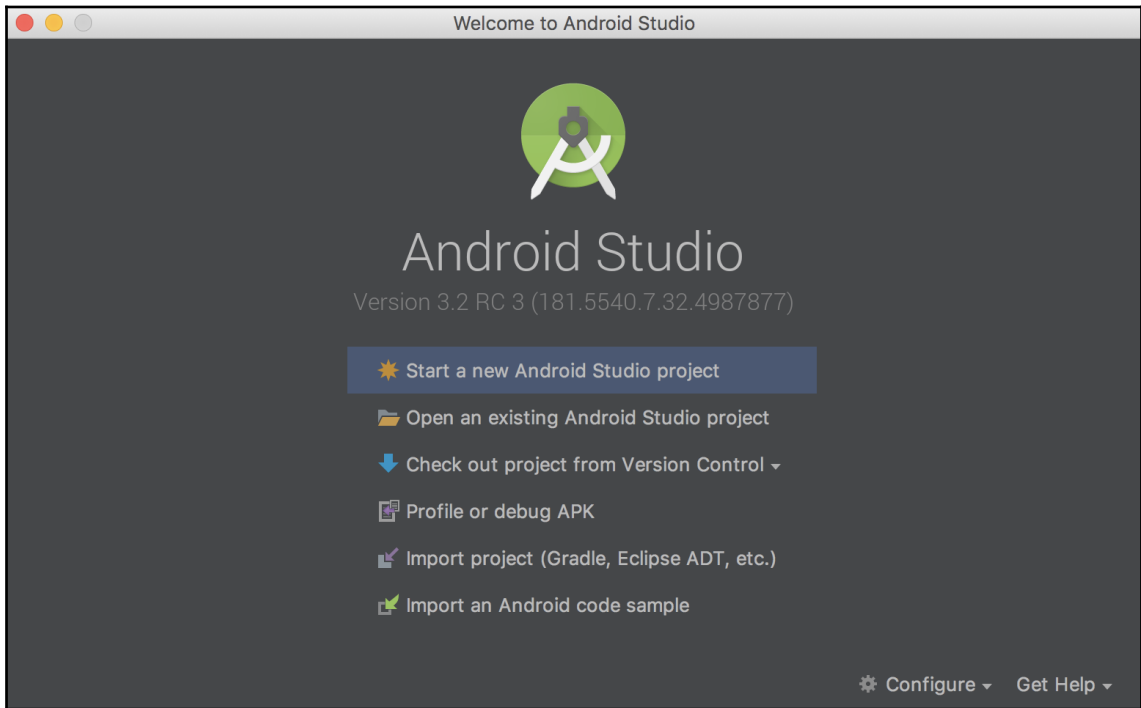


Chapter 1: Activities





Create Android Project

Application name

DeclareAnActivity

Company domain

packtpub.com

Project location

/Users/rick/Repository/com.packtpub/Chapter1/DeclareAnActivity



Package name

com.packtpub.declareanactivity

Edit

- Include C++ support
- Include Kotlin support

Cancel

Previous

Next

Finish



Target Android Devices

Select the form factors and minimum SDK

Some devices require additional SDKs. Low API levels target more devices, but offer fewer API features.

Phone and Tablet

API 21: Android 5.0 (Lollipop) ▼

By targeting **API 21 and later**, your app will run on approximately **85.0%** of devices. [Help me choose](#)

Include Android Instant App support

Wear OS

API 23: Android 6.0 (Marshmallow) ▼

TV

API 21: Android 5.0 (Lollipop) ▼

Android Auto

Android Things

API 24: Android 7.0 (Nougat) ▼

Cancel

Previous

Next

Finish

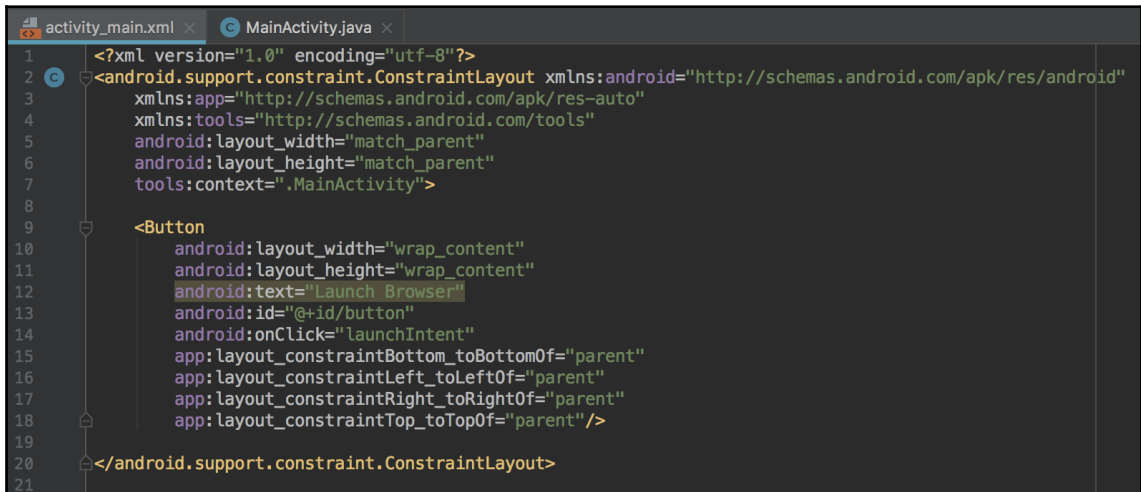
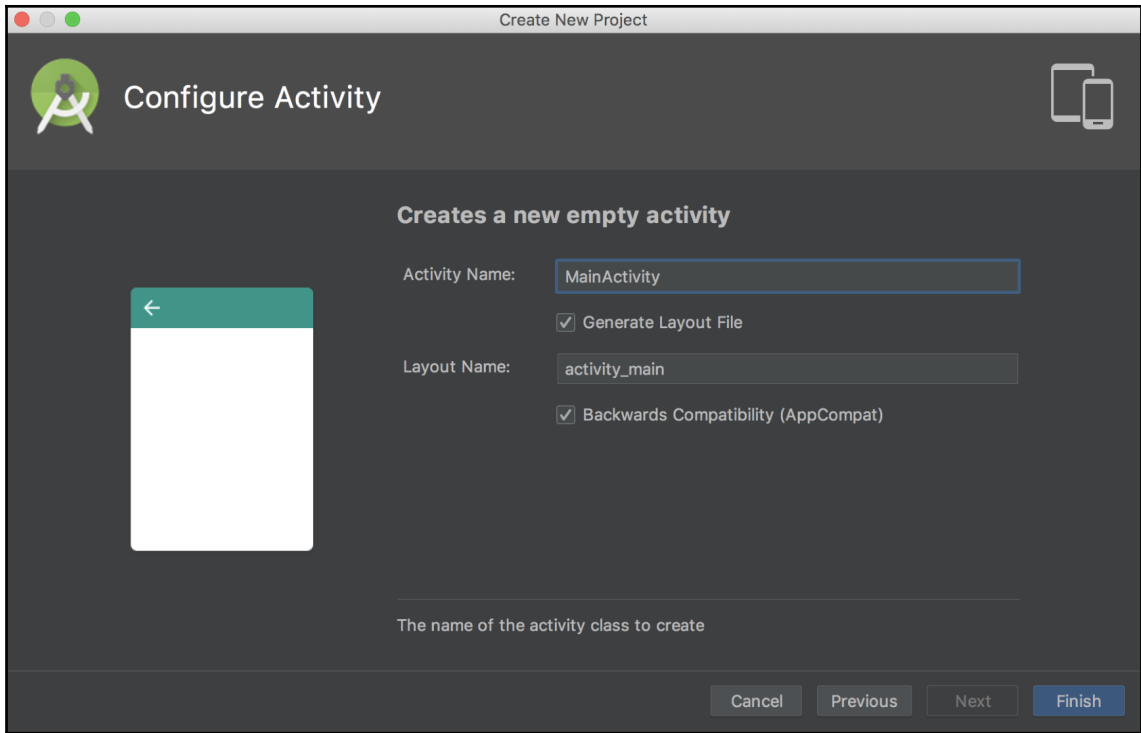
Create New Project

Add an Activity to Mobile

The screen displays several activity templates for selection:

- Add No Activity**: A text label on the left side of the screen.
- Basic Activity**: A white screen with a teal header bar, a back arrow, a menu icon, and a yellow plus button at the bottom right.
- Bottom Navigation Activity**: A white screen with a teal header bar, a back arrow, a menu icon, and a bottom navigation bar with three colored segments (teal, yellow, teal).
- Empty Activity**: A white screen with a teal header bar, a back arrow, and a menu icon. This option is highlighted with a blue border and a blue bar at the bottom.
- Activity with Ad**: A white screen with a teal header bar, a back arrow, a menu icon, and a yellow 'Ad' placeholder box in the center.
- Activity with Map**: A white screen with a teal header bar, a back arrow, a menu icon, and a map view with a red location pin.

Navigation buttons at the bottom: Cancel, Previous, Next, Finish.



```

public void launchIntent(View view) {
    Intent intent = new Intent(Intent.ACTION_MAIN);
    intent.setData(Uri.parse("http://www.example.com"));
    startActivity(intent);
}

```

EXTRA_ASSIST_CONTEXT (= "android.intent.extra. ...) String
 createChooser(Intent target, CharSequence title) Intent
 createChooser(Intent target, CharSequence title, Inte... Intent
 getIntentOld(String uri) Intent
 getIntent(String uri) Intent
 makeMainActivity(ComponentName mainActivity) Intent
 makeMainSelectorActivity(String selectorAction, Strin... Intent
 makeRestartActivityTask(ComponentName mainActivity) Intent
 normalizeMimeType(String type) String
 parseIntent(Resources resources, XmlPullParser parser... Intent

The screenshot shows an IDE interface with a context menu open over the 'Activity' class in the 'app' module. The menu includes options like 'New', 'Cut', 'Copy', 'Paste', 'Refactor', and 'Activity'. The 'Activity' option is expanded, showing a list of activity types such as 'Gallery...', 'Android TV Activity', 'Android Things Empty Activity', 'Basic Activity', 'Empty Activity', 'Fullscreen Activity', 'Login Activity', 'Master/Detail Flow', 'Navigation Drawer Activity', 'Scrolling Activity', 'Settings Activity', and 'Tabbed Activity'. The 'Empty Activity' is currently selected. In the background, the code editor shows the following code for MainActivity.java:

```

package com.packtpub.activitieswitcher;

import ...


public class MainActivity extends AppCompatActivity {


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

```

At the bottom, the Build and Sync toolbars are visible, showing a successful build at 6/10/2017 10:00:00 AM.

