

Mobile Application Development

Produced
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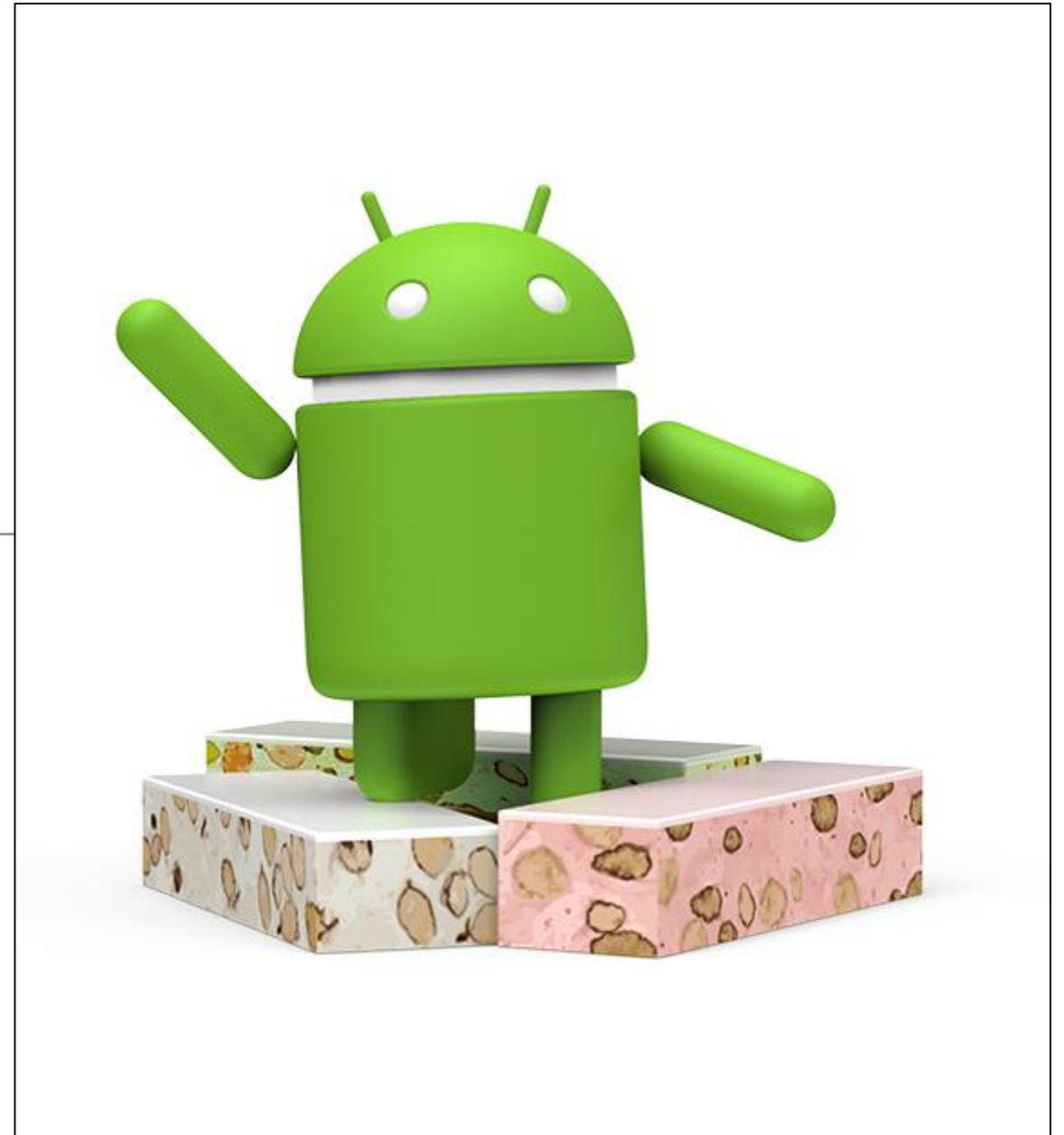


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INSTITIÚID TEICNEOLAÍOCHTA PHORT LÁIRCE



Event Handling

...and a brief recap of Interfaces



Interfaces Recap

What is an interface?

- Writing an interface is similar to writing a class.
 - But a class describes the **attributes** and **behaviours** of an object.
 - And an interface contains **behaviours** that a class implements.

What is an interface?

- An interface is:
 - a reference **type** in Java
 - similar(ish) to a class,
 - a collection of abstract method signatures.
- A class **implements** an interface, thereby inheriting the abstract methods of the interface.

What is an interface?

- Along with abstract methods an interface may also contain:
 - constants i.e. final static fields
 - default methods
 - static methods
- Method bodies exist only for default methods and static methods.
- NOTE: Pre Java 8, Interfaces did not have static and default methods.

Syntax for an Interface

```
import java.lang.*;  
//Any number of import statements
```

```
public interface NameOfInterface {  
    //Any number of final, static fields  
    //Any number of abstract method declarations  
    //Any number of default and static method implementations  
}
```

File name :
NameOfInterface.java

Syntax for an Interface

```
import java.lang.*;  
//Any number of import statements
```

```
public interface NameOfInterface {  
    //Any number of final, static fields  
    //Any number of abstract method declarations  
    //Any number of default and static method implementations  
}
```

File name :
NameOfInterface.java

```
interface IMammal  
{  
    public void eat();  
    public void travel();  
}
```

File name :
IMammal.java

Implementing an Interface

- When a class implements an interface:
 - you can think of the class as **signing a contract**, agreeing to perform the specific behaviours of the interface.
- If a class does not perform all the behaviours of the interface, the class must declare itself as abstract.
- A class can implement more than one interface at a time.

Implementing an Interface

```
public class Mammal implements IMammal{
    public void eat(){
        System.out.println("Mammal eats");
    }

    public void travel(){
        System.out.println("Mammal travels");
    }

    public static void main(String args[]){
        Mammal m = new Mammal();
        m.eat();
        m.travel();
    }
}
```

