

Android Handling UI Events

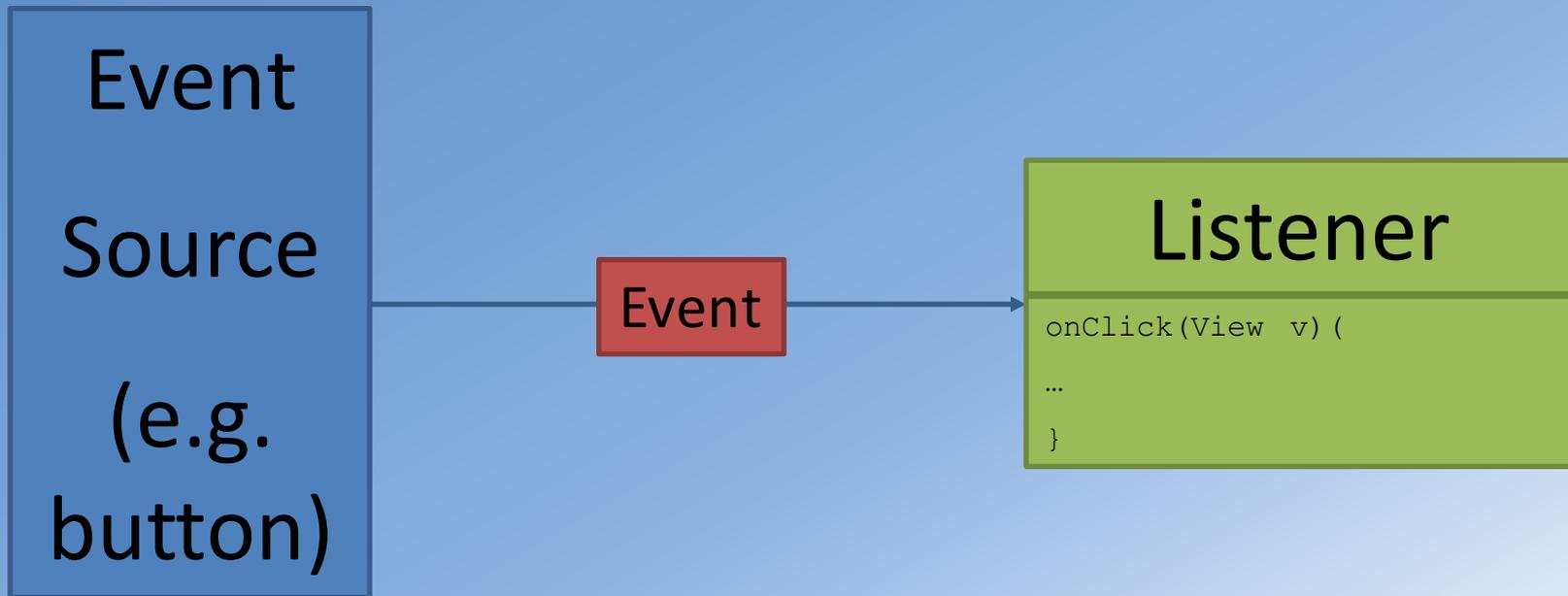


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Event Driven Programming



Event Driven Programming

- An UI event is an action that is triggered by the user interacting with the UI
 - A button pressed or released
 - A key is pressed or released
 - An area of a touch screen is touched, etc.
 - Gestures

Event Listeners

- View class defines the (Java) interface that contains a single callback method
- Activity implements the interface callback method
- Called by the Android framework when the View to which the listener has been registered is triggered by user interaction with the item in the UI
- Several callback methods available: `onClick()`, `onLongClick()`, `onFocusChange()`, `onKey()`, `onTouch()`, `onCreateContextMenu()`

Resources

- Resources are additional files and content that is kept independent of the source code
- Used by the code in implementing the app
- Resources include: layouts, images, menus, strings, launcher icons, animation
- Separating the resources from code enables customization of the app for different devices, locales, languages
 - Code can make use of appropriate resources based on configuration

Accessing Resources

- From code:
 - [`<package_name>`.]`R.<resource_type>.<resource_id>`
 - e.g., `R.layout.activity_main`, `R.id.textMessage`
- From XML:
 - `@[<package_name>:]<resource_type>/<resource_id>`
 - e.g. `@string/greeting`, `@android:color/blue`

Greet Friend Extended

- Time for an assignment:
 - Modify greeting based on the time of the day