

CS 193A

Stanford Android Library

Motivation

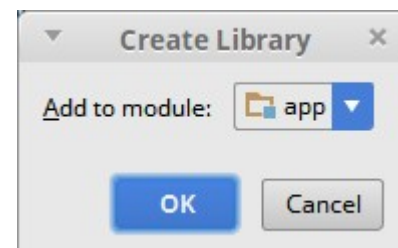
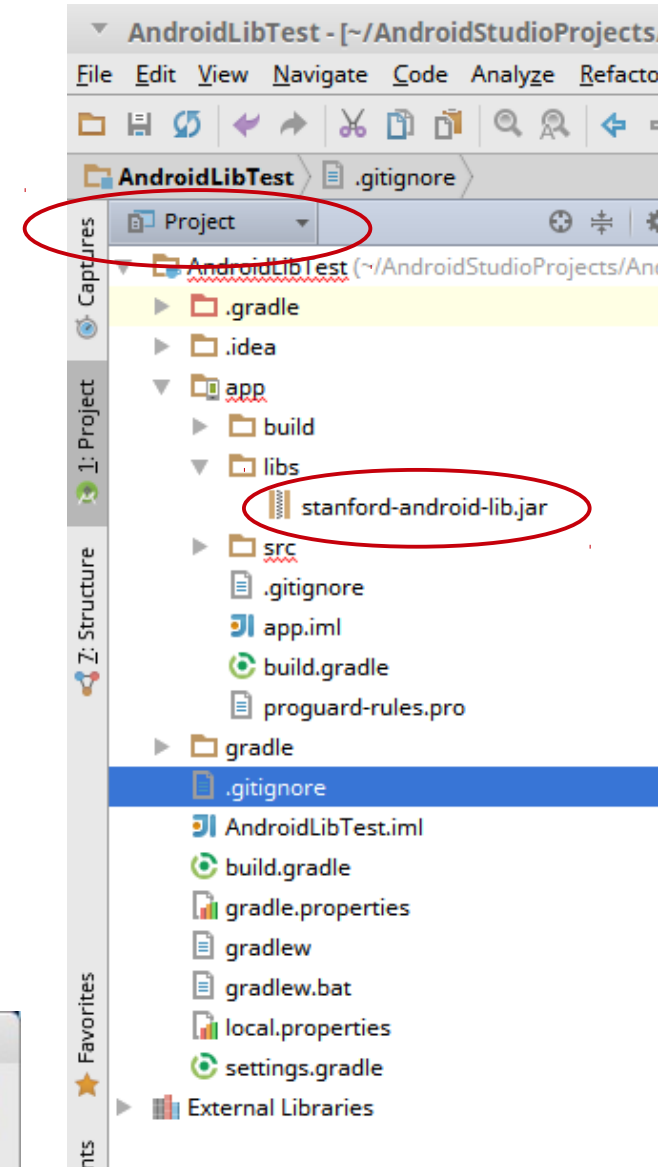
- Android development is harder than it needs to be.
 - Many common tasks that should be simple aren't.
- Stanford (Marty) is creating a library to make it simpler:

```
public class MyActivity extends Activity {  
public class MyActivity extends SimpleActivity {
```

- The `SimpleActivity` class provides lots of convenience methods and functionality for simplifying common Android tasks.
- We will continue to develop the library during the course.
- We will automatically link the library to future homeworks.

Using the library

- Download library JAR from class web site:
 - <http://cs193a.stanford.edu/lib/>
- Attach the .JAR file to your project:
 - Put the JAR in your project's app/libs/ folder.
 - In Android Studio:
 - make sure you are in "Project" view mode.
 - scroll down to app/libs/ folder.
 - right-click the JAR.
 - choose "Add as Library" near the bottom.
 - add the lib to your module named "app".