Mammal.java

IMammal.java

```
interface IMammal
{
    void eat();
    void travel();
}
```

Interfaces and Android

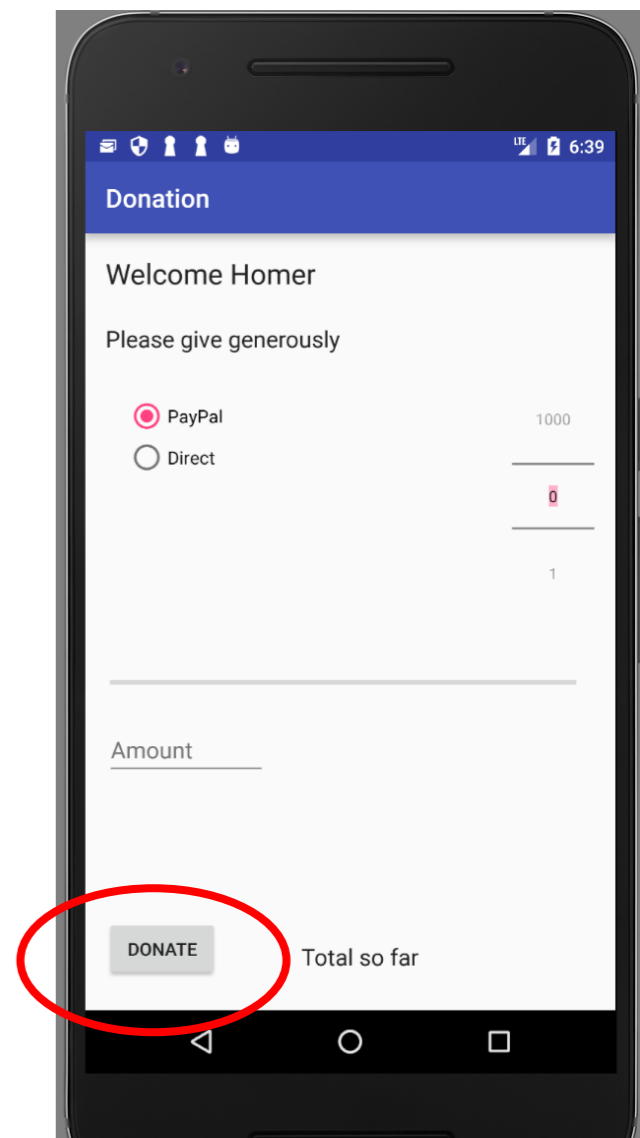
Setting listeners

- Android applications are typically event-driven.
- Unlike command-line programs or scripts, event-driven applications start and then wait for an event, such as the user pressing a button.
 - (Events can also be initiated by the OS or another application, but user-initiated events are the most obvious.)
- When your application is waiting for a specific event, we say that it is "listening for" that event.
- The object that you create to respond to an event is called a listener. A listener is an object that implements a listener interface for that event.

Setting Listeners - 3 Different Styles

- The three styles are:
 1. Explicitly set in Resource File
 2. Using Listener Interface
 3. Using Anonymous Inner Class
- We need to master all three!

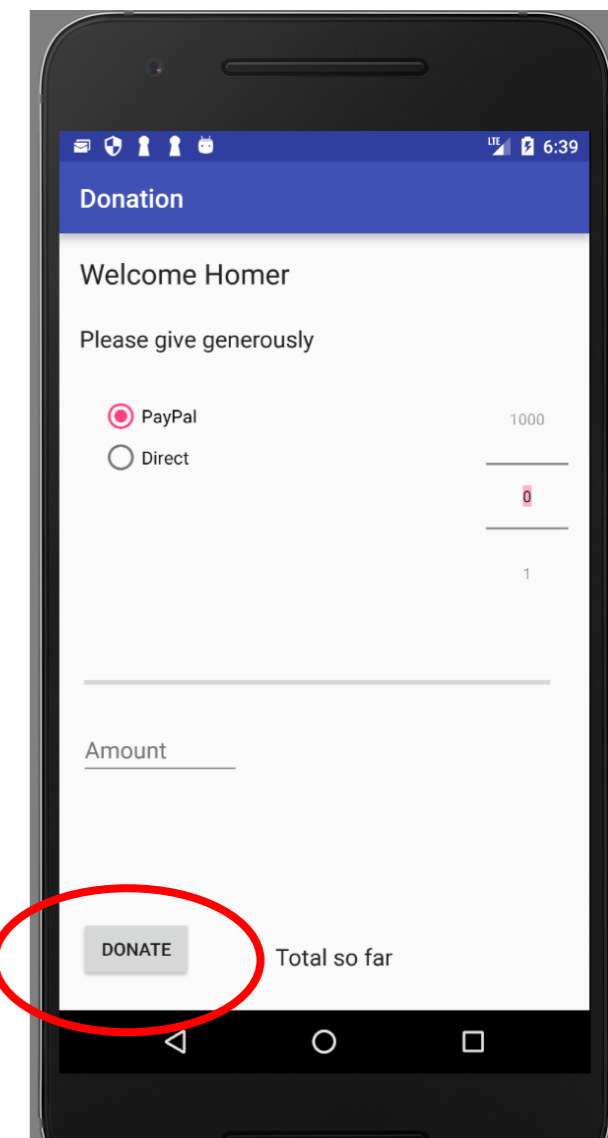
1. listeners explicitly set in a Resource File



1. listeners explicitly set in a Resource File

activity_donate.xml

```
<Button  
    android:id="@+id/donateButton"  
    android:layout_width="88dp"  
    android:layout_height="48dp"  
    android:layout_marginBottom="24dp"  
    android:text="@string/donateButton"  
    app:layout_constraintBottom_toBottomOf="parent"  
    android:onClick="donateButtonPressed"  
    android:layout_marginLeft="16dp"  
    app:layout_constraintLeft_toLeftOf="parent" />
```



