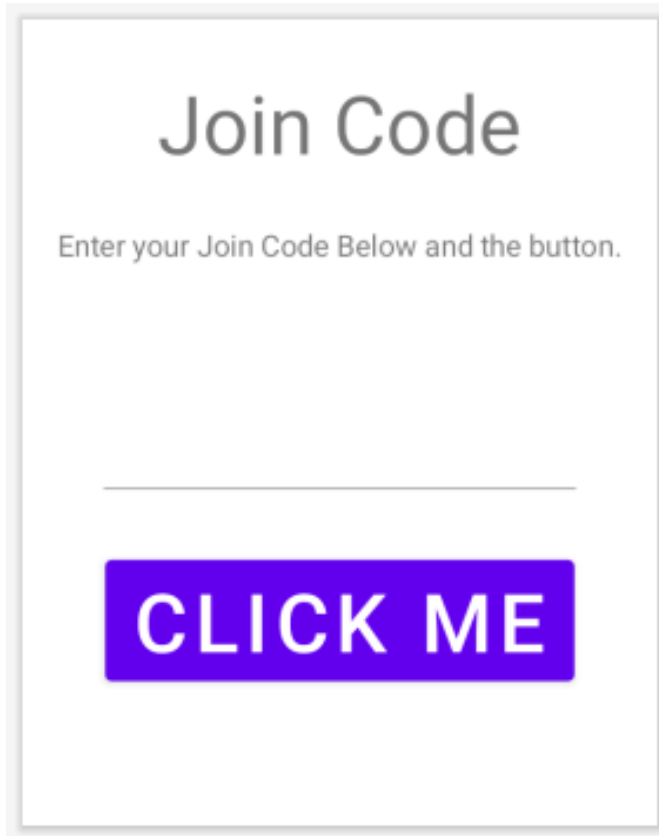
<EditText

```
android:layout_width="300dp"  
android:layout_height="wrap_content"  
android:layout_gravity="center"  
android:padding="40dp"  
android:textSize="50sp" />
```

<Button

```
android:layout_width="wrap_content"  
android:layout_height="wrap_content"  
android:layout_gravity="center"  
android:layout_margin="30dp"  
android:text="Click Me"  
android:textSize="50sp" />
```


Circle the View that needs an onClick on the screen AND in the code.



<TextView

```
android:layout_width="wrap_content"  
android:layout_height="wrap_content"  
android:layout_gravity="center"  
android:padding="30dp"  
android:text="Join Code"  
android:textSize="50sp" />
```

<TextView

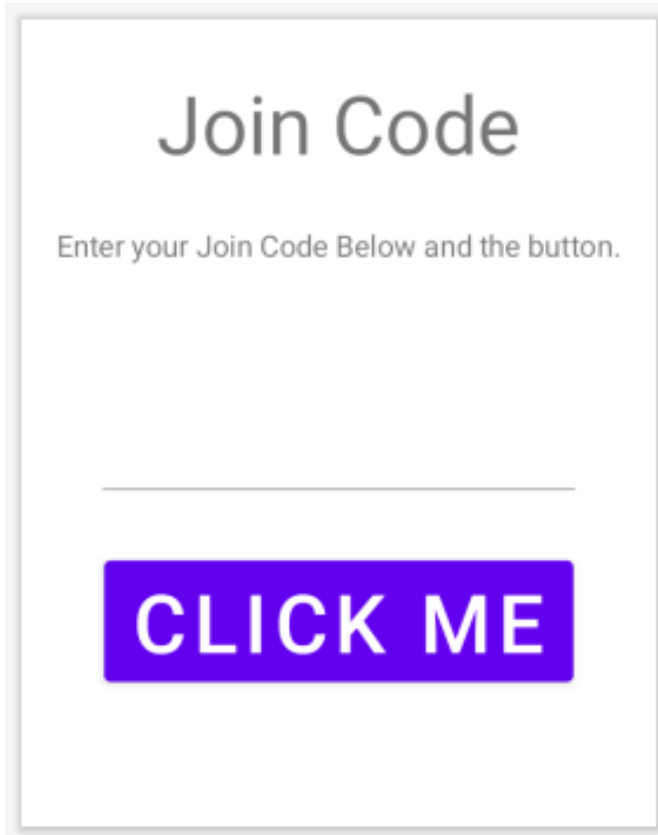
```
android:layout_width="wrap_content"  
android:layout_height="wrap_content"  
android:layout_gravity="center"  
android:text="Enter your Join Code Below and the button."  
android:textSize="18sp" />
```

<EditText

```
android:layout_width="300dp"  
android:layout_height="wrap_content"  
android:layout_gravity="center"  
android:padding="40dp"  
android:textSize="50sp" />
```

