



Programmazione di sistemi mobili e tablet

Android Development

Carlo Menapace – carlo.menapace@factorymind.com
Jonny Fox

PREVIOUS LESSON ERRORS - LISTVIEW – ArrayAdapter

```
list.setAdapter(new ItemsComplexAdapter(getApplicationContext(), R.layout.listRowLayout, listOfArticles));
```

```
public class ItemsComplexAdapter extends ArrayAdapter<Article>
```

```
private ArrayList<Article> mArticles;  
private Context mContext = null;  
private int mListRowLayout;
```

```
public ItemsComplexAdapter(Context context, int layoutId, ArrayList<Article> articles) {  
    super(context, layoutId, articles);  
    mArticles = articles;  
    mContext = context;  
    mListRowLayout = layoutId;  
}
```

```
@Override  
public View getView(int position, View view, ViewGroup parent) {  
    LayoutInflater inflater = (LayoutInflater) mContext  
        .getSystemService(Context.LAYOUT_INFLATER_SERVICE);  
    view = inflater.inflate(mListRowLayout, null);
```

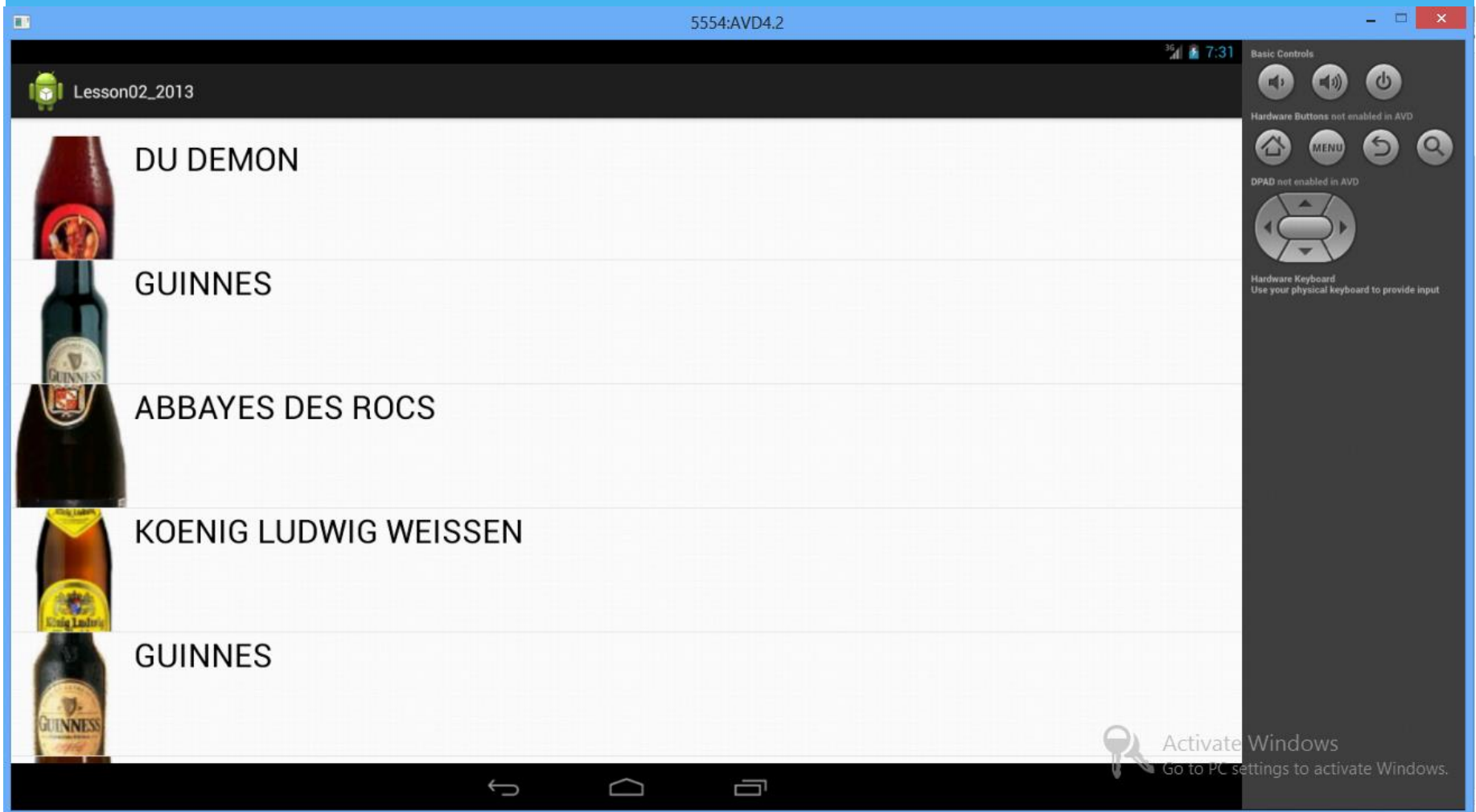
```
        Article article = mArticles.get(position);
```

```
    }  
    Factory Mind s. c. - www.factorymind.com  
}
```