Accessing widgets by IDs



Method

Description

`findButton(id)`

returns Button for given ID

`findCalendarView, findCheckBox,
findDatePicker, findEditText,
findFragment, findGridView,
findImageButton, findImageView,
findListView, findProgressBar,
findRadioButton, findRadioGroup,
findRatingBar, findScrollView,
findSearchView, findSeekBar, findSpace,
findSpinner, findStackView,
findTextView, findTimePicker,
findToggleButton, findToolBar,
findZoomButton`

returns widget of given type
that has the given ID

`// access widgets by ID without needing to cast`

```
Button button = findButton(R.id.mybutton);
```

```
ListView list = findListView(R.id.mylist);
```

...

Lists



Method	Description
<code>listCreateAdapter(<i>items</i>)</code>	create/return an ArrayAdapter
<code>listCreateAdapter(<i>item1</i>, <i>item2</i>, ..., <i>itemN</i>)</code>	create/return an ArrayAdapter
<code>listGetItems(<i>ListView</i>)</code>	return items as ArrayList
<code>listSetItems(<i>ListView</i>, <i>items</i>);</code>	set items from ArrayList
<code>listSetItems(<i>ListView</i>, <i>item1</i>, <i>item2</i>, ..., <i>itemN</i>);</code>	set items in list view

```
// easy get/set of ListView items
```

```
ListView list = findViewById(R.id.mylist);
```

```
listSetItems(list, "Leo", "Mike", "Don", "Raph");
```

Standard list events

```
// normal crappy code to hear list item click events
ListView list = findViewById(R.id.mylist);
list.setOnItemClickListener(
    new AdapterView.OnItemClickListener() {
        @Override
        public void onItemClick(AdapterView<?> parent,
            View view, int index, long id) {
            // phew! event handler code goes here :-(
        }
    }
);
```

Easier list events



```
// SimpleActivity code to hear list item click events
ListView list = findViewById(R.id.mylist);
list.setOnItemClickListener(this);
```

```
...
```

```
public void onItemClick(ListView list, int index) {
    // event handler code goes here :-)
}
```

```
// also available:
```

```
// - onItemLongClick
```

```
// - onItemSelected
```

```
// - other similar events for other widget types
```

Playing audio (MediaPlayer)



Method	Description
<code>soundPlay(<i>id</i>);</code>	play/unpause sound with given ID
<code>soundLoop(<i>id</i>);</code>	repeatedly plays sound
<code>soundPause(<i>id</i>);</code>	pause sound if playing
<code>soundStop(<i>id</i>);</code>	stops the given sound if playing
<code>soundIsPlaying(<i>id</i>)</code>	returns true if the sound is playing
<code>soundIsLooping(<i>id</i>)</code>	returns true if the sound is looping
<code>soundGetPosition(<i>id</i>)</code>	returns time index of playing clip in MS
<code>soundSetPosition(<i>id</i>, <i>ms</i>)</code>	advances the clip to the given time

`// convenience methods for playing sounds`

```
soundPlay(R.id.cowabunga);  
soundLoop(R.id.tmnt_theme);
```


Text-to-speech and back



Method	Description
<code>speak("text");</code>	Speak a string aloud (text-to-speech)
<code>textToSpeechSupported()</code>	Returns true if the device supports text-to-speech and the <code>speak</code> method
<code>speechToTextSupported()</code>	Returns true if the device supports speech-to-text
<code>speechToText("prompt");</code>	Initiate speech-to-text
<code>onSpeechToTextReady(text)</code>	Called when speech-to-text is ready

`// convenience methods for speech`

```
speak("Hello, world!");
```

```
speechToText("Say your name");
```

```
...
```

```
public void onSpeechToTextReady(String theName) { ...
```

Camera and photos



Method

Description

takePhoto();
takePhoto(*filename*);

initiates taking a photo
(if filename passed, saves it)

photoGallery();

launches photo gallery activity

cameraExists()

returns true if device has a camera

onPhotoReady(*bitmap*)

override this to capture the photo
after it is taken/chosen

```
// make it easy to take a photo with the camera
```

```
takePhoto();
```

```
...
```

```
public void onPhotoReady(Bitmap bitmap) {
```

```
    // write code here to process the photo
```

```
}
```