<Button

```
android:layout_width="wrap_content"  
android:layout_height="wrap_content"  
android:layout_gravity="center"  
android:layout_margin="30dp"  
android:text="Click Me"  
android:textSize="50sp" />
```



```
<TextView
```

```
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:layout_gravity="center"  
    android:padding="30dp"  
    android:text="Join Code"  
    android:textSize="50sp" />
```

```
<TextView
```

```
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:layout_gravity="center"  
    android:text="Enter your Join Code Below and the button."  
    android:textSize="18sp" />
```

```
<EditText
```

```
    android:id="@+id/code"  
    android:layout_width="300dp"  
    android:layout_height="wrap_content"  
    android:layout_gravity="center"  
    android:padding="40dp"  
    android:textSize="50sp" />
```

```
<Button
```

```
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:layout_gravity="center"  
    android:layout_margin="30dp"  
    android:onClick="join"  
    android:text="Click Me"  
    android:textSize="50sp" />
```

Circle where you would find the method name in the XML

Join Code

Enter your Join Code Below and the button.

CLICK ME

Java

```
public void _____ (View view) {  
  
}
```

XML

<EditText

```
    android:id="@+id/code"  
    android:layout_width="300dp"  
    android:layout_height="wrap_content"  
    android:layout_gravity="center"  
    android:padding="40dp"  
    android:textSize="50sp" />
```

<Button

```
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:layout_gravity="center"  
    android:layout_margin="30dp"  
    android:onClick="join"  
    android:text="Click Me"  
    android:textSize="50sp" />
```

Circle the widget that you need to findViewById (handle inflation)

Join Code

Enter your Join Code Below and the button.

CLICK ME

Java

```
public void join(View view) {  
  
}
```

XML

<EditText

```
    android:id="@+id/code"  
    android:layout_width="300dp"  
    android:layout_height="wrap_content"  
    android:layout_gravity="center"  
    android:padding="40dp"  
    android:textSize="50sp" />
```

<Button

```
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:layout_gravity="center"  
    android:layout_margin="30dp"  
    android:onClick="join"  
    android:text="Click Me"  
    android:textSize="50sp" />
```

Circle where you would find the id of the inflated widget in the XML

Join Code

Enter your Join Code Below and the button.

CLICK ME

Java

```
public void join(View view) {  
    EditText ____ = (EditText) findViewById(R.id.____);  
}
```

XML

<EditText

```
    android:id="@+id/code"  
    android:layout_width="300dp"  
    android:layout_height="wrap_content"  
    android:layout_gravity="center"  
    android:padding="40dp"  
    android:textSize="50sp" />
```

<Button

```
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:layout_gravity="center"  
    android:layout_margin="30dp"  
    android:onClick="join"  
    android:text="Click Me"  
    android:textSize="50sp" />
```

Circle where you declared an EditText in the Java.

Join Code

Enter your Join Code Below and the button.

CLICK ME

Java

```
public void join(View view) {  
    EditText code = (EditText) findViewById(R.id.code);  
    String c = code.getText().toString();  
    code.setText("");  
}
```

XML

<EditText

```
    android:id="@+id/code"  
    android:layout_width="300dp"  
    android:layout_height="wrap_content"  
    android:layout_gravity="center"  
    android:padding="40dp"  
    android:textSize="50sp" />
```

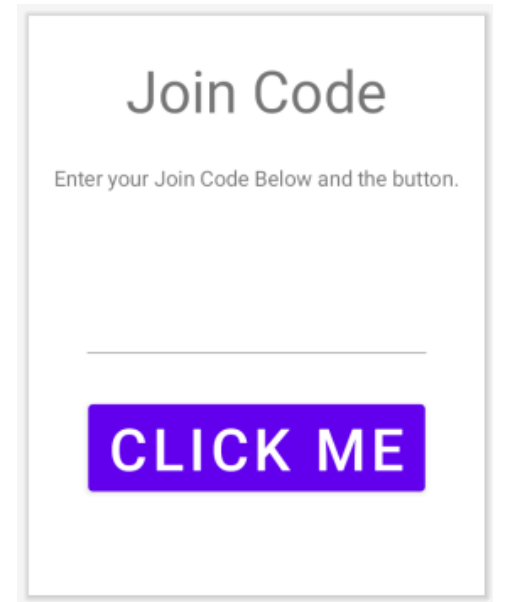
<Button

```
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:layout_gravity="center"  
    android:layout_margin="30dp"  
    android:onClick="join"  
    android:text="Click Me"  
    android:textSize="50sp" />
```

Circle where you got the text out of the Edit Text

Java

```
public void join(View view) {
    EditText code = (EditText) findViewById(R.id.code);
    String c = code.getText().toString();
    if (c.equals("12345"))
        Toast.makeText(getApplicationContext(), "You have joined", Toast.LENGTH_SHORT).show();
    else
        Toast.makeText(getApplicationContext(), "Join code is incorrect", Toast.LENGTH_SHORT).show();
    code.setText("");
}
```



What is the
correct join code?
Circle it.