New Android Activity

 **Configure Activity**
Android Studio



Creates a new basic activity with an app bar.

Activity Name: The name of the activity class to create

Layout Name:

Title:

Launcher Activity

Use a Fragment

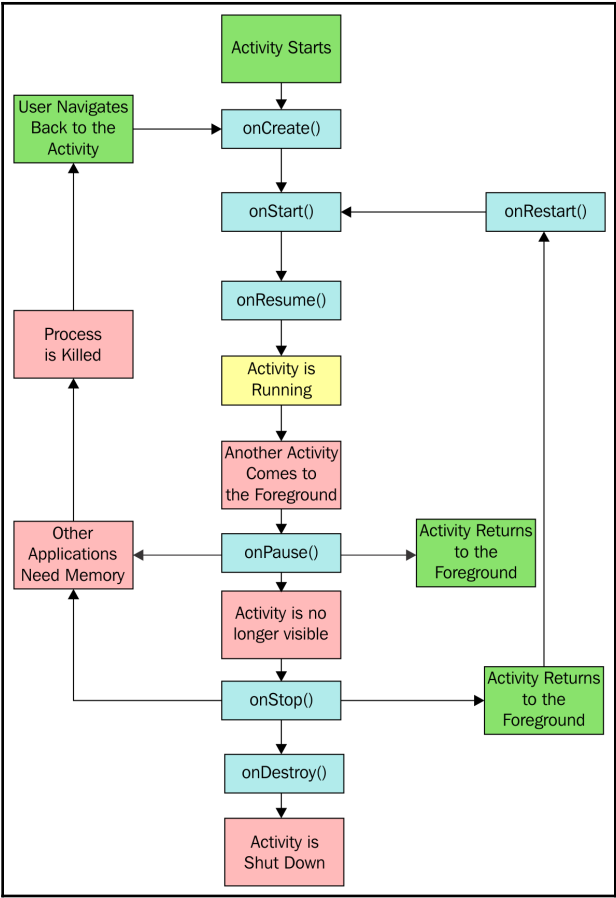
Hierarchical Parent: ▼ ...

Package name: ▼

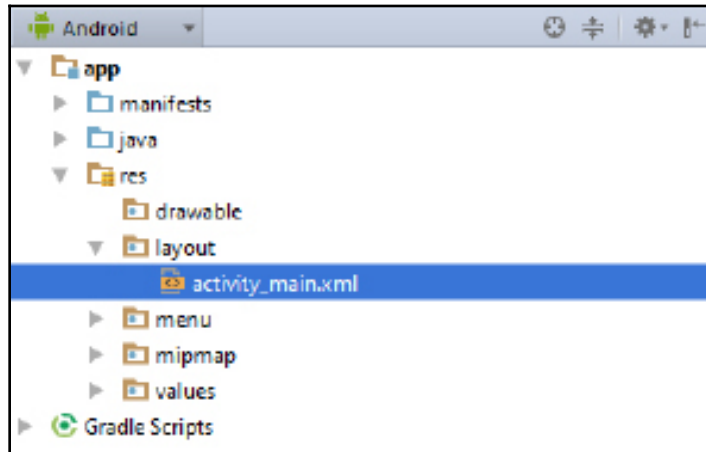
Source Language: ▼

Target Source Set: ▼

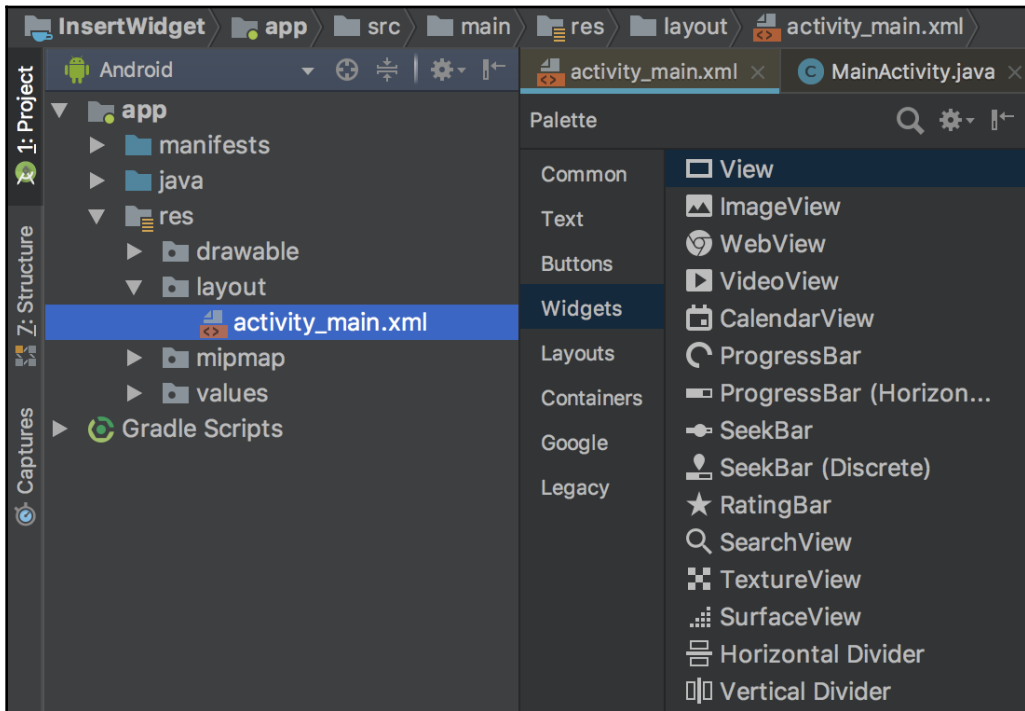
The name of the activity class to create