Custom layout

Needed by the base constructor

TODAY'S ROADMAP



DALVIK DEBUG MONITOR SERVICE (DDMS)

Using this tool it is possible to have in **every moment a complete overview** on what is going on in our device/emulator. For example, today we are going to use the DDMS in order to work with DBs.

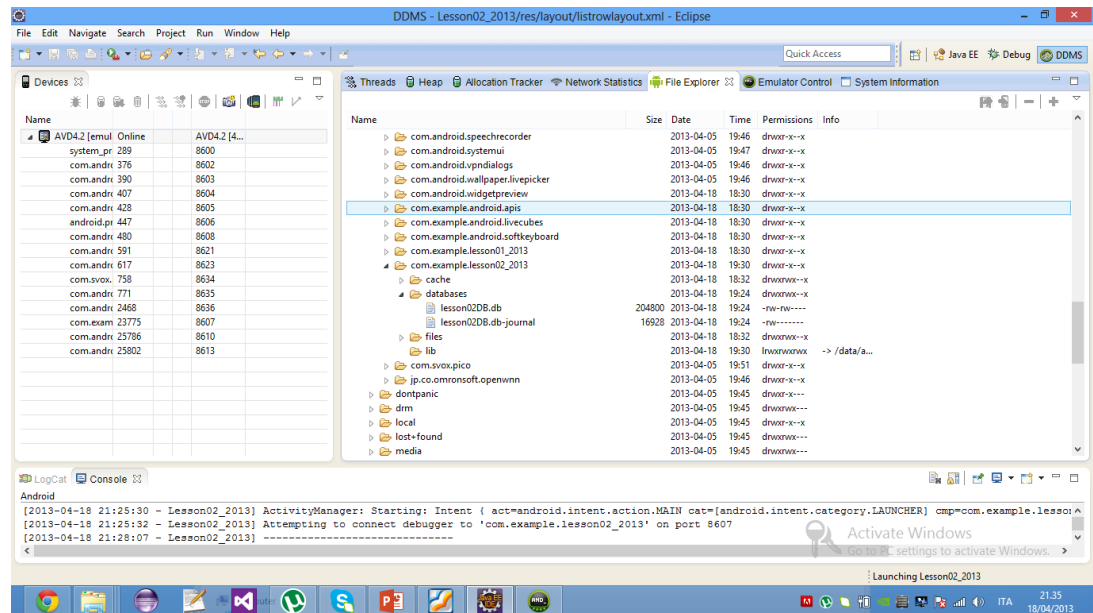
Where can we found the DDMS?