1. listeners explicitly set in a Resource File

activity_donate.xml

```
<Button
    android:id="@+id/donateButton"
    android:layout_width="88dp"
    android:layout_height="48dp"
    android:layout_marginBottom="24dp"
    android:text="@string/donateButton"
    app:layout_constraintBottom_toBottomOf="parent"
    android:onClick="donateButtonPressed"
    android:layout_marginLeft="16dp"
    app:layout_constraintLeft_toLeftOf="parent" />
```

```
public class Donate extends AppCompatActivity {
    private int totalDonated = 0;
    private int target = 10000;

    private RadioGroup paymentMethod;
    private ProgressBar progressBar;
    private NumberPicker amountPicker;
    private EditText amountText;
    private TextView amountTotal;

    protected void onCreate(Bundle savedInstanceState) {
        //code omitted
    }

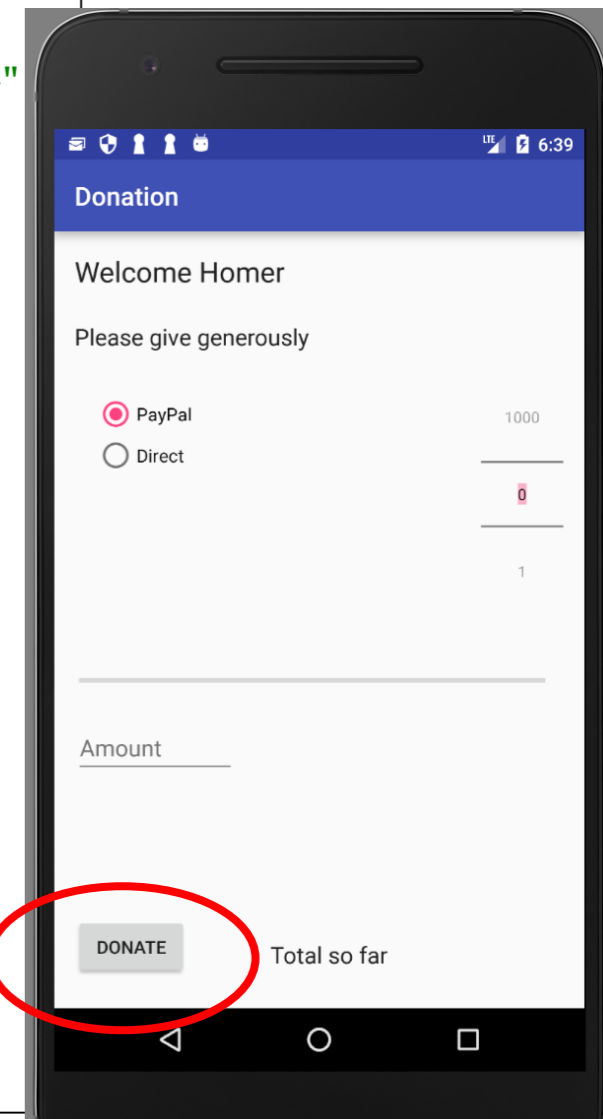
    public void donateButtonPressed (View view){
        String method = paymentMethod.getCheckedRadioButtonId() == R.id.payPal ? "PayPal" : "Direct"

        int donatedAmount = amountPicker.getValue();
        if (donatedAmount == 0) {
            String text = amountText.getText().toString();
            if (!text.equals(""))
                donatedAmount = Integer.parseInt(text);
        }

        if (totalDonated > target) {
            Toast toast = Toast.makeText(this, "Target Exceeded!", Toast.LENGTH_SHORT);
            toast.show();
            Log.v("Donate", "Target Exceeded: " + totalDonated);
        }
        else {
            totalDonated = totalDonated + donatedAmount;
            progressBar.setProgress(totalDonated);
            Log.v("Donate", amountPicker.getValue() + " donated by " + method
                + "\nCurrent total " + totalDonated);
        }

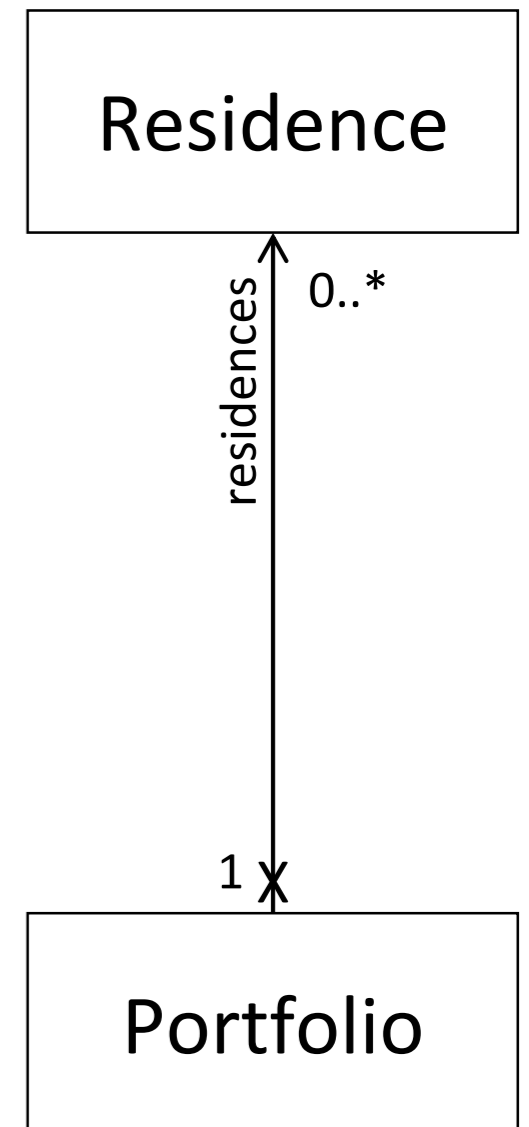
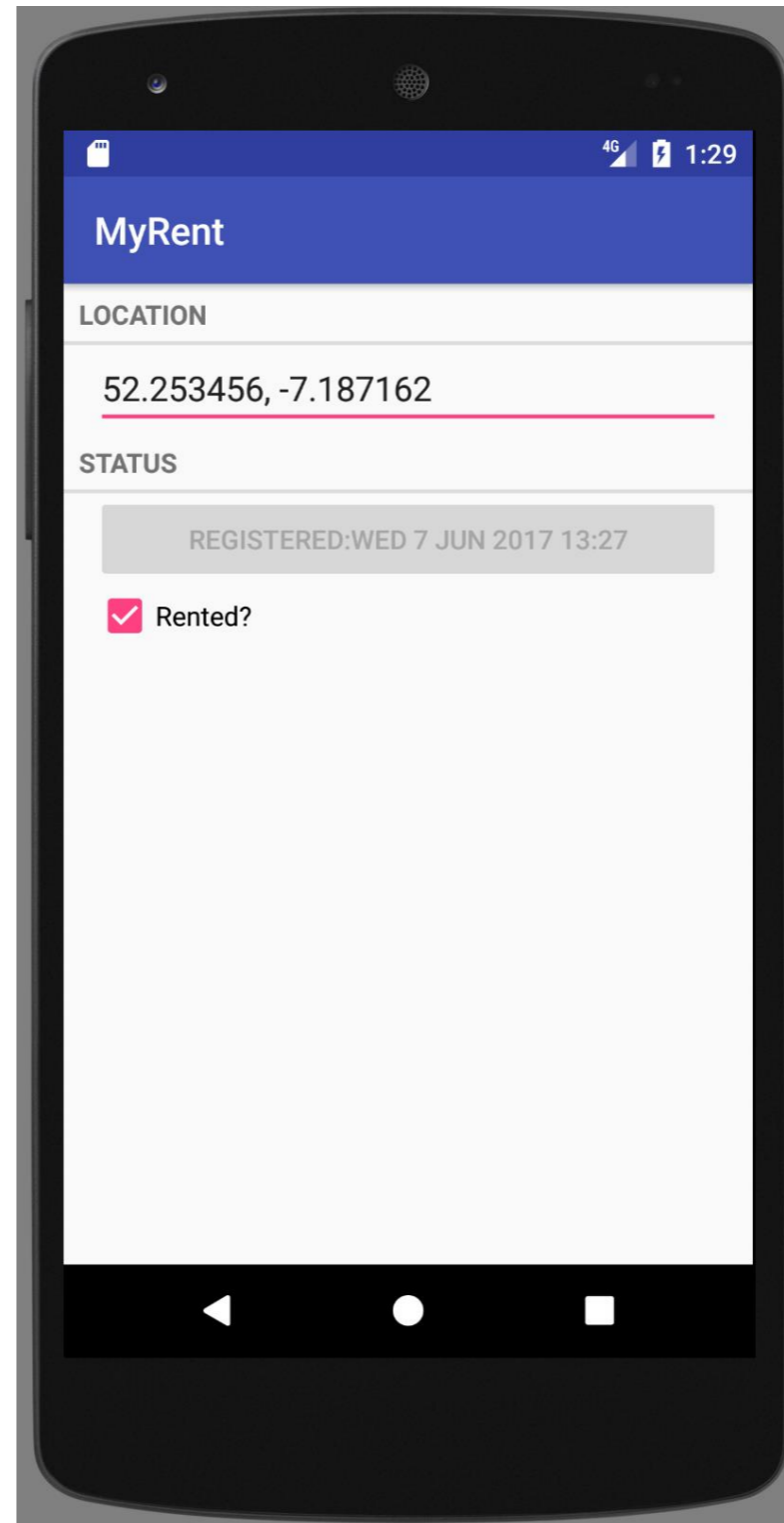
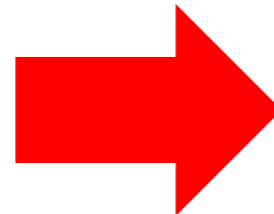
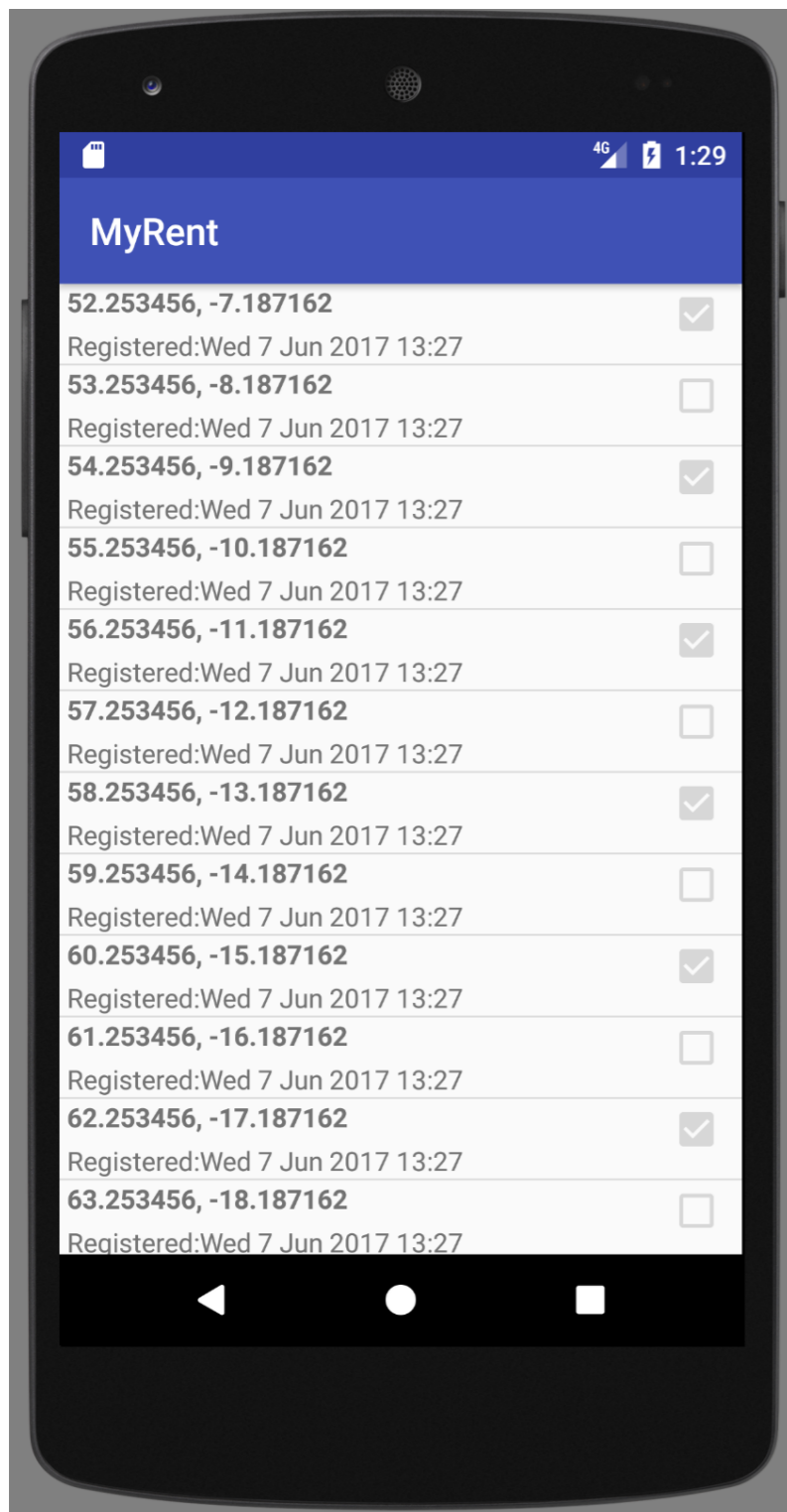
        String totalDonatedStr = "$" + totalDonated;
        amountTotal.setText(totalDonatedStr);
    }
}
```