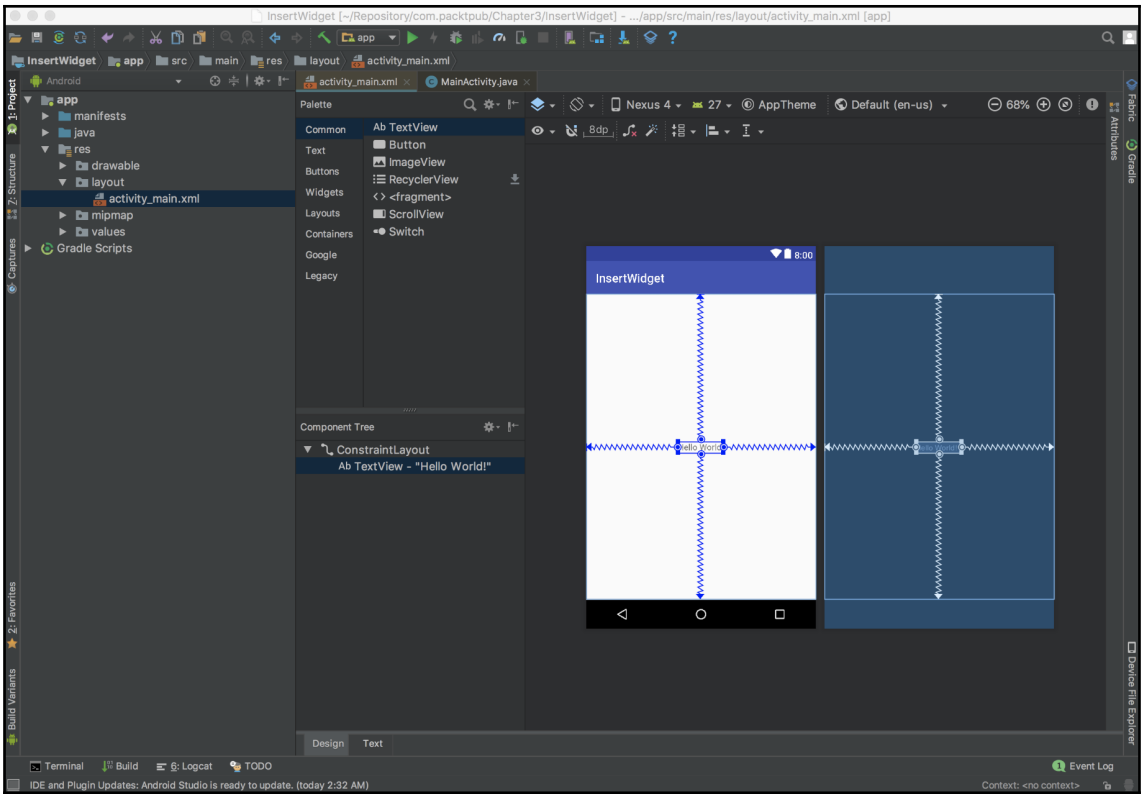


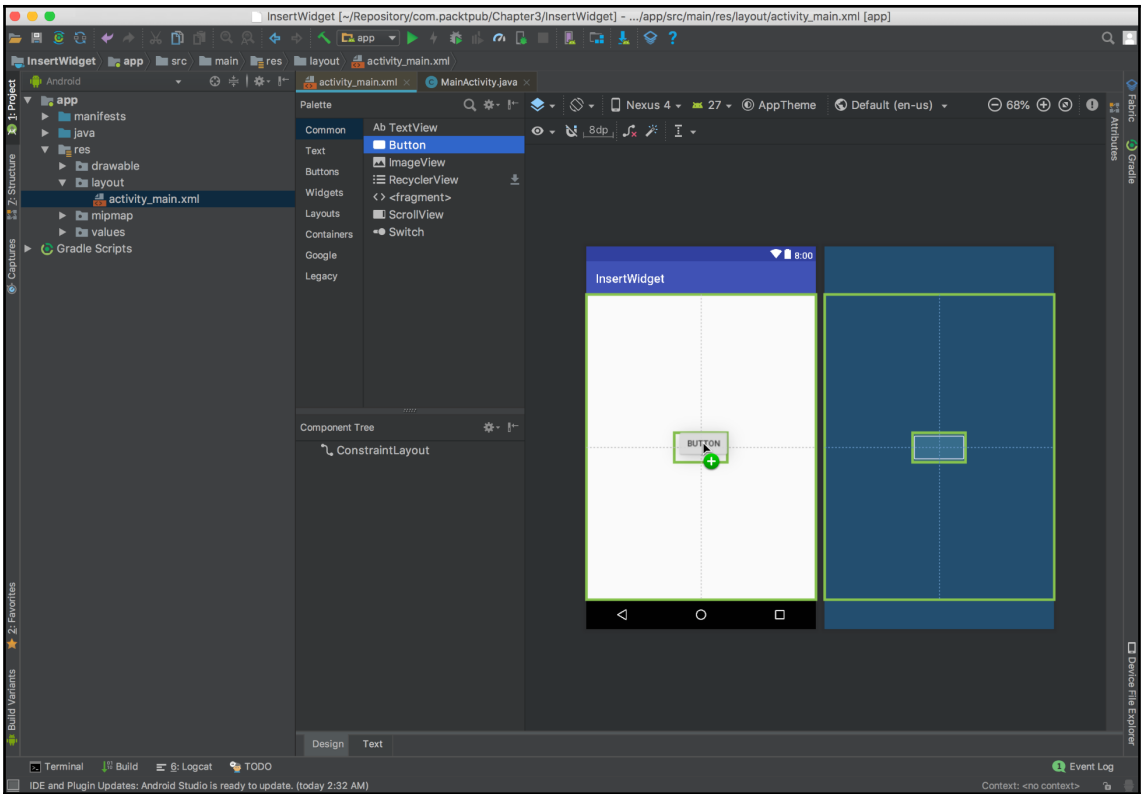
Chapter 2: Layouts

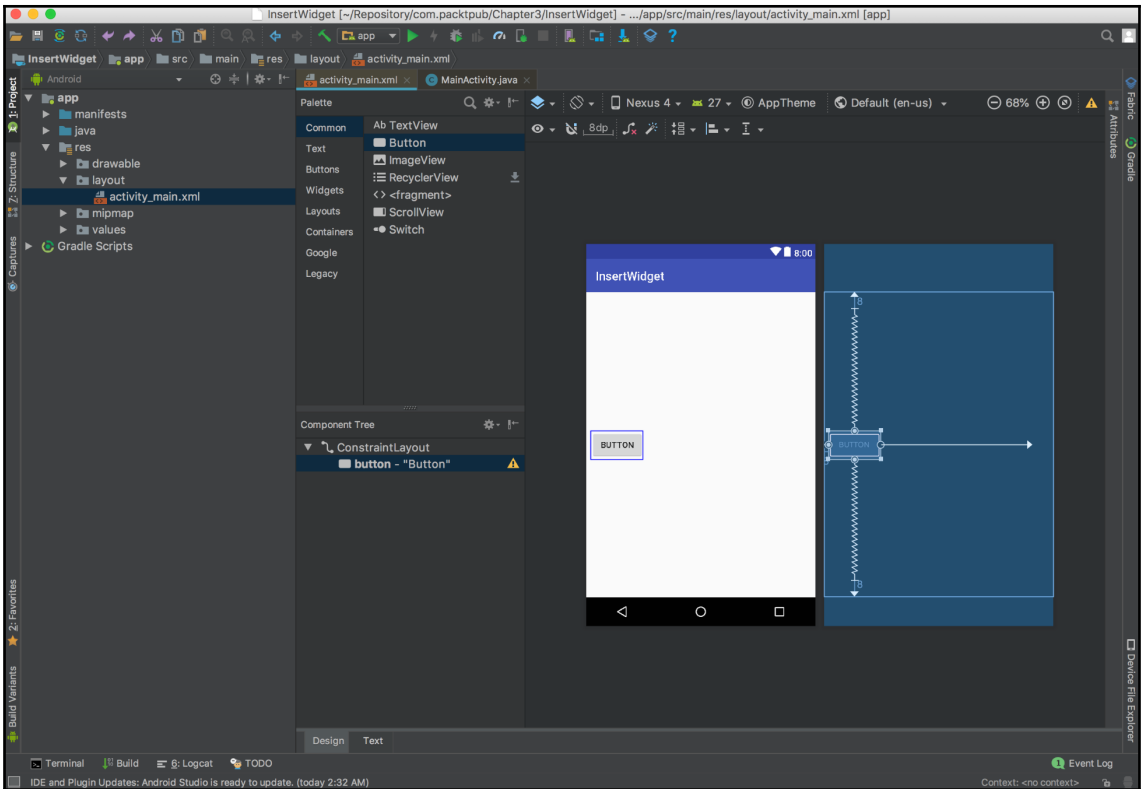


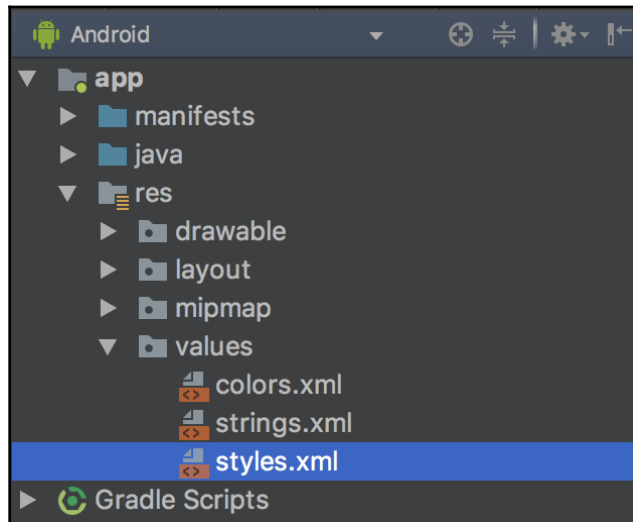
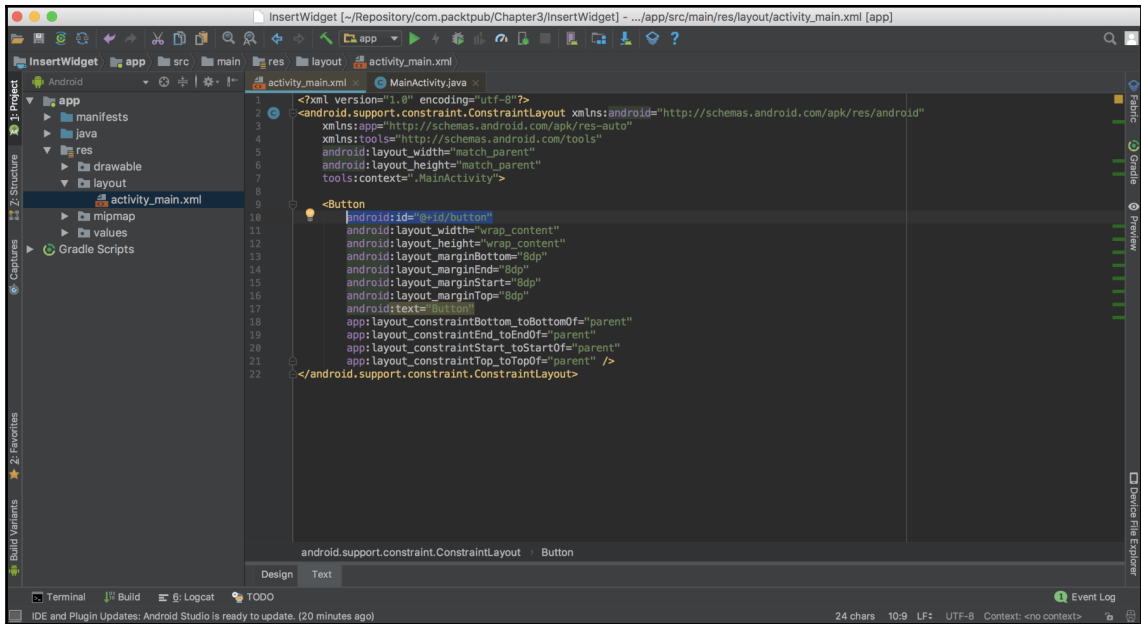
Chapter 3: Views, Widgets, and Styles