Window > Show View > DDMS

OR

Window > Other > Android > DDMS

After this on the upper right corner you should have a DDMS Tab



ANDROID DATABASE

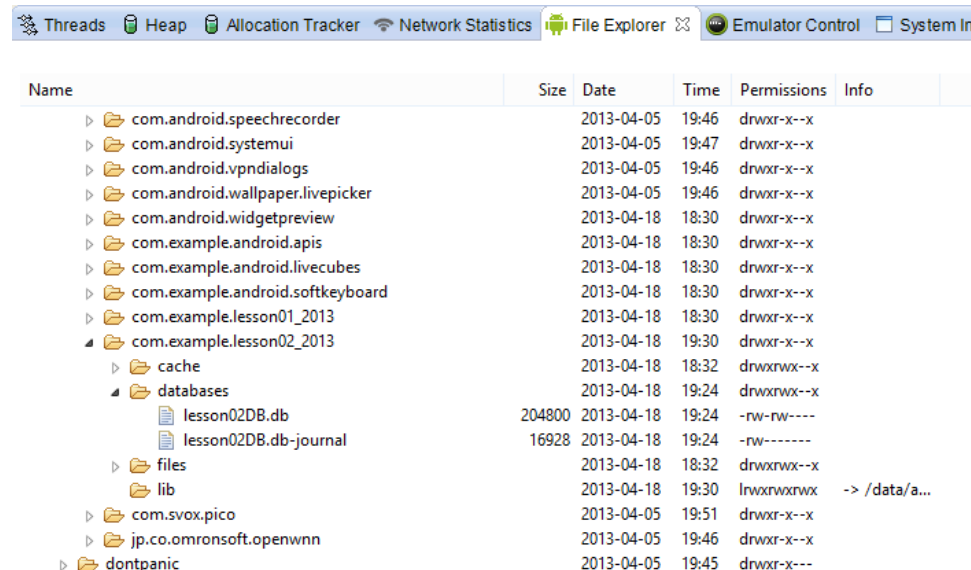
If you have set up the emulator correctly, in the DDMS tab, you should see the emulator file system. Every file that can be used by Android (or any other application) can be seen from the File Explorer tab.

