# CS194A

Android Programming Workshop

Lecture 3: Oct 6, 2021 Rahul Pandey

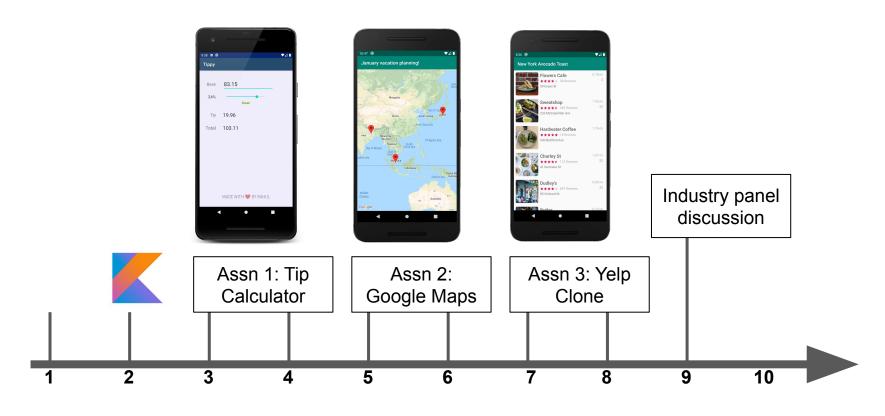


#### Outline

- Logistics
- Submission guidelines (Git/Github)
- Layouts

#### Outline

- Logistics
- Submission guidelines (Git/Github)
- Layouts



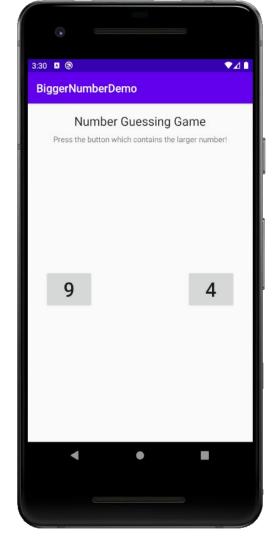
Week #

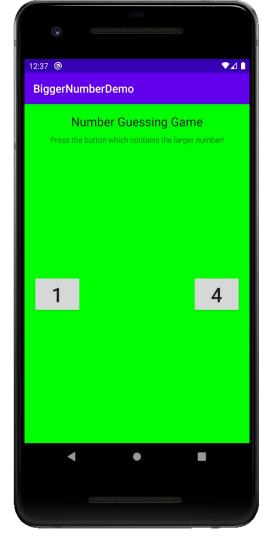
#### Tip Calculator

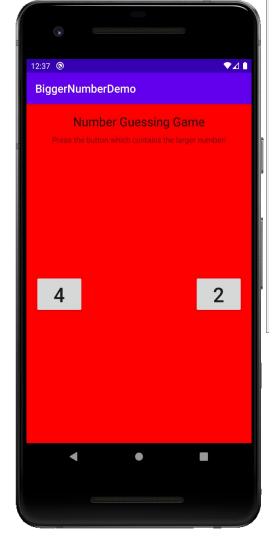
- Canvas > Assignment
  - Follow the README template to use <u>markdown</u>
  - Due October 17
  - Partners are assigned randomly after submission

#### Outline

- Logistics
- Submission guidelines (Git/Github)
- Layouts







#### **Source Control**

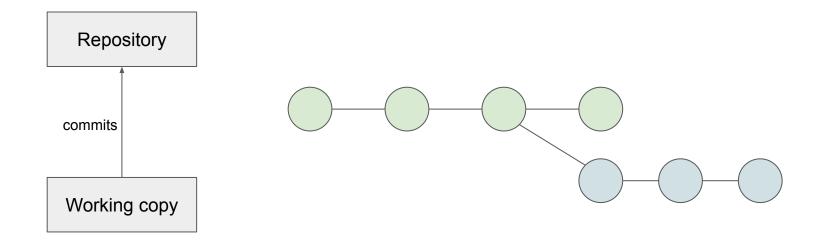
- Records all your code changes
- Single source of truth for all developers
- Key functionality
  - Revert files back to previous state
  - Compare changes over time
  - Easily collaborate on features
  - "Blame" a code change :) for bug triage or learning





