Yesterday Review

+ Today Kim's Game

1. Name 4 views. Spelling counts.

1. Name 4 views. Spelling counts.

EditText

ImageView

TextView

Button

2. Name as many attributes as you can.

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id

Layout_height

Layout_width

onClick

textSize

background

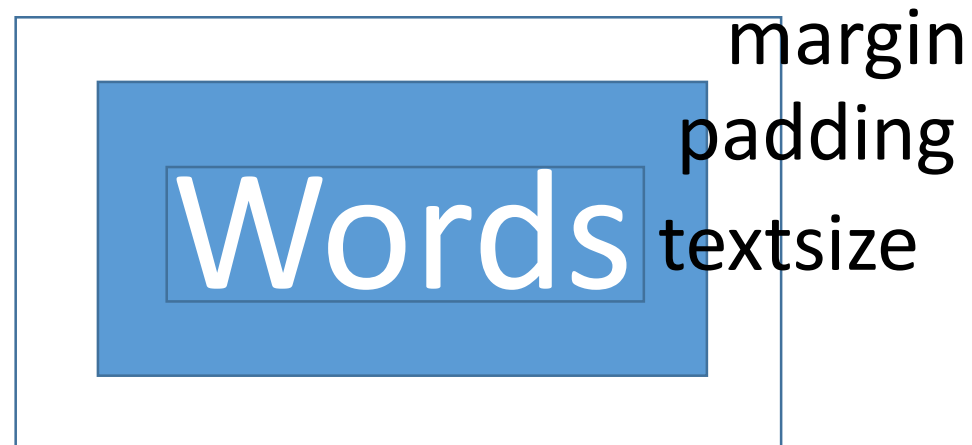margin

padding

text

Layout_gravity

textColor

Src

orientation

3. Draw a diagram that explains the difference between margins, padding and textSize.

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4. On a view, the textsize is 20dp. The margins are 10dp and the padding is 30dp. What is the height allocated to the widget when drawn on the screen?

4. On a view, the textsize is 20dp. The margins are 10dp and the padding is 30dp. What is the height allocated to the widget when drawn on the screen?

Words

10
30
20
30
10

100 dp
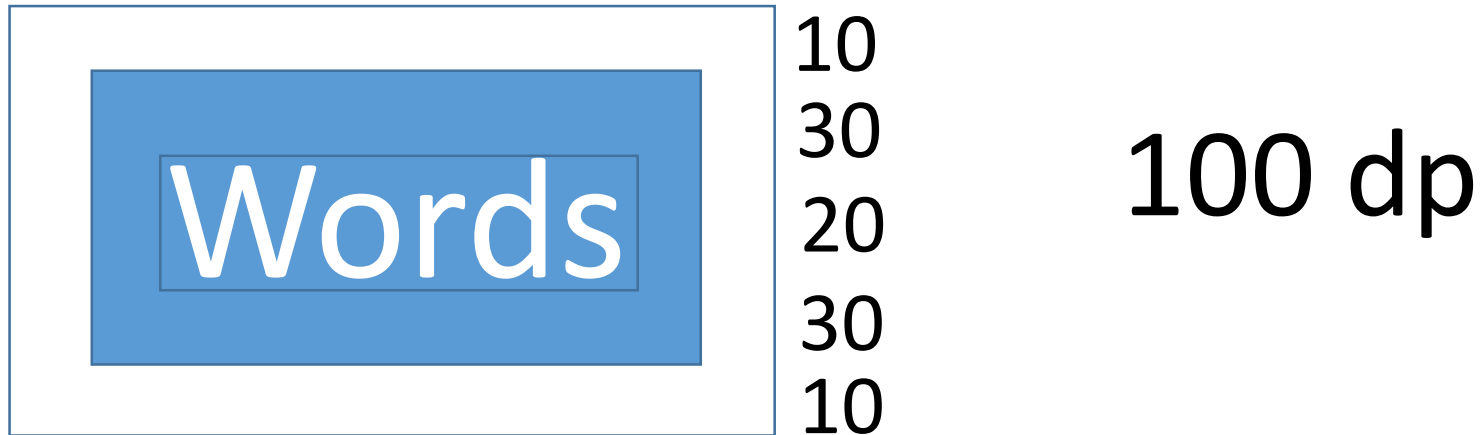
5. What starts and ends a tag?