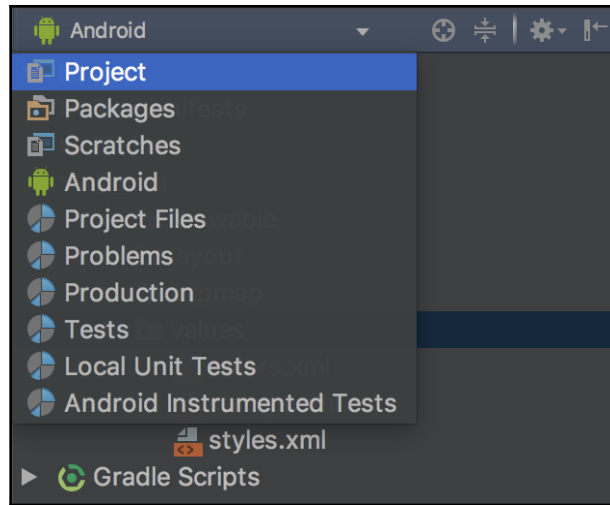


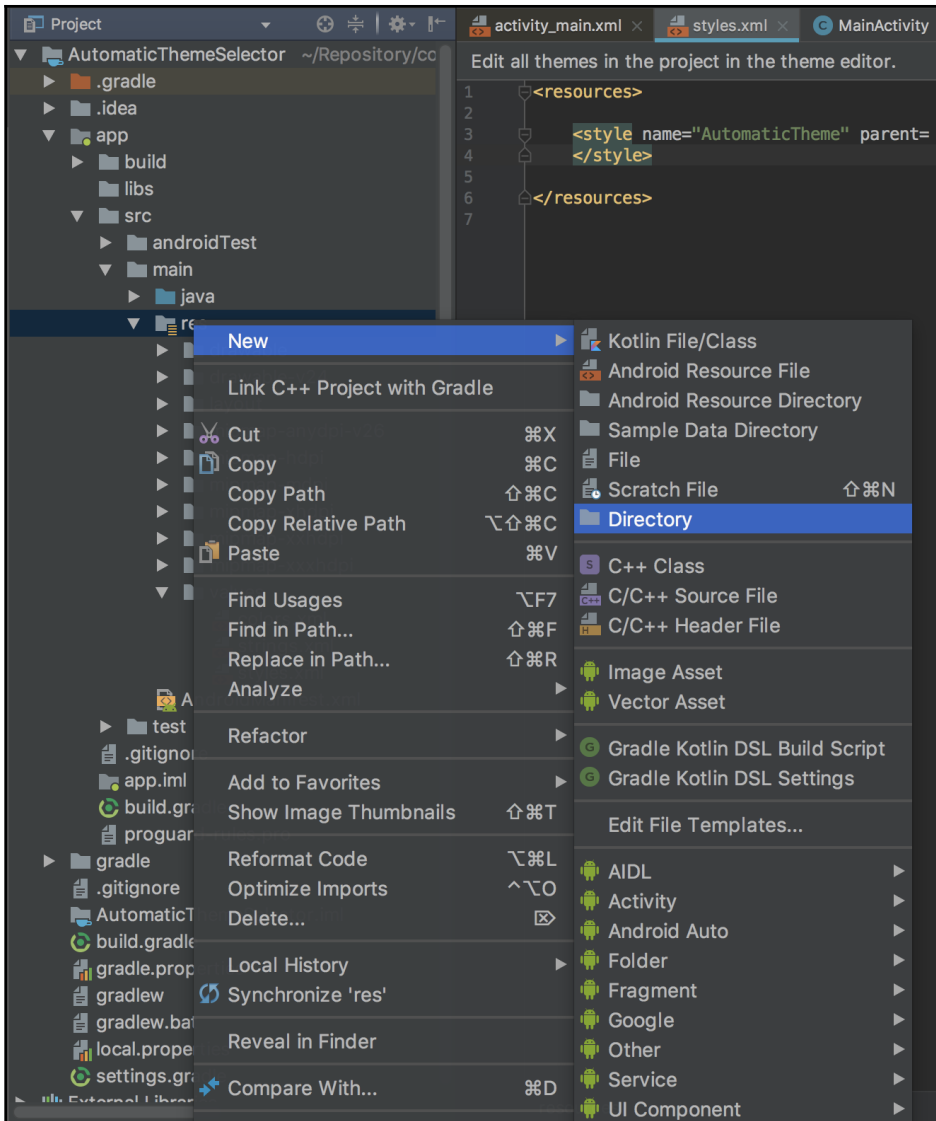




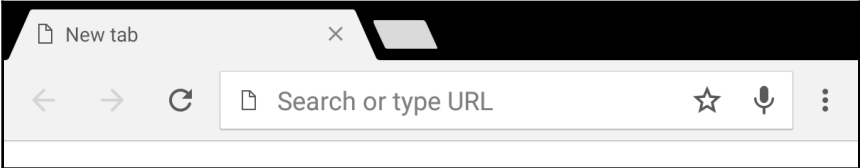


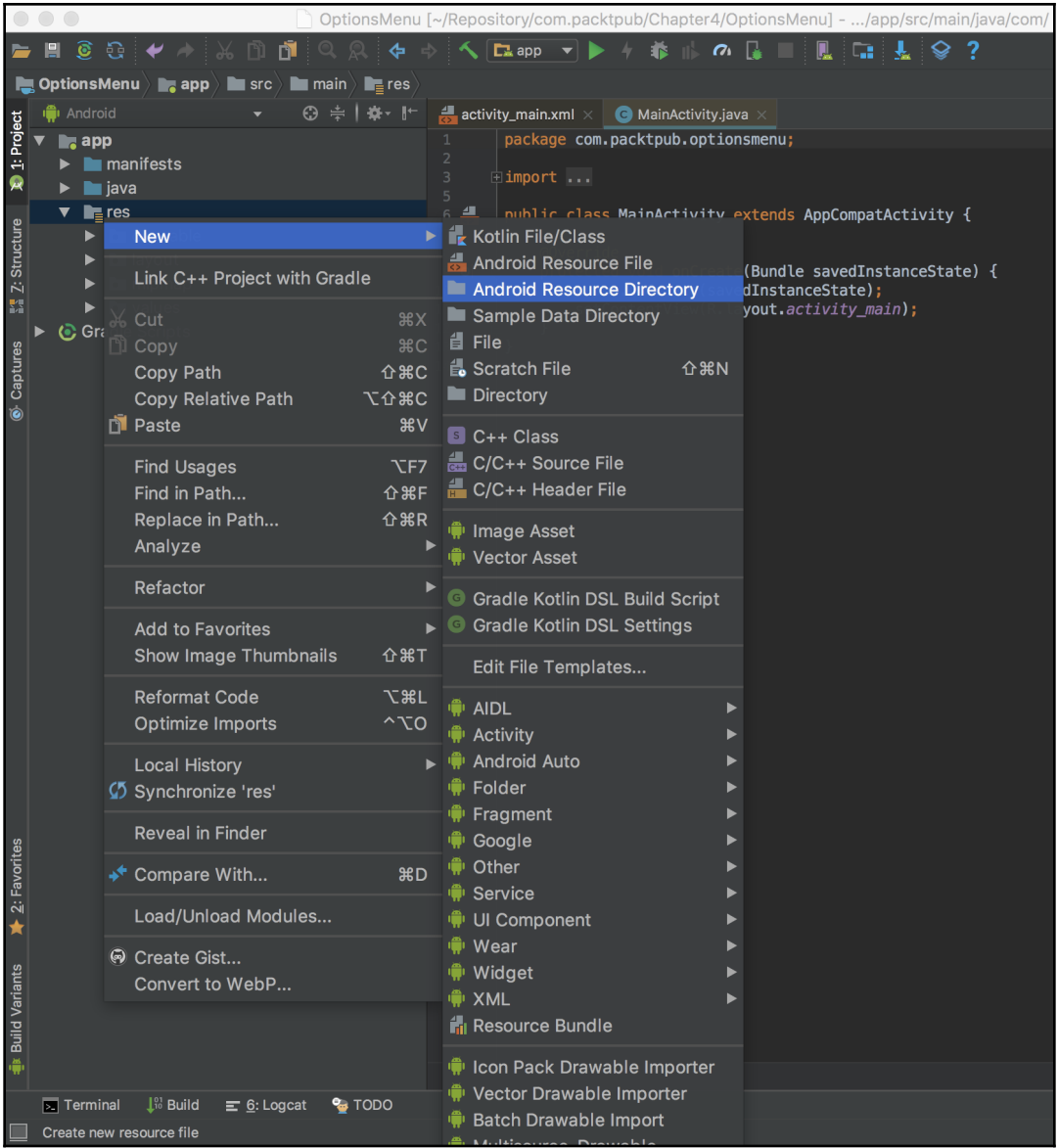


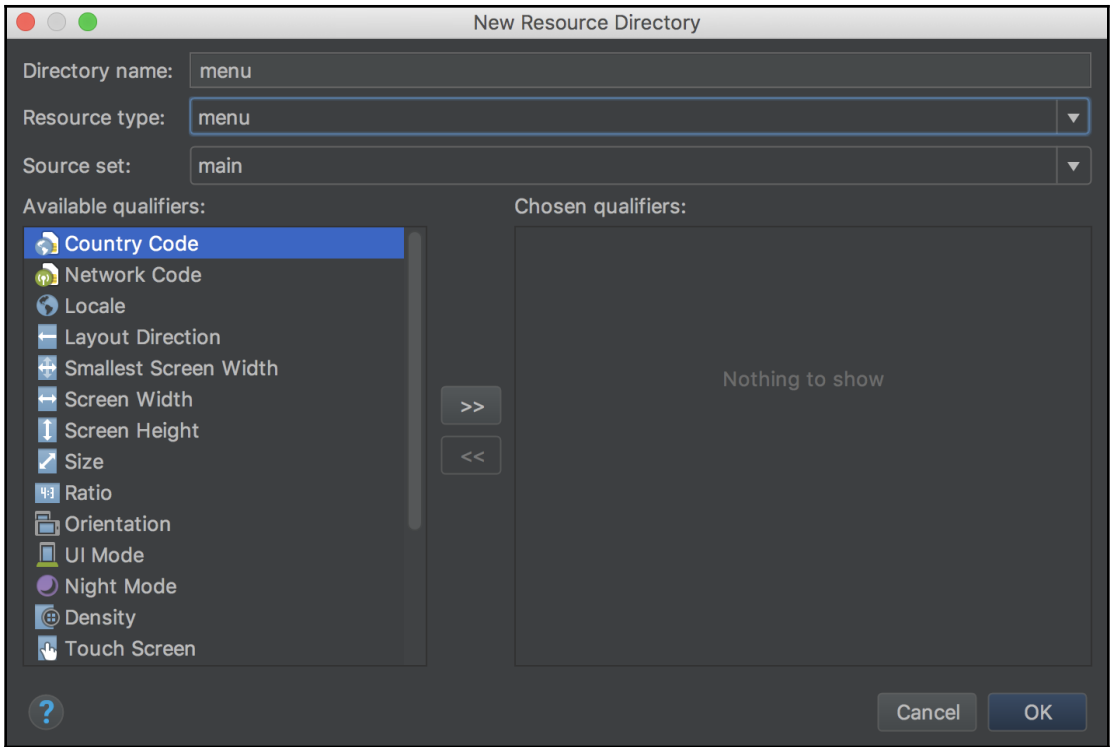


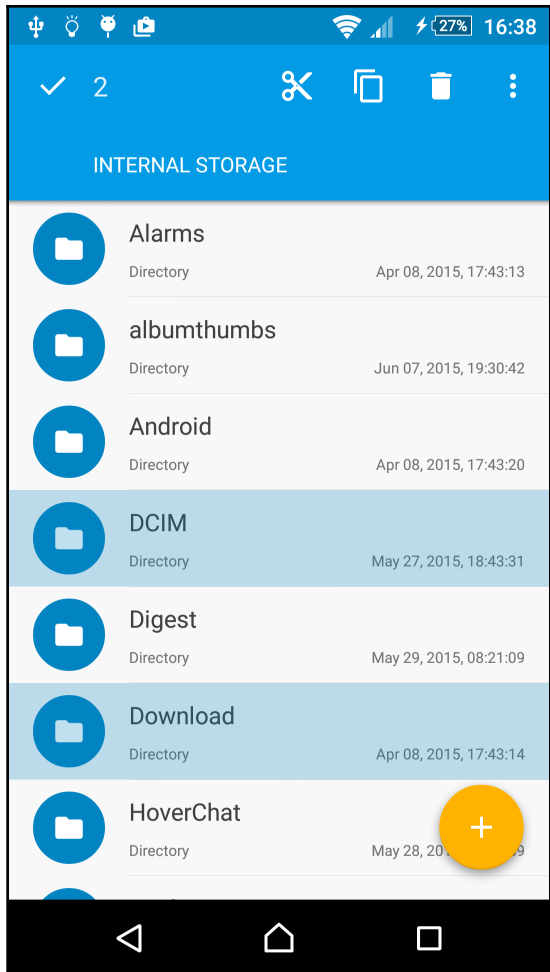


Chapter 4: Menus and Action Mode

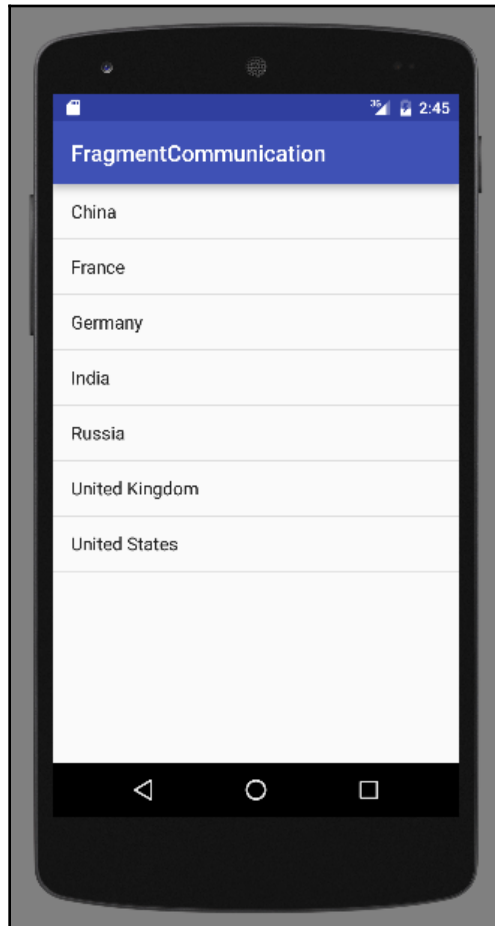




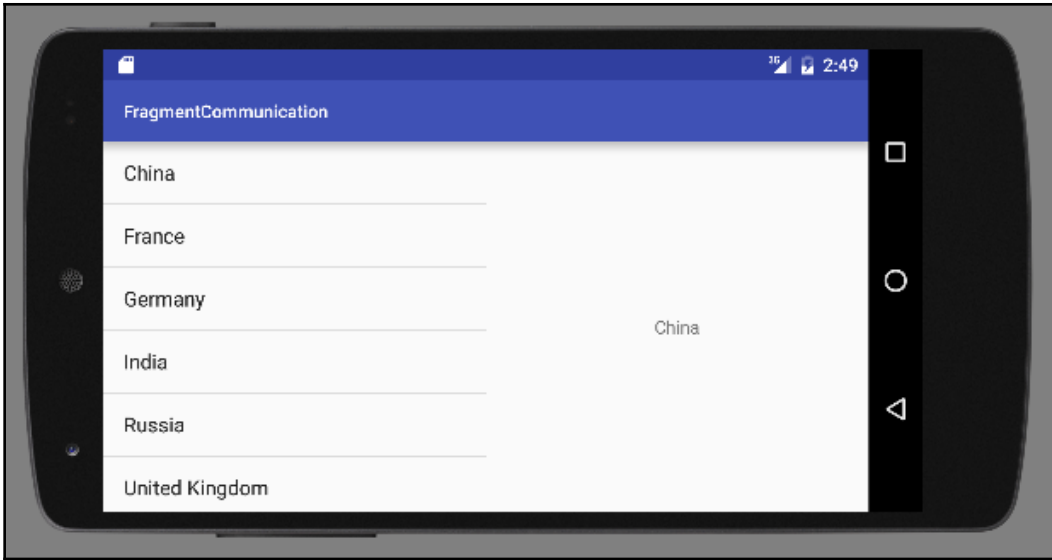




Chapter 5: Fragments







Chapter 6: Home Screen Widgets, Search, and the System UI