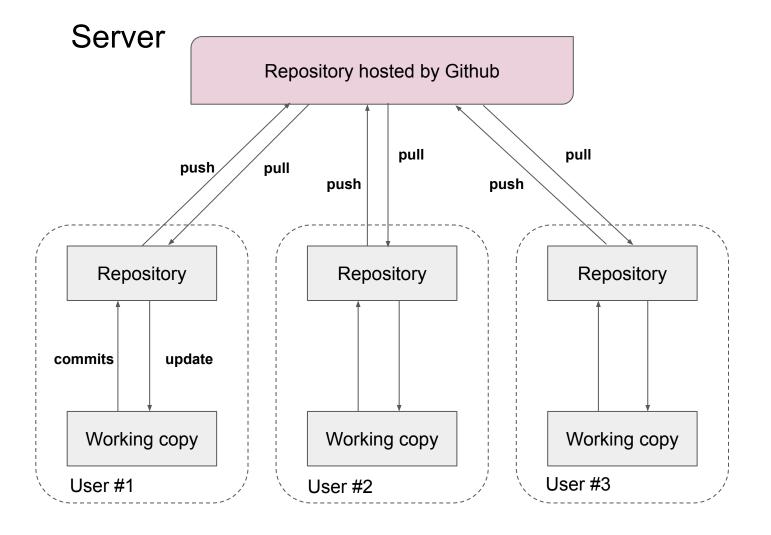
### Git: a distributed version control system

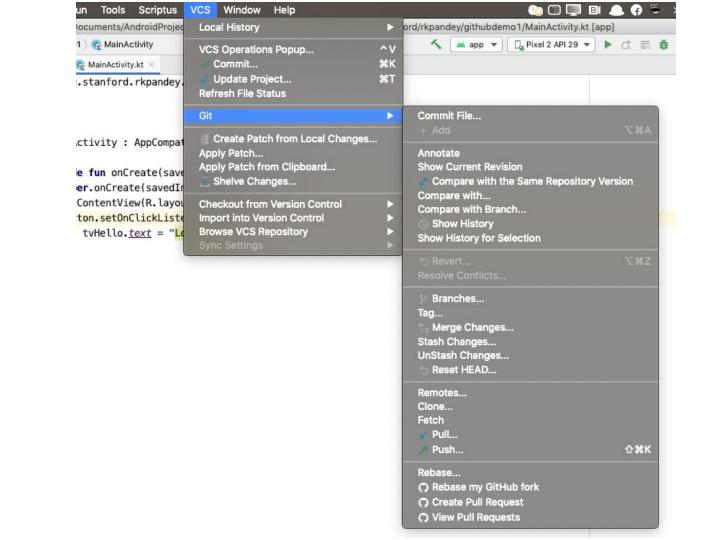
- One of many version control systems
  - o Git (git)
  - Mercurial (hg)
  - Subversion (svn)
- Understand the fundamentals of git: <a href="https://git-scm.com/book/en/v2">https://git-scm.com/book/en/v2</a>



#### Github

- A website/community that provides hosting for Git repositories
- Allows you to easily view files in the browser and comment on changes
- Register for an account at github.com





#### Public vs private repos

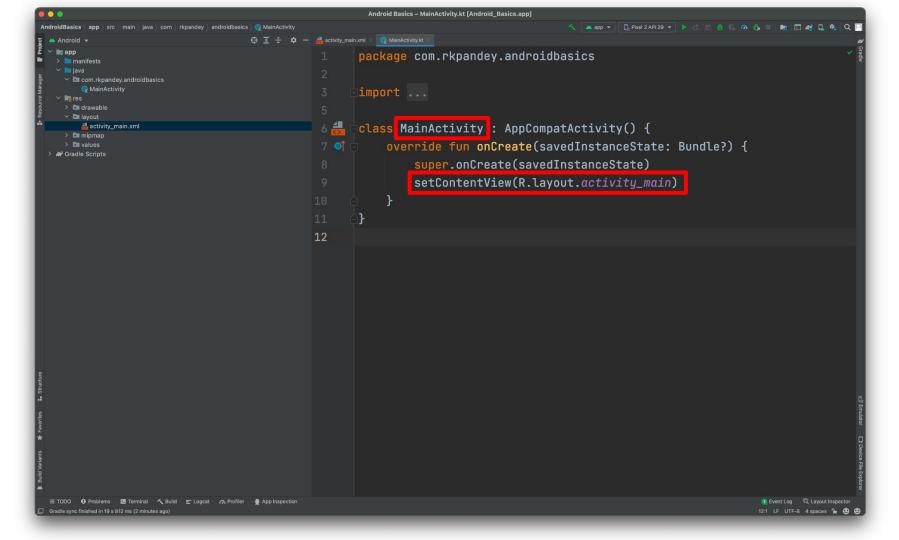
- Prefer public repositories:
  - Better for building a portfolio
  - Easier for sharing
- Be careful with what you put in Github
  - Secret API keys or access tokens
  - Use .gitignore file