5. What starts and ends a tag?

<

/>

6. Name 4 ways to specify size

6. Name 4 ways to specify size

Wrap_content
Match_parent
DP
SP

Widget Memorize

+ Yesterday Widgets

```xml
<TextView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:padding="10dp"
    android:text="Title"
    android:textSize="16sp" />
```

```xml
<LinearLayout
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical">

</LinearLayout>
```

```java
Button BID = (Button)findViewById(R.id.BID);
EditText ETID = (EditText)findViewById(R.id.ETID);
TextView TVID = (TextView)findViewById(R.id.TVID);
ImageView IVID = (Button)findViewById(R.id.IVID);
```

```xml
<Button
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Words"
    android:id="@+id/ButtonID"
    android:onClick="MethodName"
    android:layout_gravity="center"
    android:textSize="20dp"/>
```

```java
public void MethodName(View view){
    Button BID = (Button)findViewById(R.id.BID);
    BID.setText("Changed Text");
}
```
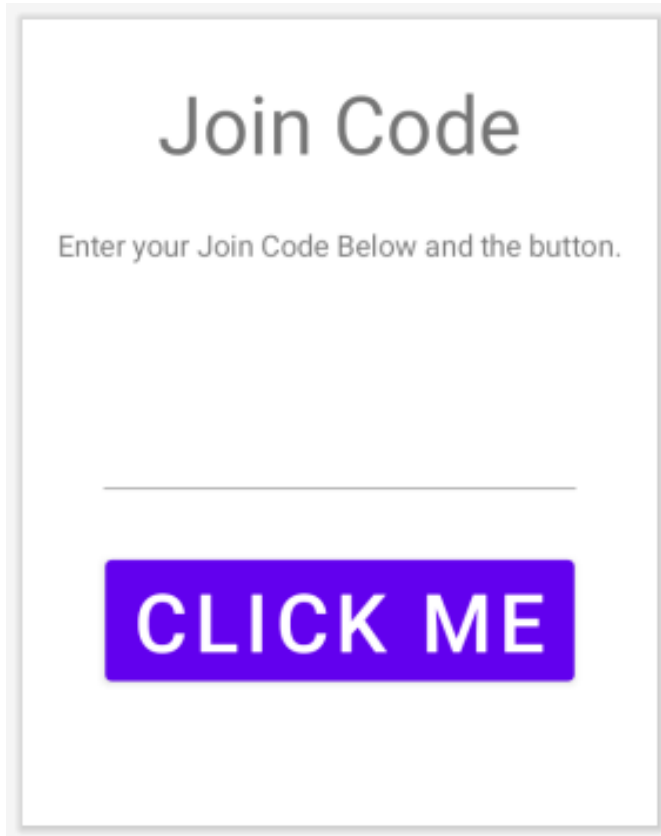
Some code snippets:

```java
public void clicked(View view){
    TextView txt = (TextView) findViewById(R.id.txt);
    ImageView pic = (ImageView) findViewById(R.id.pic);
    EditText write = (EditText) findViewById(R.id.write);

    String word = write.getText().toString();
    txt.setText(word);
    pic.setImageResource(R.drawable.hp2);
    pic.setEnabled(false);

    int num = Integer.parseInt(word);
    int rNum = (int) (Math.random()*3+1);

    txt.setText(num+" "+rNum);

}
```
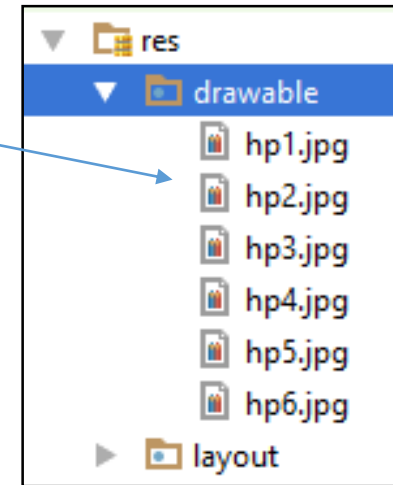
Circle the View that needs an id on the screen AND in the code.