Reading/writing files



Method	Description
<code>openExternalFileBufferedReader("filename")</code> <code>openExternalFileScanner("filename")</code>	read file in external storage
<code>openExternalFilePrintStream(filename)</code>	write file in external storage
<code>openInternalFileBufferedReader(id)</code> <code>openInternalFileScanner(id)</code>	read file in internal storage
<code>readFileLines(id) // internal</code> <code>readFileLines(filename) // external</code>	read file and return its lines as an ArrayList of strings
<code>readFileText(id) // internal</code> <code>readFileText(filename) // external</code>	read file and return its text as a String
<code>writeFileLines(filename, list); // external</code> <code>writeFileText(filename, text);</code>	write contents of a list or string to an external file

`// more easily read and write files`

```
Scanner scan = openInternalFileScanner(R.raw.myfile);  
while (scan.hasNextLine()) { ... }
```

System directories



Method	Description
<code>getDocumentsDirectory()</code>	dir where docs are stored
<code>getDownloadsDirectory()</code>	dir where downloads are stored
<code>getMoviesDirectory()</code>	dir where movies are stored
<code>getMusicDirectory()</code>	dir where music/songs are stored
<code>getPhotosDirectory()</code>	dir where pictures are stored

```
// write to a file in the documents directory
PrintStream out = openExternalPrintStream(
    getDocumentsDirectory(), "myfile.txt");
out.println("this is a test");
out.close();
```

Logging, printing, toasts



Method

Description

```
log("message");  
log(exception);  
log("message", exception);
```

equivalent to Log.d

```
println("message");  
printf("formatStr", args);
```

equivalent to Log.v

```
toast("message");  
toast("message", time);
```

equivalent to Toast.makeText

// slightly easier printing of debug/toast messages

```
println("A message from SimpleActivity");
```

```
toast("A toast message");
```

Starting/finishing activities



Method

Description

```
startActivity(ClassName, params);
```

start another activity

```
startActivityForResult(  
    ClassName, reqCode, params);
```

start an activity that will return a result using the given code

```
finish(params);
```

end the current activity and pass back parameters

```
finish(resultCode, params);
```

end current activity with given code and parameters

```
// more easily launch another activity
```

```
startActivity(MyActivity2.class,  
    "param1", value1, "param2", value2);
```

```
...
```

```
finish("param1", value1, "param2", value2);
```

Activity parameters



Method	Description
<code>getBooleanExtra("name")</code>	get boolean parameter
<code>getDoubleExtra("name")</code>	get double parameter
<code>getIntExtra("name")</code>	get integer parameter
<code>getLongExtra("name")</code>	get long integer parameter
<code>getStringExtra("name")</code>	get string parameter

```
// extracting parameters when an activity is called
```

```
String email = getStringExtra("emailAddress");  
int age = getIntExtra("age");
```

```
// each method also has a default-value version
```

```
int age = getIntExtra("age", 40);
```

Activity instance state



Method

Description

`saveAllFields(bundle);`

store all fields' values into bundle

`restoreAllFields(bundle);`

load all fields' values from bundle

`@AutoSaveFields`

annotation on top of class to automatically save/restore fields' values when activity is loaded

```
// easily save/load all private instance variables (non-View types)
```

```
@Override
```

```
protected void onRestoreInstanceState(Bundle bundle) {
```

```
    super.onRestoreInstanceState(savedInstanceState);
```

```
    restoreAllFields(bundle);
```

```
}
```

```
...
```

```
// or, just put this on top of your class
```

```
@AutoSaveFields
```

```
public Class MyActivity extends SimpleActivity { ...
```


App preferences



Method

Description

<code>putPreference("name", value);</code>	sets an app preference
<code>getPreferenceBoolean("name")</code>	returns an app preference
<code>getPreferenceDouble("name")</code>	returns an app preference
<code>getPreferenceInt("name")</code>	returns an app preference
<code>getPreferenceLong("name")</code>	returns an app preference
<code>getPreferenceString("name")</code>	returns an app preference