5:09



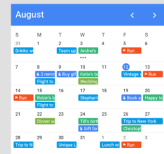
AppWidget

AppWidget 1 x 1

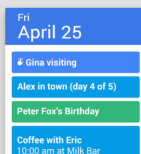


Calendar

Month 4 x 5

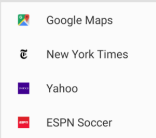


Schedule 2 x 3

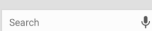


Chrome

Chrome bookm... 3 x 3



Chrome search 4 x 1



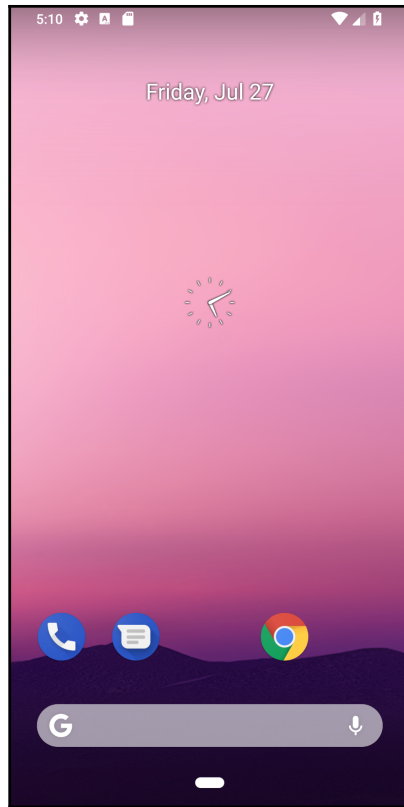
Clock

Analog clock 2 x 2

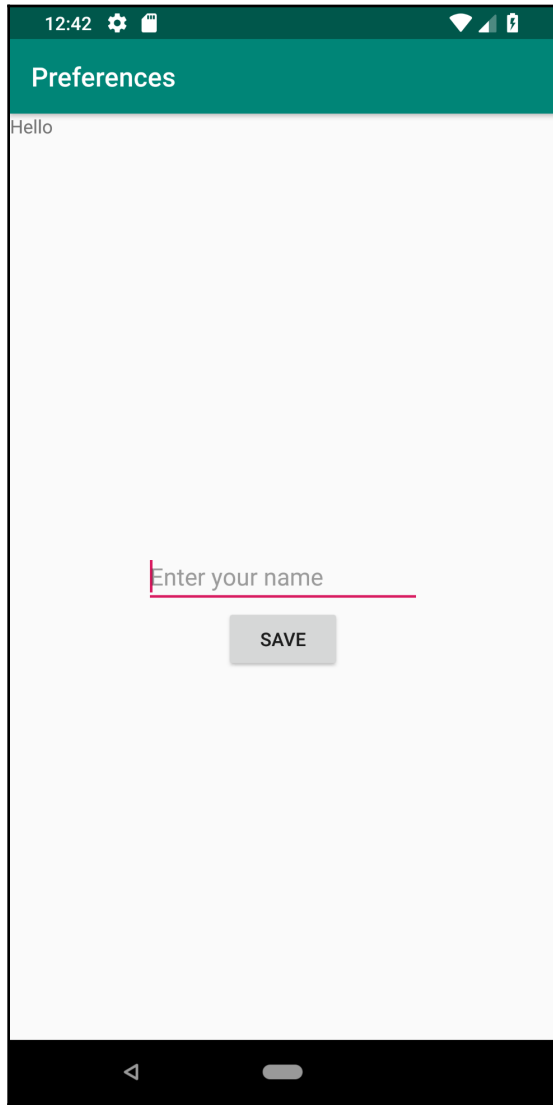