#### Outline

- Logistics
- Submission guidelines (Git/Github)
- Layouts

### **Android Activity**

- A "screen" in Android is called an Activity
- Activities are where we write our application logic:
  - handle user interaction
  - change what's on the screen
  - tell views to update

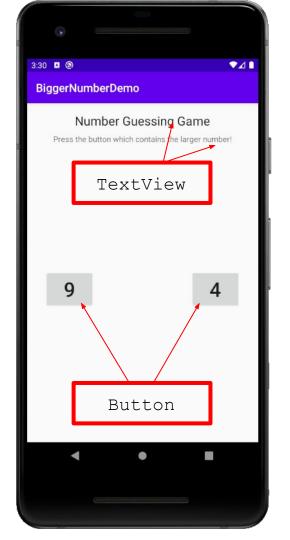


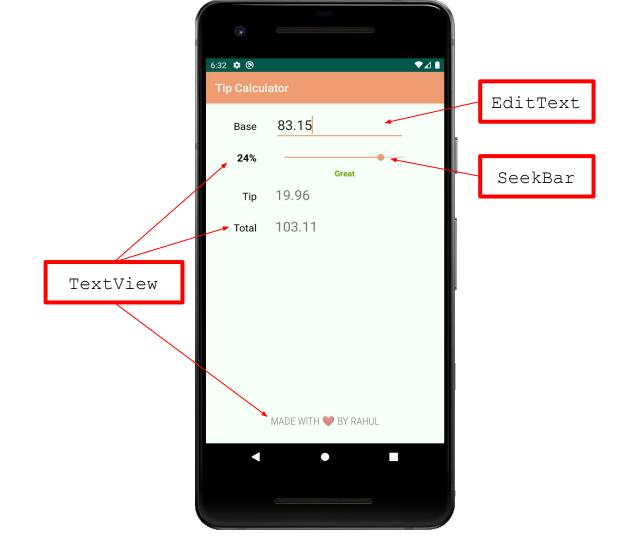
# Layouts

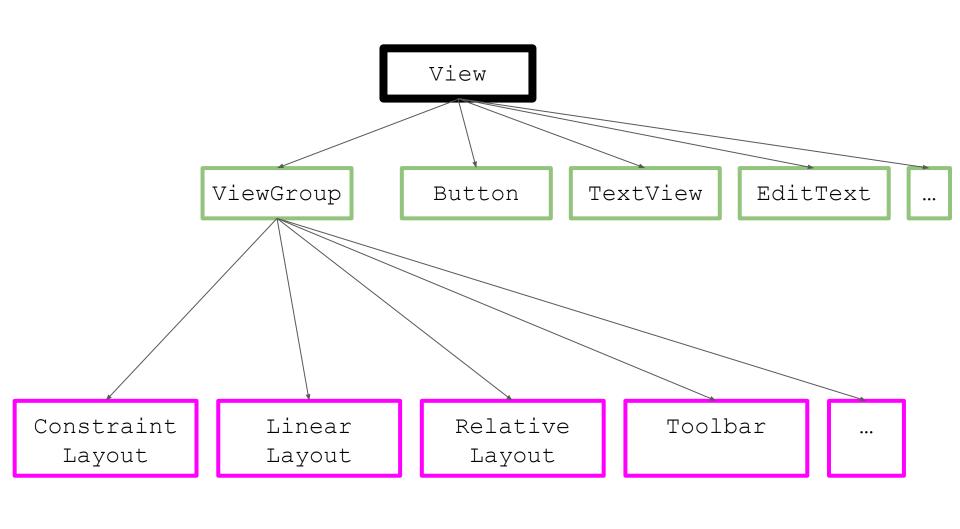
- Layouts are defined in XML
- Consist of various "views"
  - o TextView
  - o ImageView
  - o Button
  - o EditText
  - 0 . . .