Join Code

Enter your Join Code Below and the button.

CLICK ME

```xml
<TextView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:padding="30dp"
    android:text="Join Code"
    android:textSize="50sp" />

<TextView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:text="Enter your Join Code Below and the button."
    android:textSize="18sp" />

<EditText
    android:layout_width="300dp"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:padding="40dp"
    android:textSize="50sp" />

<Button
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:layout_margin="30dp"
    android:text="Click Me"
    android:textSize="50sp" />
```
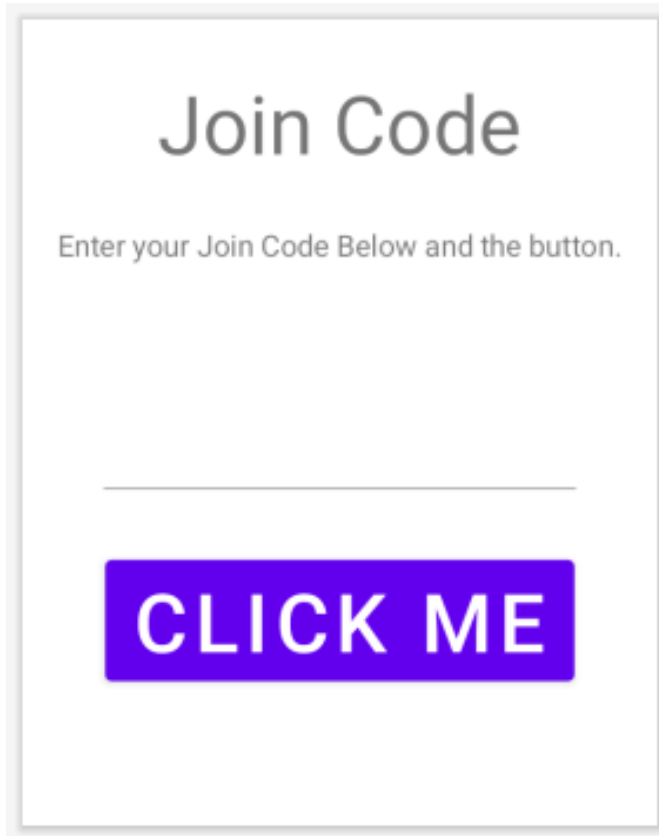
Join Code

Enter your Join Code Below and the button.

_____

CLICK ME

```xml
<TextView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:padding="30dp"
    android:text="Join Code"
    android:textSize="50sp" />

<TextView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:text="Enter your Join Code Below and the button."
    android:textSize="18sp" />

<EditText
    android:layout_width="300dp"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:padding="40dp"
    android:textSize="50sp"  />

<Button
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:layout_margin="30dp"
    android:text="Click Me"
    android:textSize="50sp" />
```
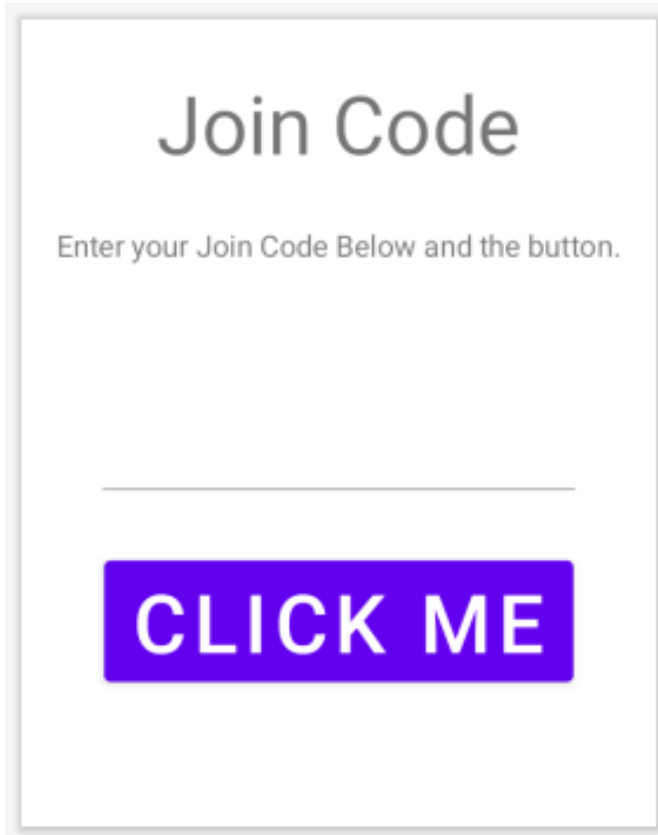
```xml
<TextView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:padding="30dp"
    android:text="Join Code"
    android:textSize="50sp" />
<TextView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:text="Enter your Join Code Below and the button."
    android:textSize="18sp" />
<EditText
    android:id="@+id/code"
    android:layout_width="300dp"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:padding="40dp"
    android:textSize="50sp" />
<Button
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:layout_margin="30dp"
    android:onClick="join"
    android:text="Click Me"
    android:textSize="50sp" />
```