Digital clock 3 x 2





Chapter 7: Data Storage



12:52



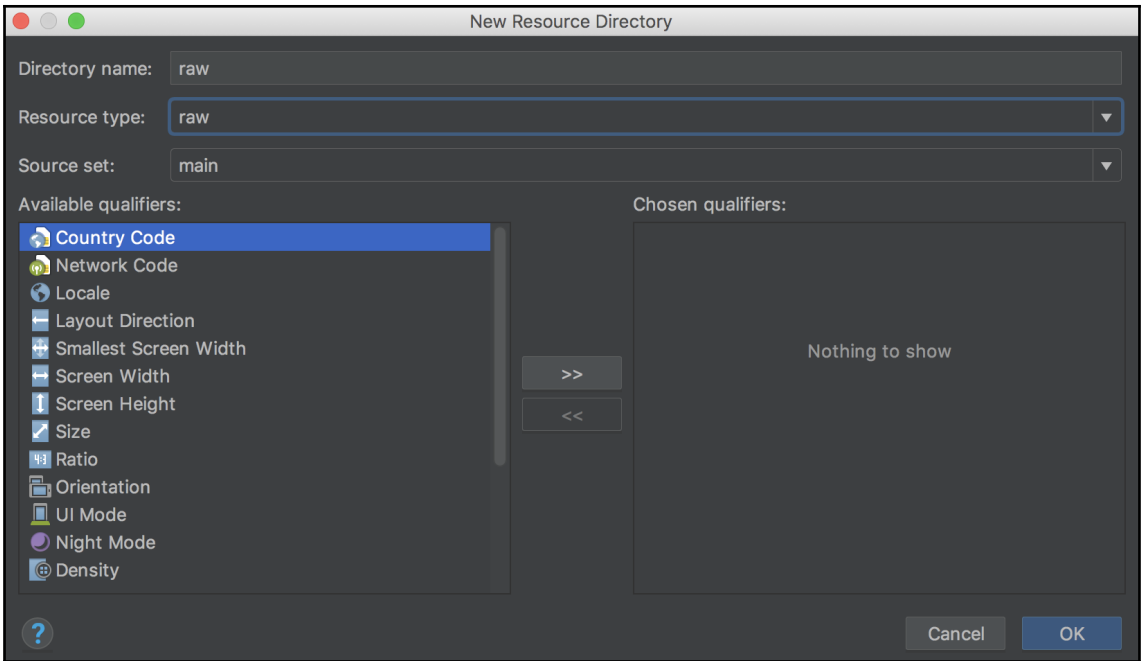
Preferences

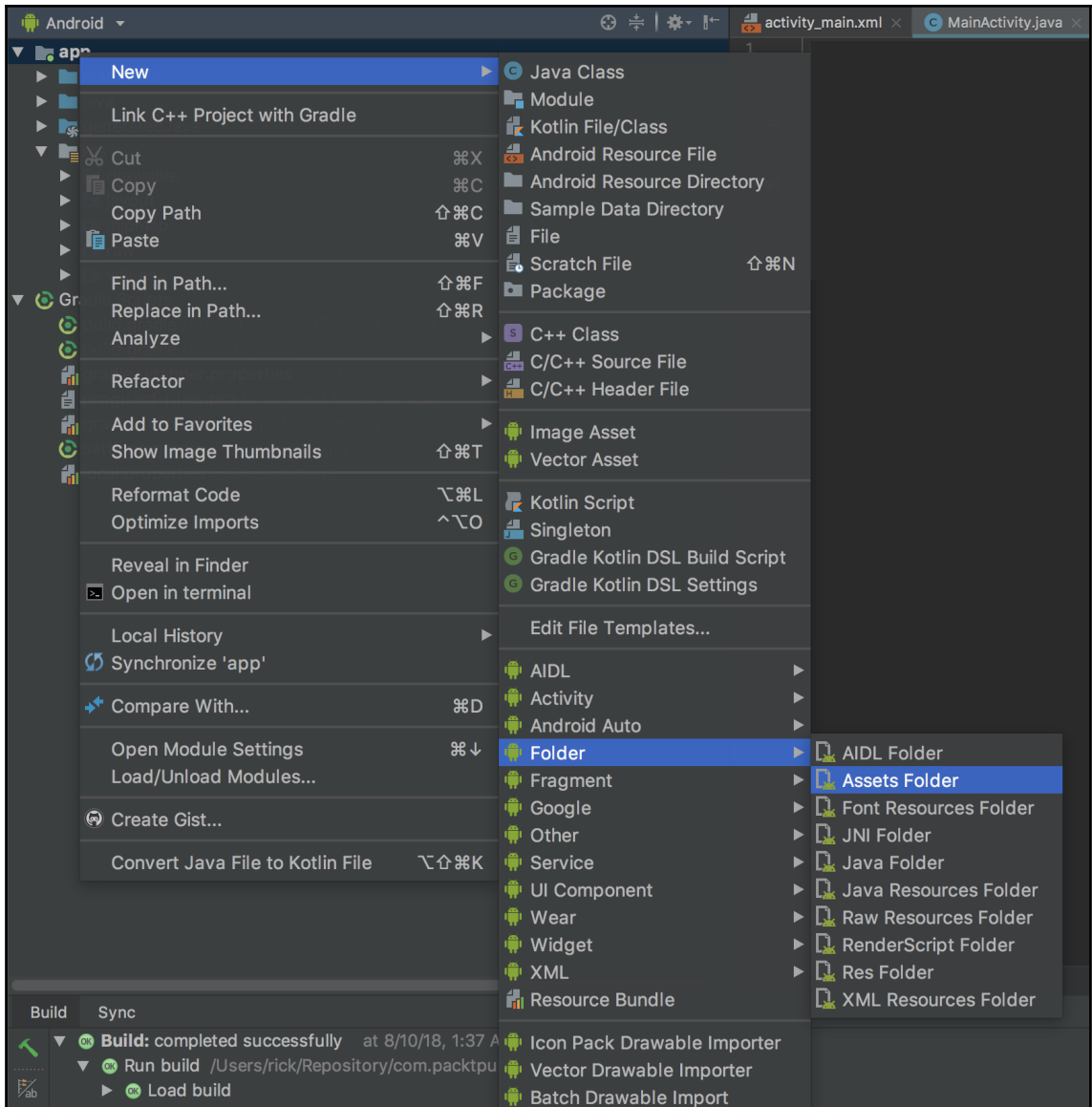
Welcome back Rick!

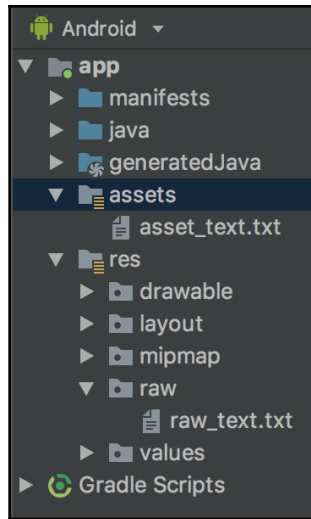
Enter your name

SAVE





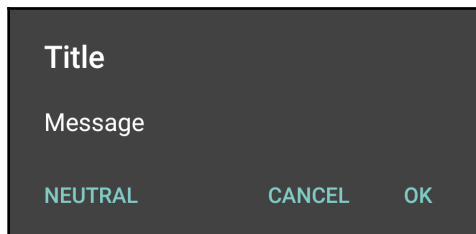
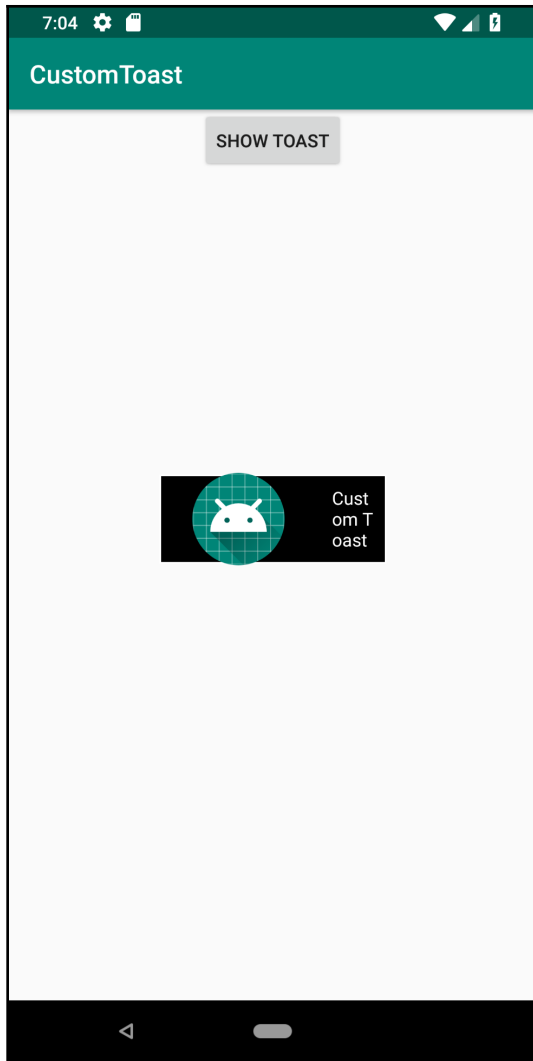


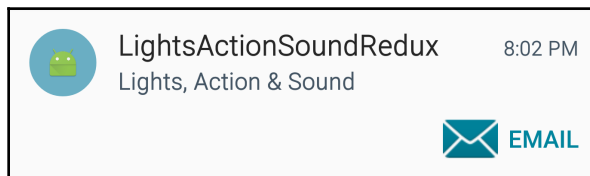
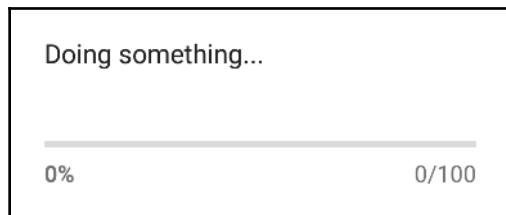
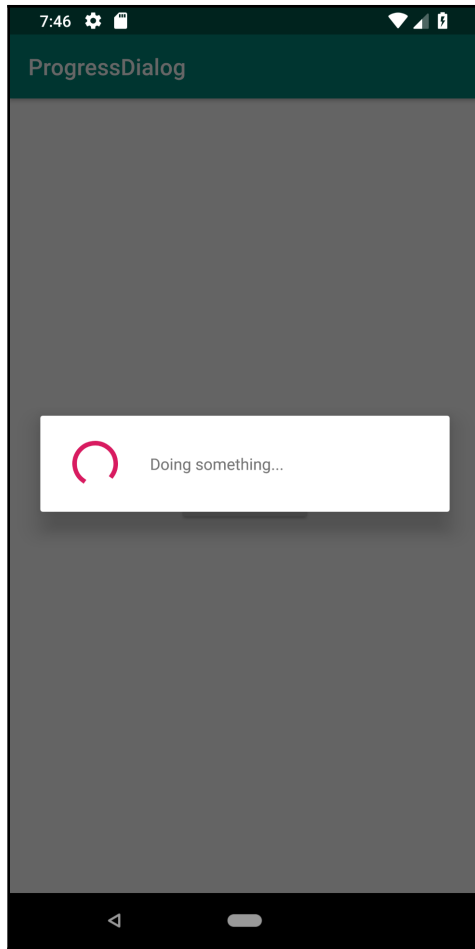