Java

```
public void join(View view) {  
    EditText code = (EditText) findViewById(R.id.code);  
    String c = code.getText().toString();  
    if (c.equals("12345"))  
        Toast.makeText(getApplicationContext(), "You have joined", Toast.LENGTH_SHORT).show();  
    else  
        Toast.makeText(getApplicationContext(), "Join code is incorrect", Toast.LENGTH_SHORT).show();  
    code.setText("");  
}
```

Join Code

Enter your Join Code Below and the button.

CLICK ME

What appears on the screen if the correct join code is entered? Circle it.

Java

```
public void join(View view) {  
    EditText code = (EditText) findViewById(R.id.code);  
    String c = code.getText().toString();  
    if (c.equals("12345"))  
        Toast.makeText(getApplicationContext(), "You have joined", Toast.LENGTH_SHORT).show();  
    else  
        Toast.makeText(getApplicationContext(), "Join code is incorrect", Toast.LENGTH_SHORT).show();  
    code.setText("");  
}
```

Join Code

Enter your Join Code Below and the button.

CLICK ME

How do you clear the EditText, so the user can enter a new value? Circle it.

Java

```
public void join(View view) {  
    EditText code = (EditText) findViewById(R.id.code);  
    String c = code.getText().toString();  
    if (c.equals("12345"))  
        Toast.makeText(getApplicationContext(), "You have joined", Toast.LENGTH_SHORT).show();  
    else  
        Toast.makeText(getApplicationContext(), "Join code is incorrect", Toast.LENGTH_SHORT).show();  
    code.setText("");  
}
```

Join Code

Enter your Join Code Below and the button.

CLICK ME

```
public void join(View view) {
```

Handle Inflation

```
    EditText code = (EditText) findViewById(R.id.code);
```

Get stuff out of EditText

```
    String c = code.getText().toString();
```

Process stuff from EditText

```
    if (c.equals("12345"))
```

```
        Toast.makeText(getApplicationContext(), "You have joined", Toast.LENGTH_SHORT).show();
```

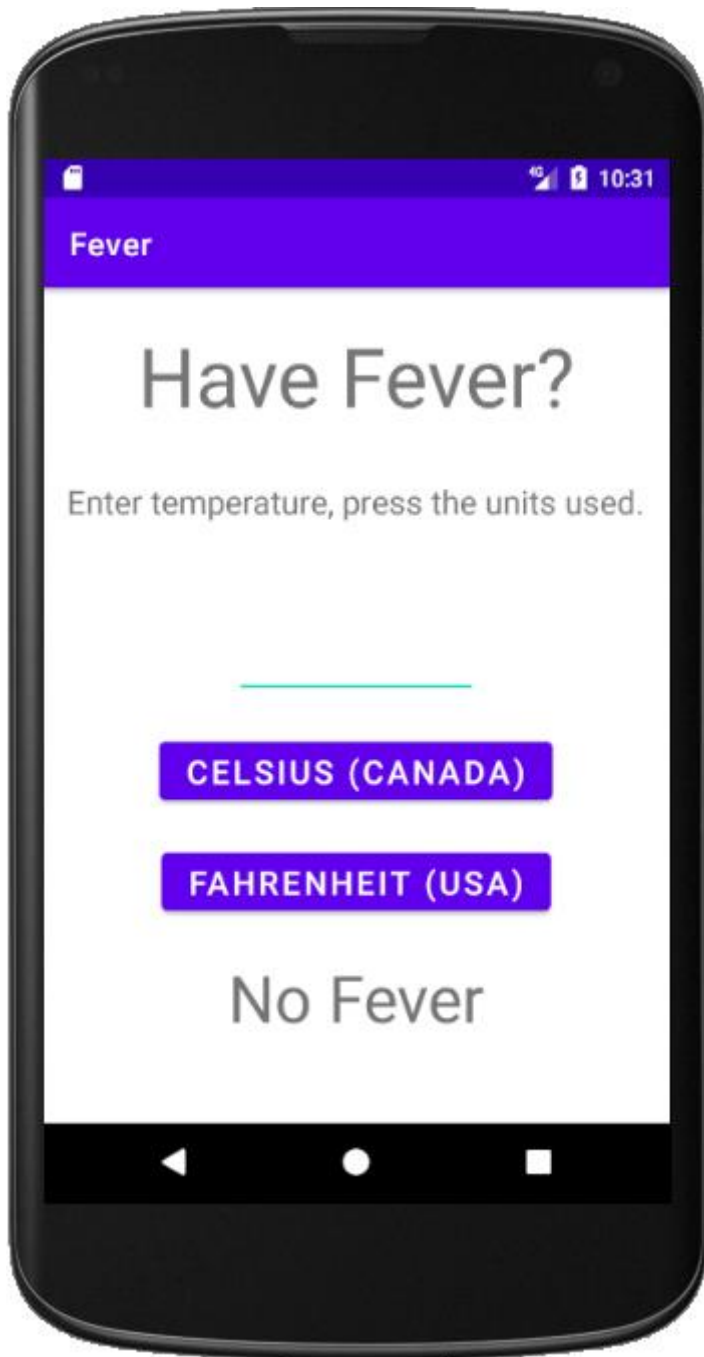
```
    else
```

```
        Toast.makeText(getApplicationContext(), "Join code is incorrect", Toast.LENGTH_SHORT).show();
```