Circle where you would find the method name in the XML

Java

```java
public void _____(View view){


}
```

XML

```xml
<EditText
    android:id="@+id/code"
    android:layout_width="300dp"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:padding="40dp"
    android:textSize="50sp" />
<Button
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:layout_margin="30dp"
    android:onClick="join"
    android:text="Click Me"
    android:textSize="50sp" />
```

Join Code

Enter your Join Code Below and the button.

CLICK ME

Java

```java
public void join(View view){

}
```

XML

```xml
<EditText
    android:id="@+id/code"
    android:layout_width="300dp"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:padding="40dp"
    android:textSize="50sp" />
<Button
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:layout_margin="30dp"
    android:onClick="join"
    android:text="Click Me"
    android:textSize="50sp" />
```

Join Code

Enter your Join Code Below and the button.

CLICK ME

Java

```java
public void join(View view){
    EditText ____ = (EditText)findViewById(R.id.____);


}
```

XML

```xml
<EditText
    android:id="@+id/code"
    android:layout_width="300dp"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:padding="40dp"

    android:textSize="50sp" />
<Button
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:layout_margin="30dp"
    android:onClick="join"
    android:text="Click Me"
    android:textSize="50sp" />
```

Circle where you declared an EditText in the Java.

Java

```java
public void join(View view){
    EditText code = (EditText)findViewById(R.id.code);
    String c = code.getText().toString();
    code.setText("");
}
```

XML

```xml
<EditText
    android:id="@+id/code"
    android:layout_width="300dp"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:padding="40dp"
    android:textSize="50sp" />
<Button
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:layout_margin="30dp"
    android:onClick="join"
    android:text="Click Me"
    android:textSize="50sp" />
```
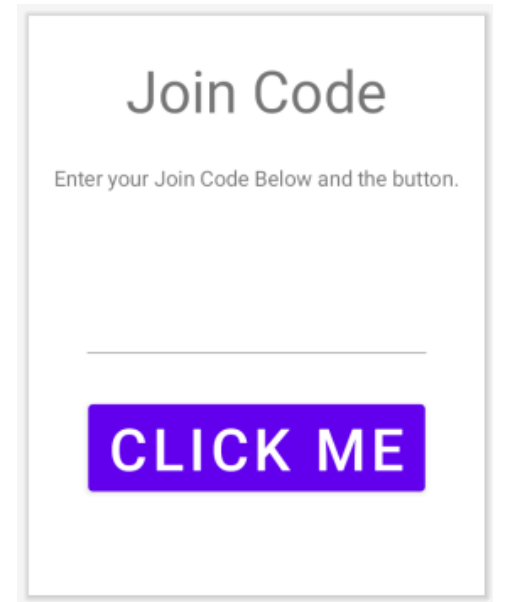
Join Code

Enter your Join Code Below and the button.

CLICK ME

Join Code

Enter your Join Code Below and the button.