Donate.java



2. Using the Listener Interface

MyRent V02



Application Object

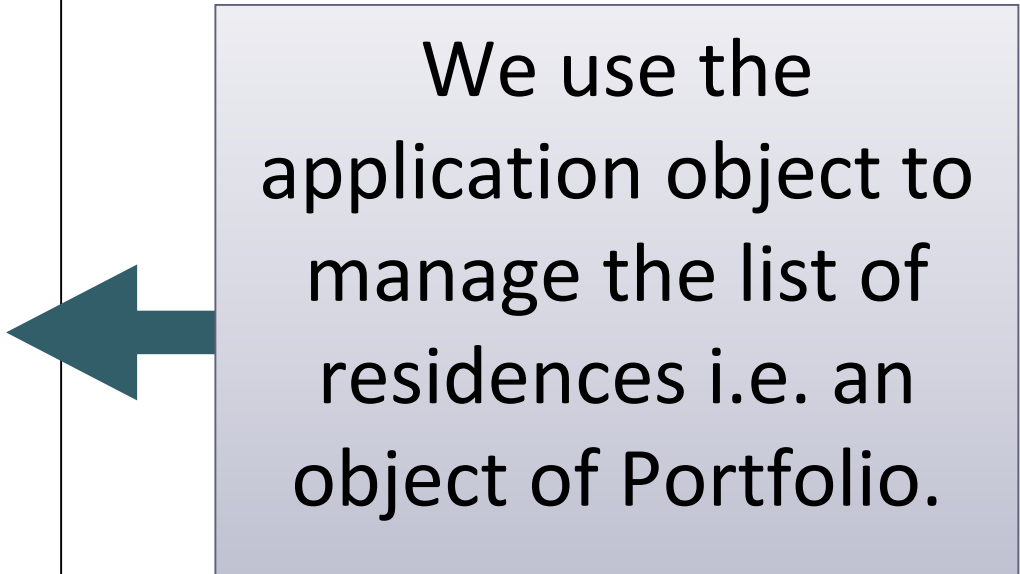
```
package org.wit.myrent.app;

import org.wit.myrent.models.Portfolio;
import android.app.Application;
import static org.wit.android.helpers.LogHelpers.info;

public class MyRentApp extends Application
{
    public Portfolio portfolio;

    @Override
    public void onCreate()
    {
        super.onCreate();
        portfolio = new Portfolio();

        info(this, "MyRent app launched");
    }
}
```