When we create a new DB for our application, we can find it in

data>data>applicationPackage>databases

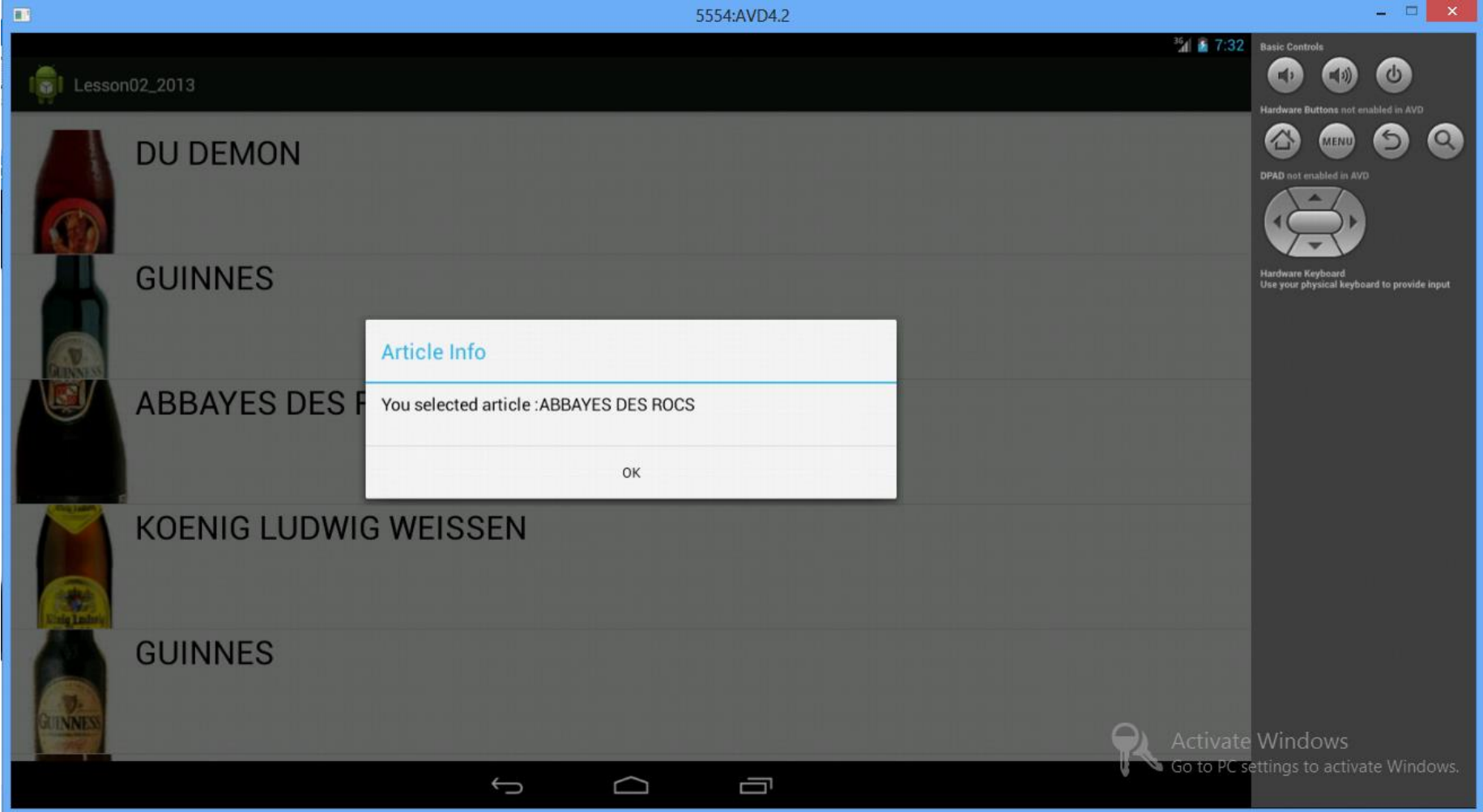
Our DB is the file with extension

***.db**



Name	Size	Date	Time	Permissions	Info
com.android.speechrecorder		2013-04-05	19:46	drwxr-x--x	
com.android.systemui		2013-04-05	19:47	drwxr-x--x	
com.android.vpndialogs		2013-04-05	19:46	drwxr-x--x	
com.android.wallpaper.livepicker		2013-04-05	19:46	drwxr-x--x	
com.android.widgetpreview		2013-04-18	18:30	drwxr-x--x	
com.example.android.apis		2013-04-18	18:30	drwxr-x--x	
com.example.android.livecubes		2013-04-18	18:30	drwxr-x--x	
com.example.android.softkeyboard		2013-04-18	18:30	drwxr-x--x	
com.example.lesson01_2013		2013-04-18	18:30	drwxr-x--x	
com.example.lesson02_2013		2013-04-18	19:30	drwxr-x--x	
cache		2013-04-18	18:32	drwxrwx--x	
databases		2013-04-18	19:24	drwxrwx--x	
lesson02DB.db	204800	2013-04-18	19:24	-rw-rw----	
lesson02DB.db-journal	16928	2013-04-18	19:24	-rw-----	
files		2013-04-18	18:32	drwxrwx--x	
lib		2013-04-18	19:30	lrwxrwxrwx	-> /data/a...
com.svox.pico		2013-04-05	19:51	drwxr-x--x	
jp.co.omronsoft.openwnn		2013-04-05	19:46	drwxr-x--x	
dontpanic		2013-04-05	19:45	drwxr-x---	

ALERT DIALOG



EXTRA SLIDE 😊

If you want something more exciting, try to create a contextual Menu and open a Dialog by clicking on one of its button!
Feel free to use your favorite MENU

- Ready to use
- Customized by you (for example by inflating your **layout**)

N.B

In order to create a menu layout, you have to create a menu folder under the res folder. There, create a layout for our menu