CLICK ME

Java

```java
public void join(View view){
    EditText code = (EditText)findViewById(R.id.code);
    String c = code.getText().toString();
    if(c.equals("12345"))
        Toast.makeText(getApplicationContext(), "You have joined", Toast.LENGTH_SHORT).show();
    else
        Toast.makeText(getApplicationContext(), "Join code is incorrect", Toast.LENGTH_SHORT).show();
    code.setText("");
}
```

Join Code

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CLICK ME

Java

```java
public void join(View view){
    EditText code = (EditText)findViewById(R.id.code);
    String c = code.getText().toString();
    if(c.equals("12345"))
        Toast.makeText(getApplicationContext(), "You have joined", Toast.LENGTH_SHORT).show();
    else
        Toast.makeText(getApplicationContext(), "Join code is incorrect", Toast.LENGTH_SHORT).show();
    code.setText("");
}
```

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Java

```java
public void join(View view){
    EditText code = (EditText)findViewById(R.id.code);
    String c = code.getText().toString();
    if(c.equals("12345"))
        Toast.makeText(getApplicationContext(), "You have joined", Toast.LENGTH_SHORT).show();
    else
        Toast.makeText(getApplicationContext(), "Join code is incorrect", Toast.LENGTH_SHORT).show();
    code.setText("");
}
```

Join Code

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Java

```java
public void join(View view){
    EditText code = (EditText)findViewById(R.id.code);
    String c = code.getText().toString();
    if(c.equals("12345"))
        Toast.makeText(getApplicationContext(), "You have joined", Toast.LENGTH_SHORT).show();
    else
        Toast.makeText(getApplicationContext(), "Join code is incorrect", Toast.LENGTH_SHORT).show();
    code.setText("");
}
```

```java
public void join(View view){
```

Handle Inflation

```java
    EditText code = (EditText)findViewById(R.id.code);
```

Get stuff out of EditText

```java
    String c = code.getText().toString();
```

Process stuff from EditText

```java
    if(c.equals("12345"))
        Toast.makeText(getApplicationContext(), "You have joined", Toast.LENGTH_SHORT).show();
    else
        Toast.makeText(getApplicationContext(), "Join code is incorrect", Toast.LENGTH_SHORT).show();
```
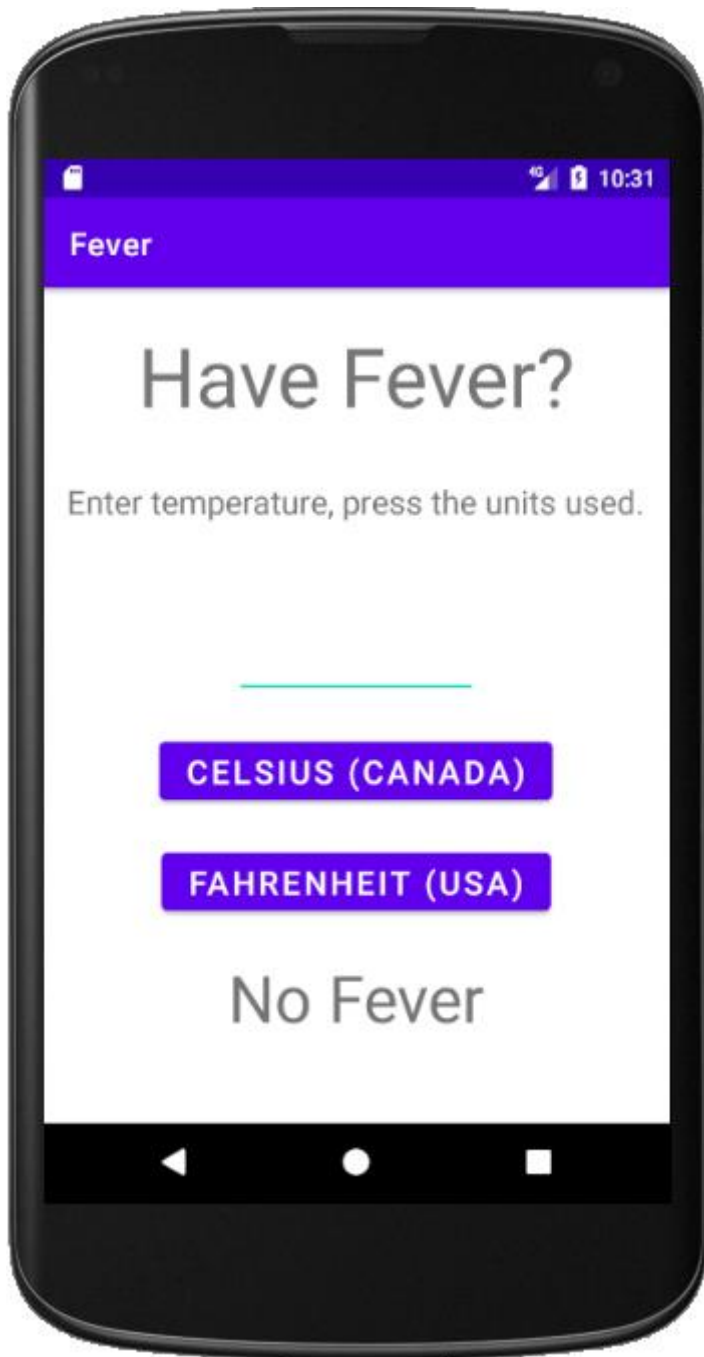
Clear EditText

```java
    code.setText("");
}
```

```xml
<EditText
    android:id="@+id/temp"
    android:layout_width="150dp"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:layout_margin="10dp"
    android:textSize="50sp" />
<Button
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:layout_margin="10dp"
    android:onClick="celsius"
    android:text="Celsius (Canada)"
    android:textSize="20sp" />
<Button
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:layout_margin="10dp"
    android:onClick="fahrenheit"
    android:text="Fahrenheit (USA)"
    android:textSize="20sp" />
<TextView
    android:id="@+id/result"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:layout_margin="10dp"
    android:text="No data entered"
    android:textSize="40sp" />
```
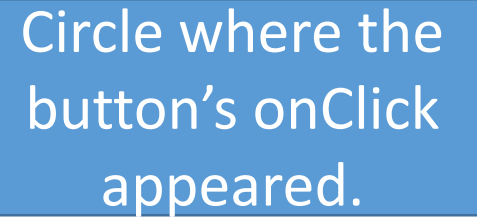
Circle all the pieces of information you will need in the java code.