// easier version of SharedPreferences object

```
putPreference("username", "stepp");
```

```
...
```

```
String username = getPreferenceString("username");
```

App shared preferences



Method

Description

```
putSharedPreference("filename",  
                    "name", value);
```

sets a shared preference

```
getSharedPreferenceBoolean(  
    "filename", "name")
```

returns a preference

```
getSharedPreferenceDouble(  
    "filename", "name")
```

returns a preference

```
getSharedPreferenceInt(  
    "filename", "name")
```

returns a preference

```
getSharedPreferenceLong(  
    "filename", "name")
```

returns a preference

```
getSharedPreferenceString(  
    "filename", "name")
```

returns a preference

System services



Method

Description

```
dial("phoneNumber");
```

launch phone dialer service

```
map(Lat, Lng);
```

launch maps service

```
map(Lat, Lng, zoom);
```

```
textMessage("phoneNumber");
```

launch SMS messaging service

```
textMessage("phoneNumber",  
            "message");
```

```
webBrowser("url");
```

launch default web browser

```
// launch system services
```

```
dial("1-650-555-4444");
```

```
webBrowser("http://stanford.edu/");
```

Checking orientation



Method

Description

`isPortrait()`

true if in portrait orientation

`isLandscape()`

true if in landscape orientation

```
if (getResources().getConfiguration().orientation ==  
Configuration.ORIENTATION_LANDSCAPE) {  
    // we are in landscape orientation  
    ...  
}
```

```
if (isLandscape()) { ... }
```

Accessing resources



Method

Description

<code>getResourceId(<i>name</i>, <i>type</i>)</code>	return ID for resource of given type, e.g. "drawable"
<code>getResourceName(<i>id</i>)</code>	return resource short name for ID, e.g. R.drawable.foo => "foo"
<code>getResourceFullName(<i>id</i>)</code>	return resource long name for ID, e.g. R.drawable.foo => "R.drawable.foo"

```
// convert between resource IDs and strings easily
```

```
// String pika = "pikachu"
```

```
String pika = getResourceName(R.drawable.pikachu);
```

```
// int id = R.drawable.pikachu
```

```
int id = getResourceId("pikachu", "drawable");
```

SimpleFragment



- Accessing fragments from a `SimpleActivity`:

```
Fragment myFrag = findFragmentById(R.id.myId);
```

- If your app uses fragments, you can also have your fragments extend `SimpleFragment`:

```
public class MyFragment extends Fragment {  
public class MyFragment extends SimpleFragment {
```

- Not a lot of functionality yet, but currently lets you access the `SimpleActivity` containing the fragment.

```
SimpleActivity act = getSimpleActivity();
```

```
...
```

Manipulating fragments



Method	Description
<code>findFragment(<i>id</i>)</code> <code>findFragmentById(<i>id</i>)</code>	return fragment with the given ID
<code>addFragment(<i>containerID</i>, <i>fragment</i>);</code>	add a new fragment into the given view as its container
<code>removeFragment(<i>fragment</i>);</code>	remove an existing fragment
<code>replaceFragment(<i>containerID</i>, <i>fragment</i>);</code>	replace a fragment with a new one
<code>hideFragment(<i>fragment</i>);</code>	make a fragment invisible
<code>showFragment(<i>fragment</i>);</code>	make a fragment visible

// convenience methods instead of FragmentManager

```
MyFragment frag = new MyFragment();  
addFragment(R.id.mycontainerid, frag);
```