We use the application object to manage the list of residences i.e. an object of Portfolio.

```

public class ResidenceListActivity extends AppCompatActivity implements AdapterView.OnItemClickListener
{
    private ListView listView;
    private Portfolio portfolio;
    private ResidenceAdapter adapter;

    @Override
    public void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setTitle(R.string.app_name);
        setContentView(R.layout.activity_residence_list);

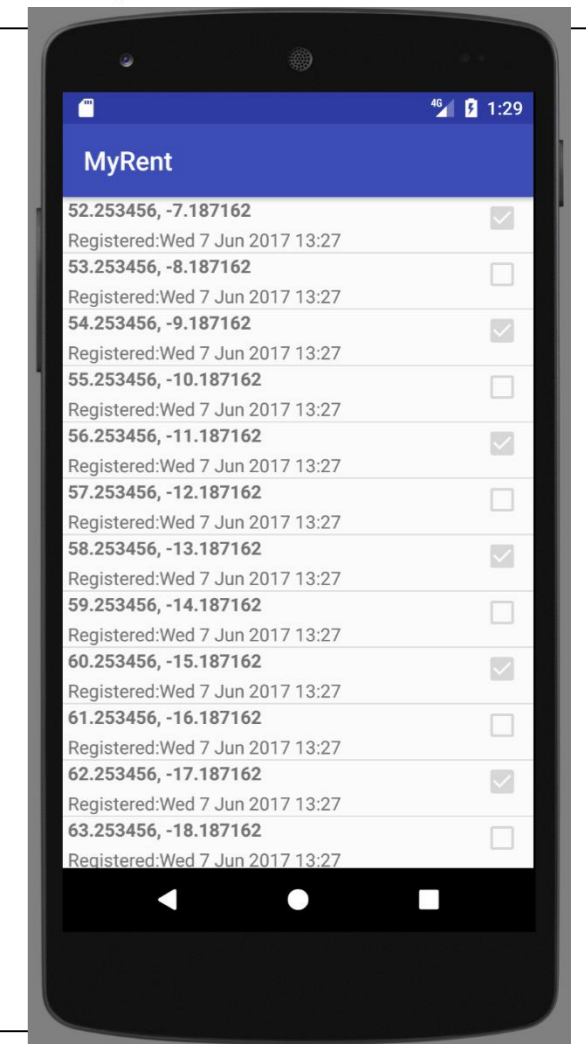
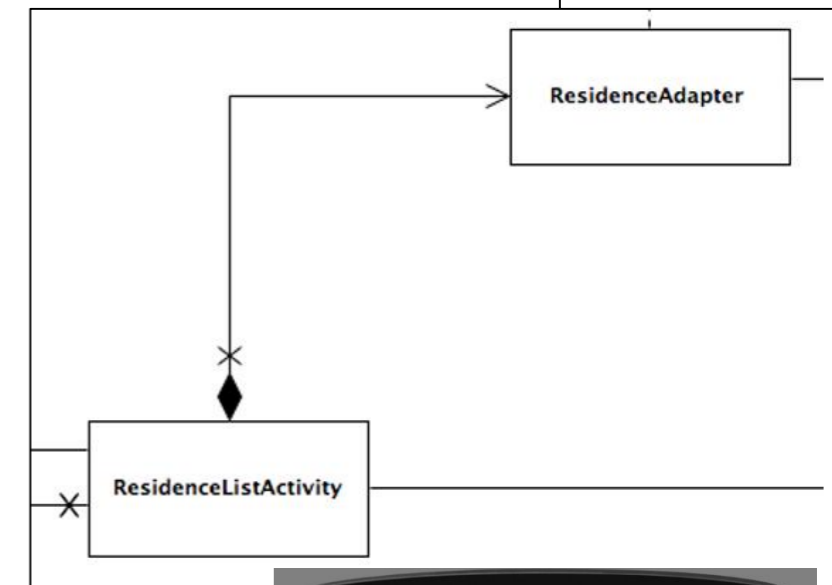
        listView = (ListView) findViewById(R.id.residenceList);
        MyRentApp app = (MyRentApp) getApplication();
        portfolio = app.portfolio;

        adapter = new ResidenceAdapter(this, portfolio.residences);
        listView.setAdapter(adapter);
        listView.setOnItemClickListener(this);
    }

    @Override
    public void onItemClick(AdapterView<?> parent, View view, int position, long id) {
        Residence residence = adapter.getItem(position);
        Intent intent = new Intent(this, ResidenceActivity.class);
        intent.putExtra("RESIDENCE_ID", residence.id);
        startActivity(intent);
    }

    @Override
    public void onResume()
    {
        super.onResume();
        adapter.notifyDataSetChanged();
    }
}

```



AdapterView.OnItemClickListener

added in API level 1
Summary: Methods | [Expand All]

```
public static interface AdapterView.OnItemClickListener
```

```
android.widget.AdapterView.OnItemClickListener
```

▼ Known Indirect Subclasses

[CharacterPickerDialog](#), [PreferenceScreen](#)

Interface definition for a callback to be invoked when an item in this AdapterView has been clicked.

Summary

Public methods

<code>abstract</code>	<code>onItemClick(AdapterView<?> parent, View view, int position, long id)</code>
<code>void</code>	Callback method to be invoked when an item in this AdapterView has been clicked.

onItemClick

added in [API level 1](#)

```
void onItemClick (AdapterView<?> parent,  
                 View view,  
                 int position,  
                 long id)
```

Callback method to be invoked when an item in this AdapterView has been clicked.

Implementers can call `getItemAtPosition(position)` if they need to access the data associated with the selected item.

Parameters

<code>parent</code>	<code>AdapterView</code> : The AdapterView where the click happened.
<code>view</code>	<code>View</code> : The view within the AdapterView that was clicked (this will be a view provided by the adapter)
<code>position</code>	<code>int</code> : The position of the view in the adapter.
<code>id</code>	<code>long</code> : The row id of the item that was clicked.