Have Fever?

Enter temperature, press the units used.

CELSIUS (CANADA)

FAHRENHEIT (USA)

No Fever

Fever

```java
public void celsius(View view){
    EditText temp =(EditText)findViewById(R.id.temp);
    TextView result = (TextView) findViewById(R.id.result);

    double t = Double.parseDouble(temp.getText().toString());
    if(t>=37.8)
        result.setText("Fever");
    else
        result.setText("No Fever");

    temp.setText("");
}
```

```java
public void celsius(View view){
    EditText temp =(EditText)findViewById(R.id.temp);
    TextView result = (TextView) findViewById(R.id.result);

    double t = Double.parseDouble(temp.getText().toString());
    if(t>=37.8)
        result.setText("Fever");
    else
        result.setText("No Fever");

    temp.setText("");
}
```

```java
public void celsius(View view){
    EditText temp =(EditText)findViewById(R.id.temp);
    TextView result = (TextView) findViewById(R.id.result);

    double t = Double.parseDouble(temp.getText().toString());
    if(t>=37.8)
        result.setText("Fever");
    else
        result.setText("No Fever");

    temp.setText("");
}
```

```java
public void celsius(View view){
    EditText temp =(EditText)findViewById(R.id.temp);
    TextView result = (TextView) findViewById(R.id.result);

    double t = Double.parseDouble(temp.getText().toString());
    if(t>=37.8)
        result.setText("Fever");
    else
        result.setText("No Fever");

    temp.setText("");
}
```

Change the method so that it can calculate using Fahrenhuit (100)

```java
public void celsius(View view){
    EditText temp =(EditText)findViewById(R.id.temp);
    TextView result = (TextView) findViewById(R.id.result);

    double t = Double.parseDouble(temp.getText().toString());

    if(t>=37.8)
        result.setText("Fever");
    else
        result.setText("No Fever");

    temp.setText("");
}
```