Chapter 8: Alerts and Notifications


```
toa|
  Toast (android.widget)
  showToast(View view) void
  RECEIVER_VISIBLE_TO_INSTANT_APPS (= 1) int
  toar Stores elements of java.util.Collection into array
```


```
Toast
  Toast (android.widget)
  Toast Create a new Toast
  showToast(View view) void
  android.widget.Toast.makeText($context$, "$text$", Toast.LE
  Did you know that Quick Definition View (⌘Space) works in completion lookups as well? >>
```









 **InboxStyle - Big Content Title** 7:51 PM
Line 1
Line 2


 **LightsActionSoundRedux** 7:57 PM





 **LightsActionSoundRedux** 7:58 PM
This is an example of the BigTextStyle
expanded notification.

 **Music** 10:39 PM
Now playing...

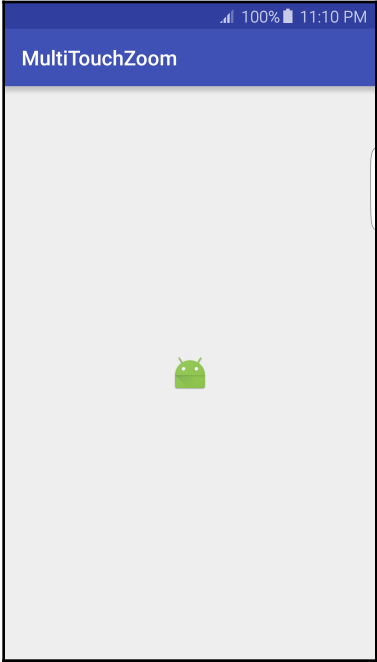


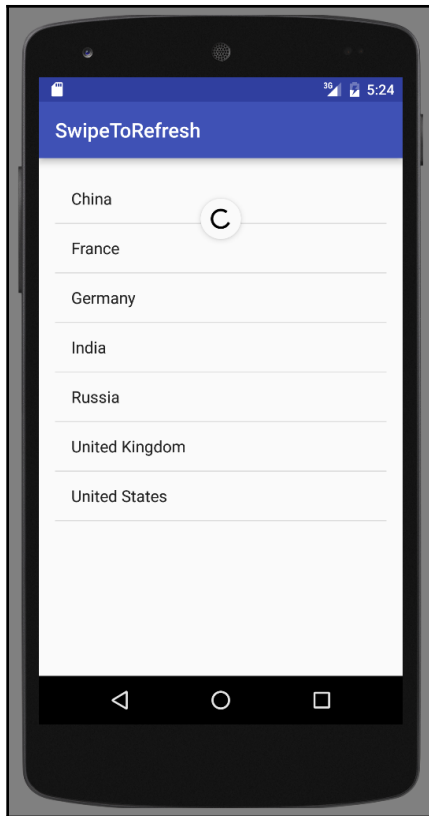
 **Music** 10:45 PM
Now playing...



FlashlightWithHea  **Flashlight** 6:03 PM
Press to turn off the flashlight

Chapter 9: Using the Touchscreen and Sensors





ListDeviceSensors

Goldfish 3-axis Accelerometer

Goldfish 3-axis Gyroscope

Goldfish 3-axis Magnetic field sensor

Goldfish Orientation sensor

Goldfish Ambient Temperature sensor

Goldfish Proximity sensor

Goldfish Light sensor

Goldfish Pressure sensor

Goldfish Humidity sensor

Goldfish 3-axis Magnetic field sensor (uncalibrated)

Game Rotation Vector Sensor

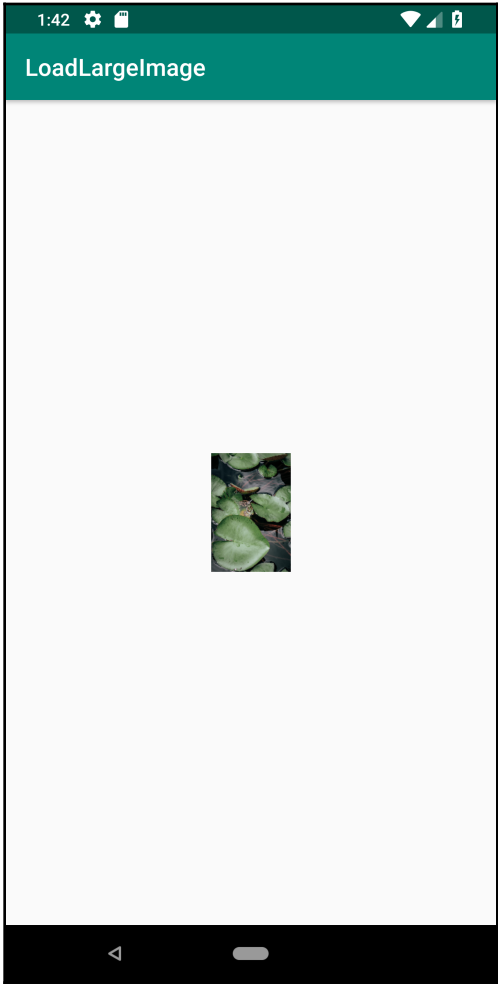
GeoMag Rotation Vector Sensor

Gravity Sensor

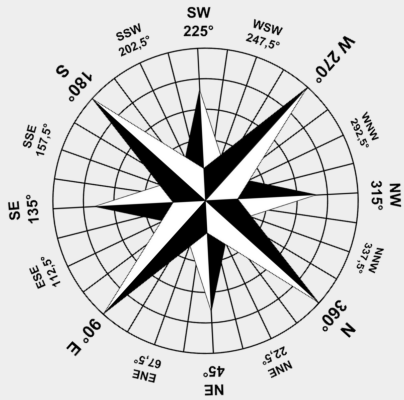
Linear Acceleration Sensor



Chapter 10: Graphics and Animation





Compass







Create New Project

 **Configure Activity** 


Creates a new empty activity

Activity Name:

Generate Layout File

Layout Name:

Backwards Compatibility (AppCompat)