Alert dialogs



Method	Description
<code>showAlertDialog("text");</code>	display a message with OK button
<code>showCheckboxInputDialog("item1", "item2", ..., "itemN");</code>	set of checkboxes to choose from
<code>showConfirmDialog("text");</code>	display message with Yes/No buttons
<code>showInputDialog("prompt");</code>	prompt for input with text box
<code>showListInputDialog("item1", "item2", ..., "itemN");</code>	list of tappable items (choose 1)
<code>showMultiInputDialog("prompt1", "prompt2", ..., "promptN");</code>	prompt for input with many text boxes
<code>showRadioInputDialog("item1", "item2", ..., "itemN");</code>	set of radio buttons (choose 1)
<code>onAlertDialogClose(dialog)</code>	called when alert dialog closes
<code>onDialogCancel(dialog)</code>	called when any dialog is canceled
<code>onInputDialogClose(dialog, input)</code>	called when input / list / radio dialog closes
<code>onMultiInputDialogClose(dialog, inputs)</code>	called when checkbox / multi-input closes

** (many methods can accept other parameters to customize their behavior)*

Alert dialog example



```
// example of showInputDialog (in your activity class)
```

```
showInputDialog("What's your name?");
```

```
...
```

```
@Override
```

```
public void onInputDialogClose(AlertDialog dialog, String input) {  
    toast("The user's name is " + input);  
}
```

```
// example of showMultiInputDialog (in your activity class)
```

```
showMultiInputDialog("Username", "Email", "Password");
```

```
...
```

```
@Override
```

```
public void onMultiInputDialogClose(AlertDialog dialog, String[] inputs) {  
    toast("username: " + inputs[0]);  
    toast("email:      " + inputs[1]);  
    toast("password:  " + inputs[2]);  
}
```

More dialog methods



Method

Description

`setDialogsCancelable(boolean);`

whether dialogs should have Cancel button

`setDialogsIcon(id);`

ID of drawable to show as icon on dialogs

`setDialogsTitle("text");`

text to show next to icon as dialogs' title

// methods to further customize dialog appearance

```
setDialogsCancelable(true);
```

```
setDialogsIcon(android.R.drawable.ic_dialog_alert);
```

```
setDialogsTitle("Security Warning");
```

```
showConfirmDialog("Unsafe operation! Continue?");
```

Dialog options in strings.xml



```
<resources>
```

```
...
```

```
<!-- XML options to customize dialog appearance -->
```

```
<bool name="dialogCancelable">true</bool>
```

```
<string name="dialogDefaultTitle">Security Warning</string>
```

```
<drawable name="dialogIcon">@android:drawable/ic_dialog_alert</drawable>
```

```
</resources>
```

Simple graphical canvas



- The library contains a `SimpleCanvas` class that more easily handles drawing and animation.

```
public class MyCanvas extends SimpleCanvas { ...
```

- There is also a `GCanvas` class that replicates much of the functionality of the Stanford Java library from CS 106A.

```
public class MyCanvas extends GCanvas { ...
```

- `GCanvas` is a subclass of `SimpleCanvas`.

SimpleCanvas methods



Method

Description

```
animate(framesPerSec);  
animationPause();  
animationResume();  
animationStop();  
isAnimated()
```

animation methods

```
onAnimationTick()
```

override for code to run on each anim. frame

```
createFont(name, style)
```

create a Typeface

```
createPaint(red, green, blue)
```

create a Paint

```
drawBitmap(bmp, x, y);  
drawOval(x1, y1, x2, y2);  
drawRect(x1, y1, x2, y2);  
drawRoundRect(x1, y1, x2, y2);  
drawString(str, x, y);
```

draw various shapes and images

```
setColor(Paint);  
setColor(red, green, blue);
```

sets color for future drawing calls

```
setFont(name, style, size);
```

sets font for future drawing calls

```
setFontSize(size);
```

sets font size for future drawing calls

```
setPaintStyle(paintStyle);
```

sets paint style (stroked, filled, both)