### Activity ←→ Layout Communication

```
■ Code ■ Split  Design
                                                                            package com.rkpandey.androidbasics
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
                                                                           import
   android:layout_width="match_parent"
   android:layout_height="match_parent"
                                                                            class MainActivity : AppCompatActivity() {
   android:orientation="vertical">
                                                                                private lateinit var tvHelloWorld: TextView
   <TextView
       android:id="@+id/tvHelloWorld"
                                                                                override fun onCreate(savedInstanceState: Bundle?) {
       android:layout_width="wrap_content"
                                                                                     super.onCreate(savedInstanceState)
       android:layout_height="wrap_content"
                                                                                     setContentView(R.layout.activity_main)
       android:text="Hello World!" />
                                                                                     tvHelloWorld = findViewById(R.id.tvHelloWorld)
</LinearLayout>
                                                                                     tvHelloWorld.text = "Updated!"
```







# Layouts (ViewGroups)

- ViewGroup: a special view that can contain other views (called children)
- Subclasses:
  - ConstraintLayout
  - LinearLayout
  - FrameLayout
  - RelativeLayout

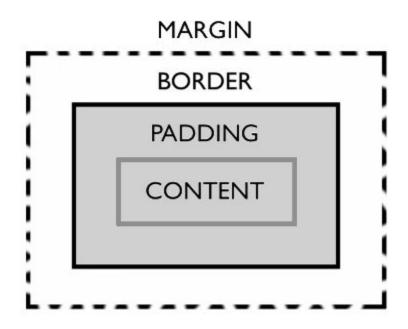
#### **XML**

Language used to describe hierarchical data (e.g. views inside a viewgroup)

```
o <element attr1="value" attr2="value"> ... </element>
o <element attr1="value" attr3="value" /> (self-closing)
```

- Case sensitive!
- Let autocomplete help you

#### Padding inside, margin outside



### Prefer design tab, but understand XML

Most professional devs will edit the XML directly

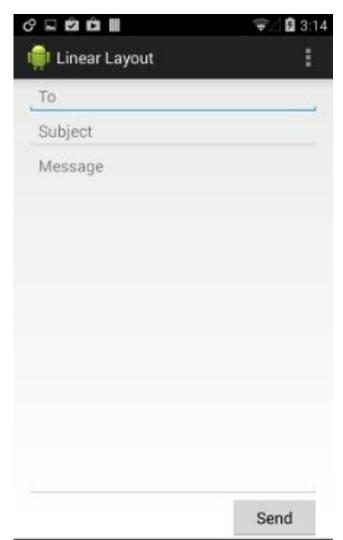
- Faster to specify attribute names instead of searching
- Company-specific abstractions = less value from design preview

### ConstraintLayout

- Modern default layout system, intended to create powerful and flat view hierarchies
- Views are laid out according to relationships (or constraints) between sibling views and the parent layout.

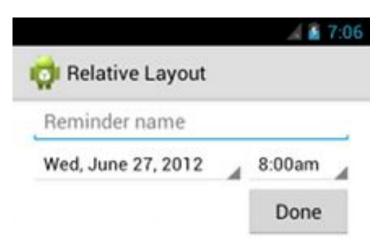
# **LinearLayout**

Aligns all children in a single direction, vertically or horizontally



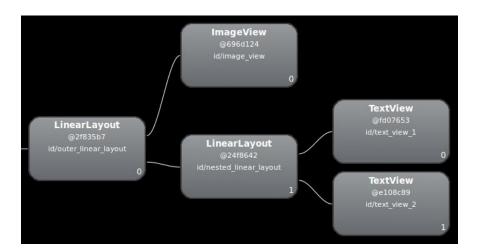
### RelativeLayout

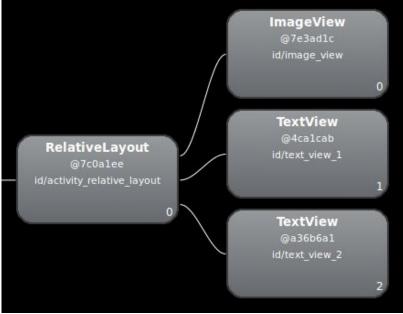
Displays child views in relative positions



#### Flat hierarchies







### Prep for next week

- Build the Tip Calculator
- If you're stuck for more than 30 minutes, post on Ed or come to office hours