Clear EditText

```
    code.setText("");
```

```
}
```



<EditText

```
    android:id="@+id/temp"  
    android:layout_width="150dp"  
    android:layout_height="wrap_content"  
    android:layout_gravity="center"  
    android:layout_margin="10dp"  
    android:textSize="50sp" />
```

<Button

```
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:layout_gravity="center"  
    android:layout_margin="10dp"  
    android:onClick="celsius"  
    android:text="Celsius (Canada)"  
    android:textSize="20sp" />
```

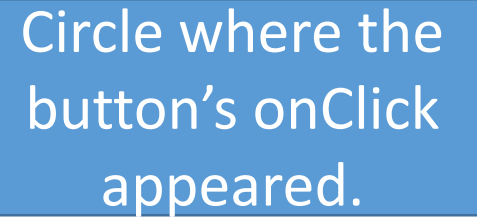
<Button

```
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:layout_gravity="center"  
    android:layout_margin="10dp"  
    android:onClick="fahrenheit"  
    android:text="Fahrenheit (USA)"  
    android:textSize="20sp" />
```

<TextView

```
    android:id="@+id/result"  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:layout_gravity="center"  
    android:layout_margin="10dp"  
    android:text="No data entered"  
    android:textSize="40sp" />
```

Circle all the pieces of information you will need in the java code.



Circle where the
button's onClick
appeared.

```
public void celsius(View view) {  
    EditText temp = (EditText) findViewById(R.id.temp);  
    TextView result = (TextView) findViewById(R.id.result);  
  
    double t = Double.parseDouble(temp.getText().toString());  
    if (t >= 37.8)  
        result.setText("Fever");  
    else  
        result.setText("No Fever");  
  
    temp.setText("");  
}
```



Circle where you handle inflation.

```
public void celsius(View view) {  
    EditText temp = (EditText) findViewById(R.id.temp);  
    TextView result = (TextView) findViewById(R.id.result);  
  
    double t = Double.parseDouble(temp.getText().toString());  
    if (t >= 37.8)  
        result.setText("Fever");  
    else  
        result.setText("No Fever");  
  
    temp.setText("");  
}
```



Circle where we get the number from the EditText

```
public void celsius(View view) {  
    EditText temp = (EditText) findViewById(R.id.temp);  
    TextView result = (TextView) findViewById(R.id.result);  
  
    double t = Double.parseDouble(temp.getText().toString());  
    if (t >= 37.8)  
        result.setText("Fever");  
    else  
        result.setText("No Fever");  
  
    temp.setText("");  
}
```



Circle where we change the
TextView on the screen.

```
public void celsius(View view) {  
    EditText temp = (EditText) findViewById(R.id.temp);  
    TextView result = (TextView) findViewById(R.id.result);  
  
    double t = Double.parseDouble(temp.getText().toString());  
    if (t >= 37.8)  
        result.setText("Fever");  
    else  
        result.setText("No Fever");  
  
    temp.setText("");  
}
```


To do the other button, you'd just cut and paste this code and make a few changes.

Change the method so that it can calculate using Fahrenheit (100)

```
public void celsius(View view) {  
    EditText temp = (EditText) findViewById(R.id.temp);  
    TextView result = (TextView) findViewById(R.id.result);  
  
    double t = Double.parseDouble(temp.getText().toString());  
  
    if (t >= 37.8)  
        result.setText("Fever");  
    else  
        result.setText("No Fever");  
  
    temp.setText("");  
}
```