ResidenceListActivity

@Override

```
public void onItemClick(AdapterView<?> parent, View view, int position, long id) {  
    Residence residence = adapter.getItem(position);  
    Intent intent = new Intent(this, ResidenceActivity.class);  
    intent.putExtra("RESIDENCE_ID", residence.id);  
    startActivity(intent);  
}
```

onItemClick

added in [API level 1](#)

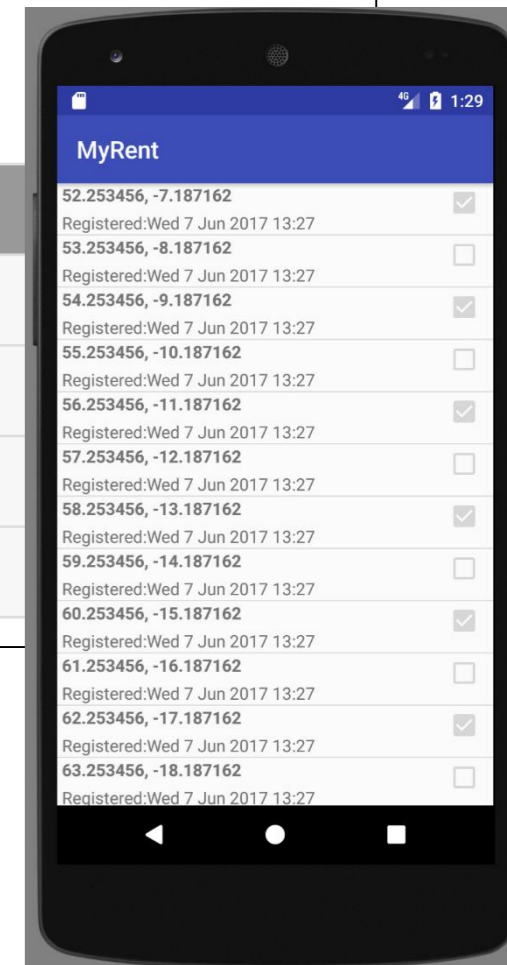
```
void onItemClick (AdapterView<?> parent,  
                 View view,  
                 int position,  
                 long id)
```

Callback method to be invoked when an item in this AdapterView has been clicked.

Implementers can call `getItemAtPosition(position)` if they need to access the data associated with the selected item.

Parameters

<code>parent</code>	AdapterView : The AdapterView where the click happened.
<code>view</code>	View : The view within the AdapterView that was clicked (this will be a view provided by the adapter)
<code>position</code>	int : The position of the view in the adapter.
<code>id</code>	long : The row id of the item that was clicked.



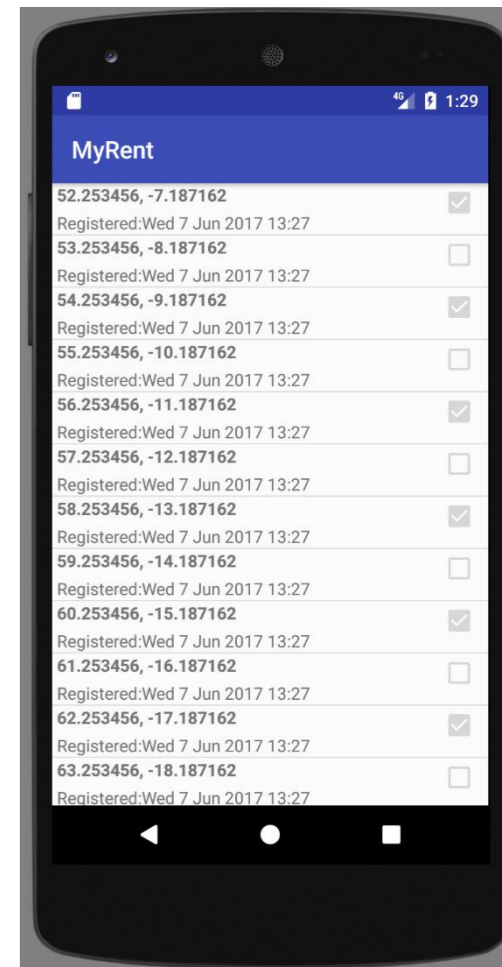
ResidenceListActivity

@Override

```
public void onItemClick(AdapterView<?> parent, View view, int position, long id) {  
    Residence residence = adapter.getItem(position);  
    Intent intent = new Intent(this, ResidenceActivity.class);  
    intent.putExtra("RESIDENCE_ID", residence.id);  
    startActivity(intent);  
}
```

1. Retrieve the Residence object by its position in the list
2. Create a new [Intent](#) to start ResidenceActivity class.
 - Before starting it, put the ID of the object we retrieved into the 'extra' information passed to the intent.

Note: An [Intent](#) is a messaging object you can use to request an action from another [app component](#).




```

public class ResidenceActivity extends AppCompatActivity implements TextWatcher, OnCheckedChangeListener{

    private EditText geolocation;
    private Residence residence;
    private CheckBox rented;
    private Button dateButton;
    private Portfolio portfolio;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        //omitted code
    }

    public void updateControls(Residence residence){
        //omitted code
    }

    @Override
    public void beforeTextChanged(CharSequence charSequence, int i, int i1, int i2)

    }

    @Override
    public void onTextChanged(CharSequence charSequence, int i, int i1, int i2) {

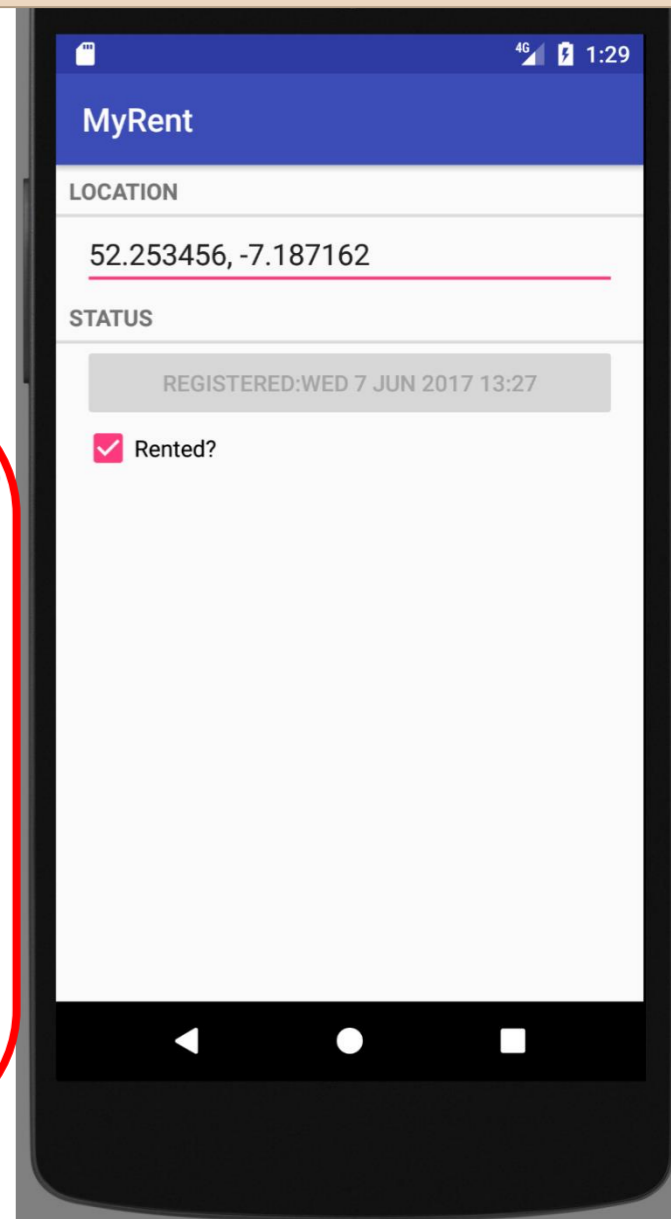
    }

    @Override
    public void afterTextChanged(Editable editable) {
        //omitted code
    }

    @Override
    public void onCheckedChanged(CompoundButton compoundButton, boolean isChecked)
        //omitted code
    }
}