GCanvas methods



Method

Description

<code>add(<i>gobject</i>);</code> <code>add(<i>gobject</i>, <i>x</i>, <i>y</i>);</code>	add graphical object to canvas at top of z-order
<code>contains(<i>gobject</i>)</code>	true if this graphical object is in canvas
<code>getElement(<i>index</i>)</code>	returns graphical object at given index in list
<code>getElementAt(<i>x</i>, <i>y</i>)</code>	top object at given pixel, or null if none
<code>getElementCount()</code>	returns number of graphical objects
<code>init()</code>	override this to write initialization code
<code>remove(<i>gobject</i>);</code>	remove graphical object from canvas
<code>removeAll();</code>	removes all graphical objects
<code>sendBackward(<i>gobject</i>);</code> <code>sendForward(<i>gobject</i>);</code> <code>sendToBack(<i>gobject</i>);</code> <code>sendToFront(<i>gobject</i>);</code>	adjust object's position in Z-ordering

Types of GObject



Class	Description
GColor	class with many Paint constants including BLACK, BLUE, RED, WHITE, etc.
GCompound	container for treating other objects as a group
GImage	represents a bitmap image
GLabel	a text string drawn in a given font
GLine	connection between two points
GObject	superclass for other graphical object classes
G Oval	a circle or ellipse
GPolygon	connects arbitrary points to form a polygon
GRect	a square or rectangle
GSprite	wraps a GObject and adds methods useful for games

- For details on each type of GObject, visit the library Javadoc page.
- Many methods and behaviors match the [Stanford 106A library](#).

SimpleActivity game methods



Method

Description

`setWakeLock(boolean);`

set whether wake lock should be on/off

`wakeLockIsEnabled()`

returns true if you called `setWakeLock(true)`; before

`setFullscreenMode(boolean);`

set whether app should go into full screen mode

Database access



```
// Row object has same methods as Cursor and more
SQLiteDatabase db = openOrCreateDatabase(
    "simpsons", MODE_PRIVATE, null);
Cursor cr = db.rawQuery(
    "SELECT id, email FROM students", null);
for (SimpleRow row : SimpleDatabase.rows(cr)) {
    int id = row.get("id");
    String email = row.get("email");
    ...
}
cr.close();
```

A diagram illustrating a database table named 'students'. The table has three columns: 'id', 'name', and 'email'. The rows contain the following data:

id	name	email
123	Bart	bart@fox.com
456	Milhouse	milhouse@fox.com
888	Lisa	lisa@fox.com
404	Ralph	ralph@fox.com

The word 'students' is written below the table. A green box highlights the first row (123, Bart, bart@fox.com). A red box highlights the entire table. A label 'Cursor' with four arrows points to the first, second, third, and fourth rows of the table.

Importing a .sql file



- A .sql file contains a sequence of SQL commands.
 - Common format for exporting an entire database and its contents.
 - Used to save a backup or restore db to another server.
- To import a .sql file into an Android app:
 - Put the .sql file into your app's res/raw folder
 - Then use `executeSqlFile` method as shown below to import it!

```
// read file "example.sql" into a database named "example"  
SimpleDatabase.with(this)  
    .executeSqlFile(db, R.raw.example);
```

BroadcastReceiver help



- A `SimpleActivity` can act as a broadcast receiver.
 - No need for intent filter or separate broadcast receiver class.
 - Just override the `onBroadcastReceived` method.

```
public class ActivityClassName extends SimpleActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        // register for any broadcasts you want to receive
        // (no need for IntentFilter or BroadcastReceiver class)
        registerReceiver("action1", "action2", ..., "actionN");
    }

    @Override
    public void onBroadcastReceived(Intent intent) {
        ...
    }
}
```

SimpleNotification



- Stanford library class `SimpleNotification` extends `Notification.Builder` with convenience methods:

`send()` - combines `build()` with `NotificationManager`
`setIntent(...)` - simpler syntax for a pending intent
`addAction(...)` - simpler syntax for an action

// example

```
SimpleNotification.with(this)  
    .setContentTitle("title")  
    .setContentText("text")  
    .setSmallIcon(R.drawable.icon)  
    .setIntent(MyActivity.class, parameters)  
    .addAction(iconID1, "title1", MyActivity1.class, params)  
    .addAction(iconID2, "title2", MyActivity2.class, params)  
    .send();
```