If false, this activity base class will be Activity instead of AppCompatActivity

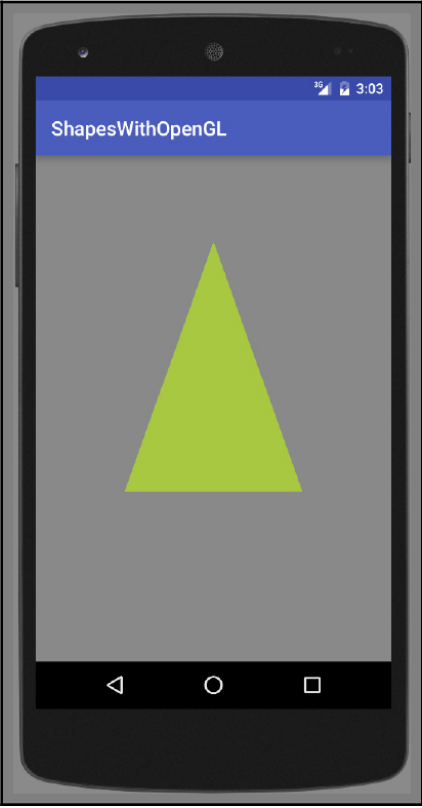
12:08



CircleImage



Chapter 11: A First Look at OpenGL ES

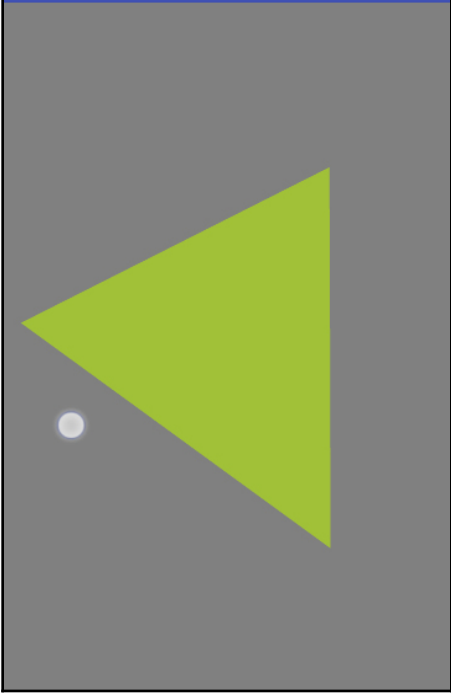




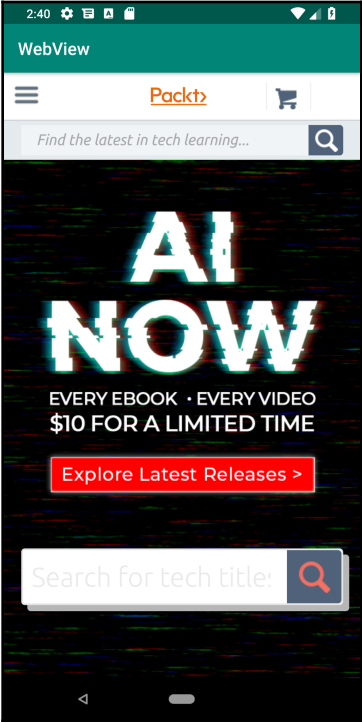




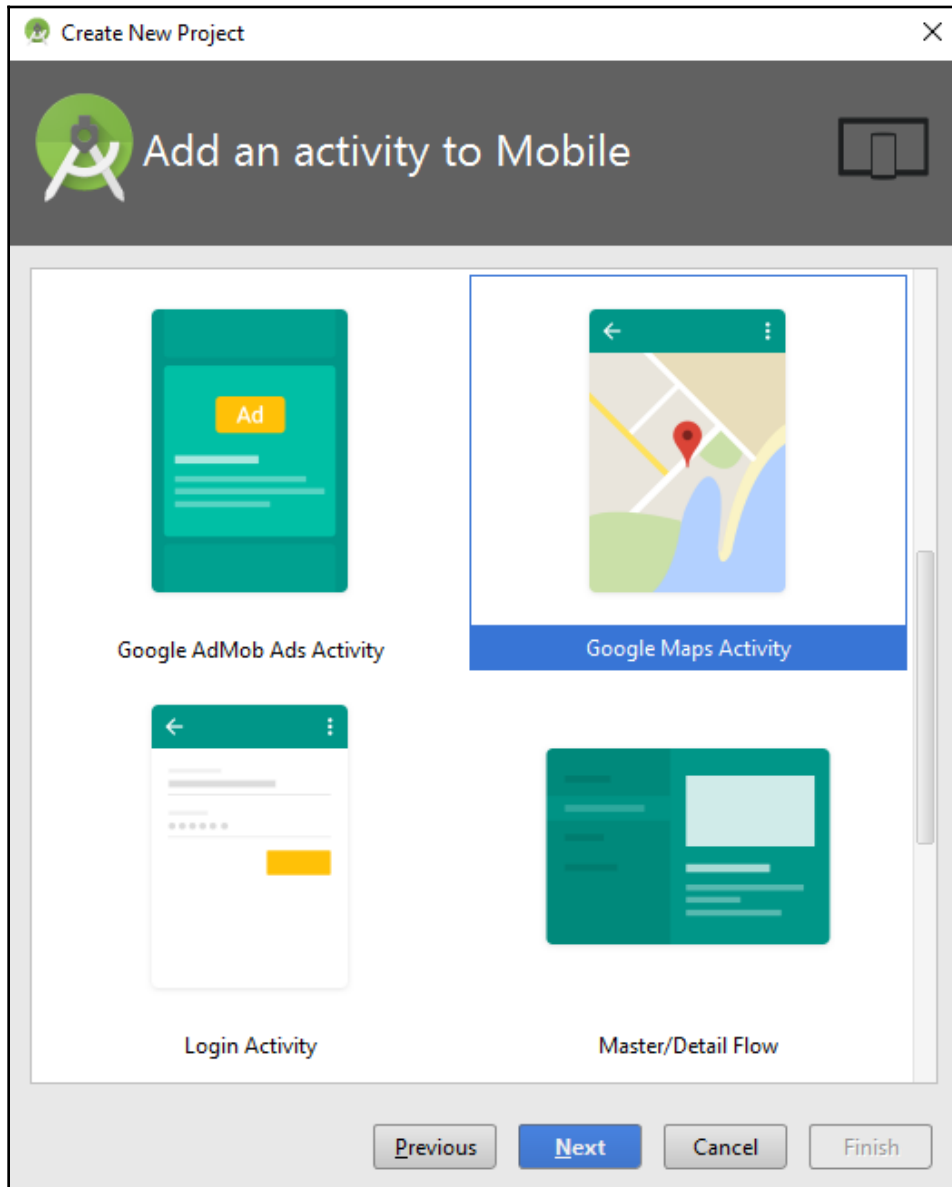
RotateWithUserInput

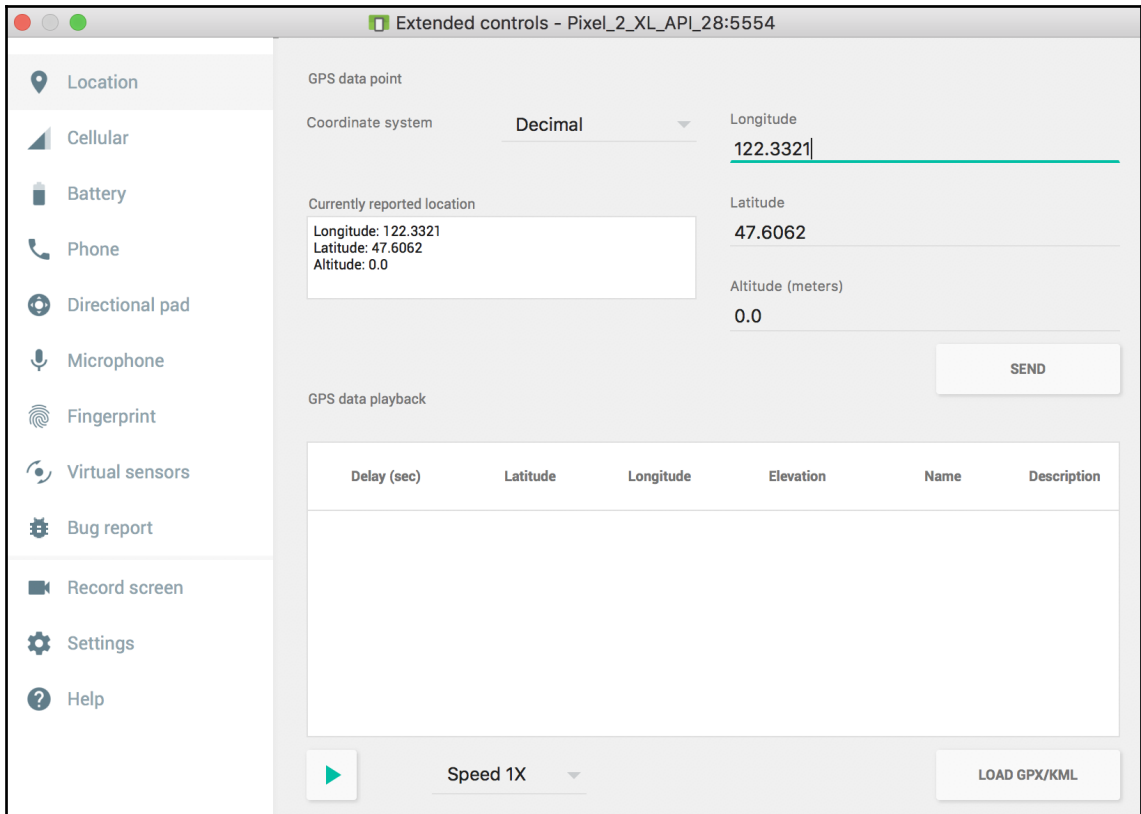
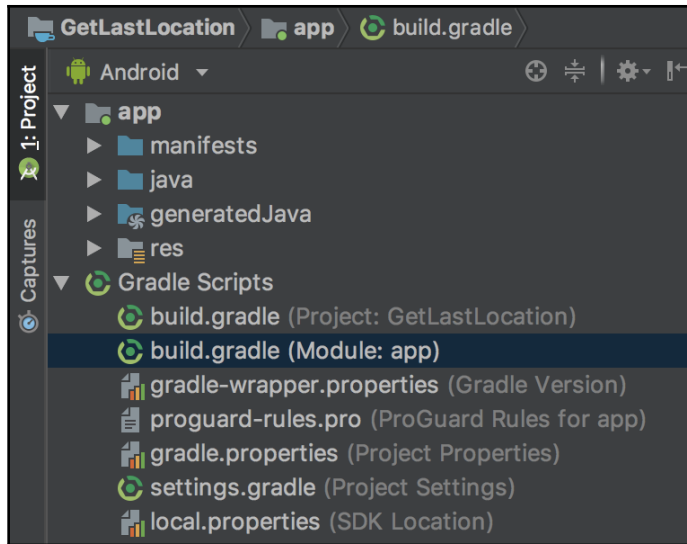


Chapter 13: Telephony, Networks, and the Web

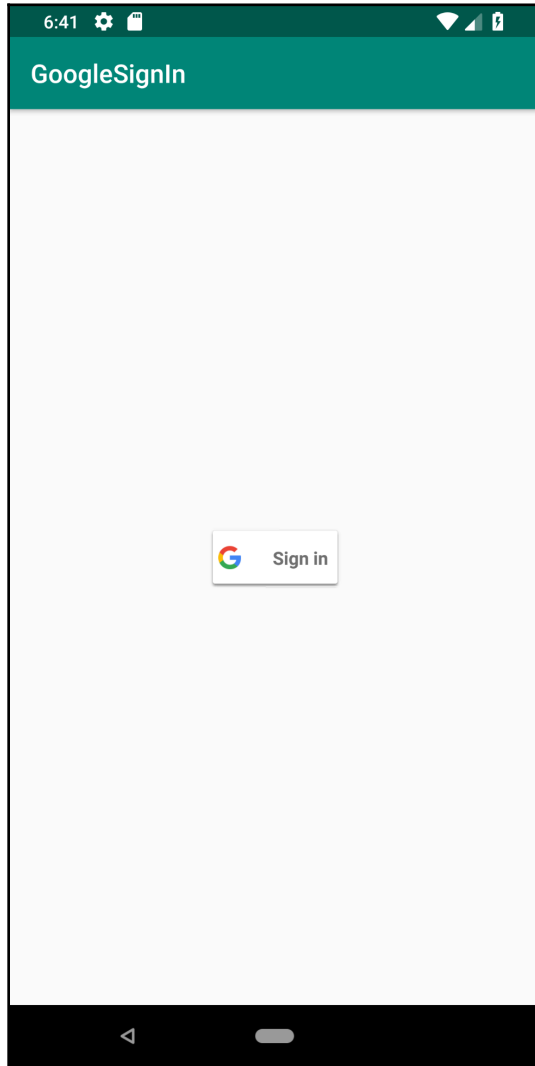


Chapter 14: Location and Using Geofencing





Chapter 15: Getting Your App Ready for the Play Store



Chapter 16: Getting Started with Kotlin