```

ResidenceActivity



```

public class ResidenceActivity extends AppCompatActivity implements TextWatcher, OnCheckedChangeListener{

    private EditText geolocation;
    private Residence residence;
    private CheckBox rented;
    private Button dateButton;
    private Portfolio portfolio;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        //omitted code
    }

    public void updateControls(Residence residence){
        //omitted code
    }

    @Override
    public void beforeTextChanged(CharSequence charSequence, int i, int i1, int i2)

    }

    @Override
    public void onTextChanged(CharSequence charSequence, int i, int i1, int i2) {

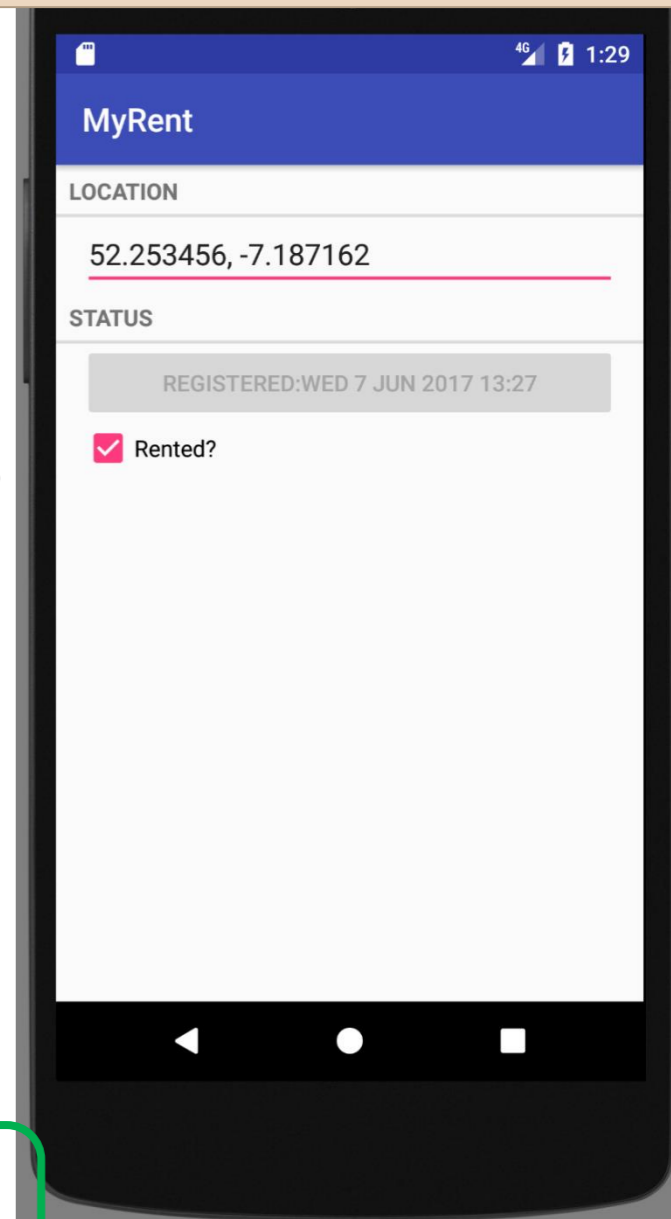
    }

    @Override
    public void afterTextChanged(Editable editable) {
        //omitted code
    }

    @Override
    public void onCheckedChanged(CompoundButton compoundButton, boolean isChecked)
        //omitted code
    }
}

```

ResidenceActivity



```
public class ResidenceActivity extends AppCompatActivity implements TextWatcher, OnCheckedChangeListener{
```

```
//omitted code
```

```
@Override
```

```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
    setContentView(R.layout.activity_residence);
```

```
    geolocation = (EditText) findViewById(R.id.geolocation);  
    residence = new Residence();  
    geolocation.addTextChangedListener(this);
```

```
    dateButton = (Button) findViewById(R.id.registration_date);  
    dateButton.setEnabled(false);
```

```
    rented = (CheckBox) findViewById(R.id.isrented);  
    rented.setOnCheckedChangeListener(this);
```

```
    MyRentApp app = (MyRentApp) getApplication();  
    portfolio = app.portfolio;
```

```
    Long resId = (Long) getIntent().getExtras().getSerializable("RESIDENCE_ID");  
    residence = portfolio.getResidence(resId);  
    if (residence != null) {  
        updateControls(residence);  
    }
```

```
@Override
```

```
public void beforeTextChanged(CharSequence charSequence, int i, int i1, int i2) {  
}
```

```
@Override
```

```
public void onTextChanged(CharSequence charSequence, int i, int i1, int i2) {  
}
```

```
@Override
```

```
public void afterTextChanged(Editable editable) {  
    residence.setGeolocation(editable.toString());  
}
```

```
@Override
```

```
public void onCheckedChanged(CompoundButton compoundButton, boolean isChecked) {  
    Log.i(this.getClass().getSimpleName(), "rented Checked");  
    residence.rented = isChecked;  
}
```

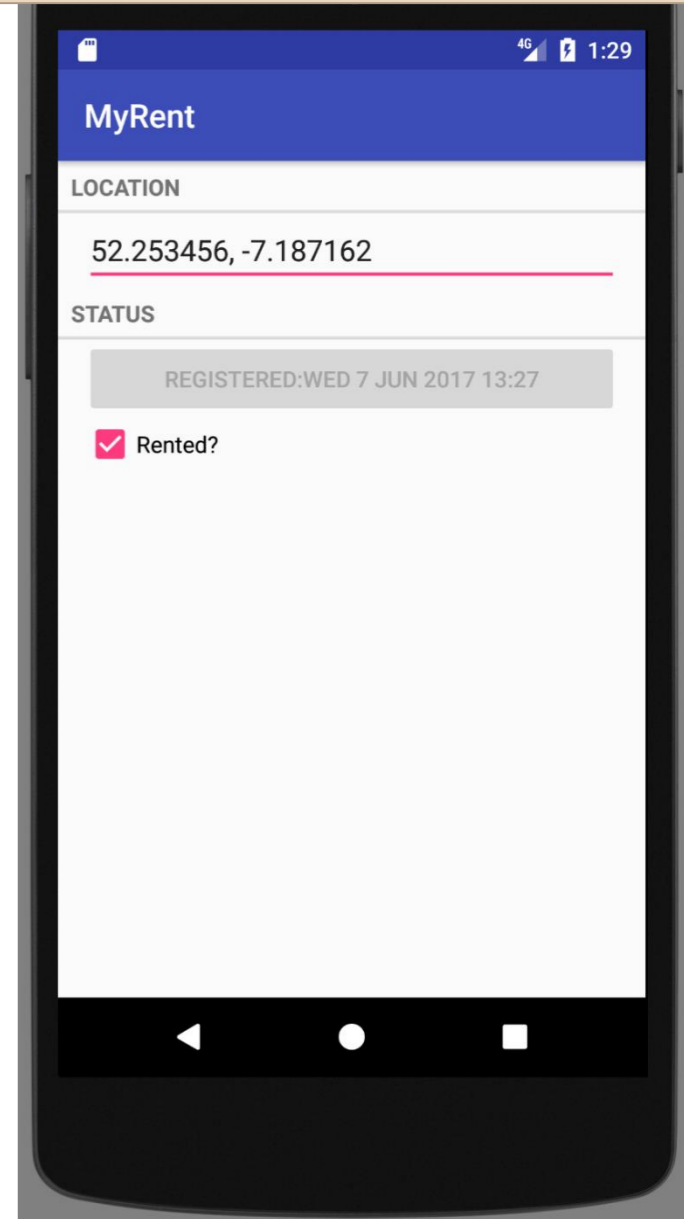
```
//omitted code
```

```
}
```

ResidenceActivity

Registering the handlers

Event handler methods



3. Using Anonymous Inner Classes

Donate Button (using Listener Interface)

```
Donate

public class Donate extends AppCompatActivity implements View.OnClickListener{

    private int target = 10000;
    private RadioGroup paymentMethod;
    private ProgressBar progressBar;
    private NumberPicker amountPicker;
    private EditText amountText;
    private TextView amountTotal;
    private Button donateButton;
    private DonationApp app;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_donate);

        app = (DonationApp) getApplication();
        paymentMethod = (RadioGroup) findViewById(R.i
        progressBar = (ProgressBar) findViewById(R.i
        amountPicker = (NumberPicker) findViewById(R.i
        amountTotal = (TextView) findViewById(R.i
        amountText = (EditText) findViewById(R.i
        donateButton = (Button) findViewById(R.i
    }
}
```

Select Methods to Implement

android.view.View.OnClickListener

- onClick(v:View):void

Copy JavaDoc

Insert @Override

OK Cancel

Donate Button (using Listener Interface)

```
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_donate);

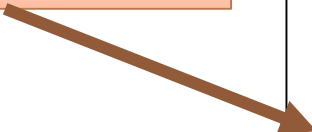
    app          = (DonationApp)  getApplication();
    paymentMethod = (RadioGroup)   findViewById(R.id.paymentMethod);
    progressBar  = (ProgressBar) findViewById(R.id.progressBar);
    amountPicker = (NumberPicker) findViewById(R.id.amountPicker);
    amountTotal  = (TextView)     findViewById(R.id.amountTotal);
    amountText   = (EditText)     findViewById(R.id.amountText);
    donateButton = (Button)       findViewById(R.id.donateButton);

    amountPicker.setMinValue(0);
    amountPicker.setMaxValue(1000);
    progressBar.setMax(target);

    donateButton.setOnClickListener(this);
}

@Override
public void onClick(View v) {
    donateButtonPressed(v);
}
```

Listener Callback
Method



Registering the
listener



```

public class Donate extends AppCompatActivity {

    private int            target = 10000;
    private RadioGroup    paymentMethod;
    private ProgressBar   progressBar;
    private NumberPicker  amountPicker;
    private EditText      amountText;
    private TextView      amountTotal;
    private Button        donateButton;
    private DonationApp   app;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_donate);

        app = (DonationApp) getApplication();
        paymentMethod = (RadioGroup) findViewById(R.id.paymentMethod);
        progressBar = (ProgressBar) findViewById(R.id.progressBar);
        amountPicker = (NumberPicker) findViewById(R.id.amountPicker);
        amountTotal = (TextView) findViewById(R.id.amountTotal);
        amountText = (EditText) findViewById(R.id.amountText);
        donateButton = (Button) findViewById(R.id.donateButton);

        amountPicker.setMinValue(0);
        amountPicker.setMaxValue(1000);
        progressBar.setMax(target);

        donateButton.setOnClickListener(new View.OnClickListener() {

            @Override
            public void onClick(View v) {
                donateButtonPressed(v);
            }
        });
    }

    //code omitted
}

```

- Can be rewritten using an anonymous inner class.
- No need to implement the listener at class level.
- Can only be done with functional interfaces (i.e. those with only one abstract method).

2. Implementing Listener Interface

```
public class Donate extends AppCompatActivity implements View.OnClickListener{

    //code omitted

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        //code omitted
        donateButton.setOnClickListener(this);
    }

    @Override
    public void onClick(View v) {
        donateButtonPressed(v);
    }
}
```

3. Anonymous Inner Class

```
donateButton.setOnClickListener(new View.OnClickListener() {

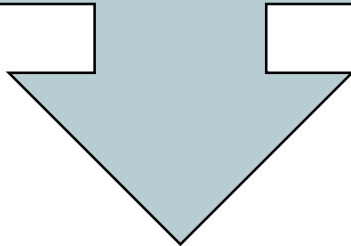
    @Override
    public void onClick(View v) {
        donateButtonPressed(v);
    }

});
```


Lambdas and functional interfaces

```
donateButton.setOnClickListener(new View.OnClickListener() {  
  
    @Override  
    public void onClick(View v) {  
        donateButtonPressed(v);  
    }  
});
```

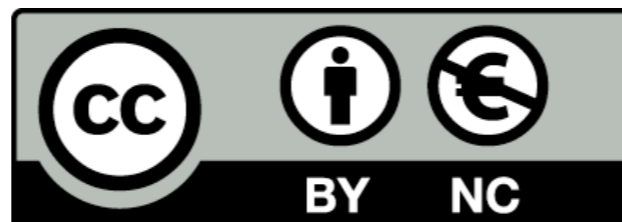
Lambda functions eliminate the need for anonymous classes when dealing with functional interfaces (i.e. with one method)



```
donateButton.setOnClickListener((v) → { donateButtonPressed(v); });
```

Questions?





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