

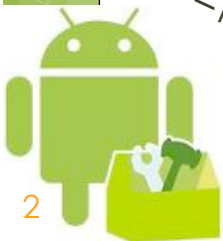


ListView

Marco Ronchetti
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Creazione di liste

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:background="@string/colorepage1">
    <TextView
        android:id="@+id/textList" ←
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignParentTop="true"
        android:layout_centerHorizontal="true"
        android:layout_marginTop="16dp"
        android:text="@string/HeaderList" />
    <ListView
        android:id="@+id/listView1" // id della nostra lista
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_below="@+id/textList" ←
        android:layout_centerHorizontal="true"
        android:layout_marginTop="15dp" />
</LinearLayout>
```



A specialized activity: ListActivity

Typically, the ListView should be in your_layout.xml.

That ListView should have an id attribute defined in xml file, say:
`android:id="@+id/listView1"`

You get your ListView object some thing like this way:
`setContentView(R.layout.your_layout);`
`ListView list = (ListView)findViewById(R.id.listView1);`
`list.addFooterView(view);`

You get your ListView EITHER by calling method

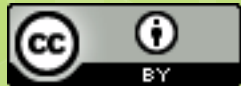
`ListView list = getListView();`

OR by doing

`ListView list = (ListView)findViewById(android.R.id.list);` //note the android prefix.

and please note that while defining any layout.xml for ListActivity you would have a ListView in your layout having id of something like this: `android:id="@android:id/list"`





Adapters

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Adapter - AdapterView

AdapterView:

a view whose children are determined by an Adapter.

Adapter:

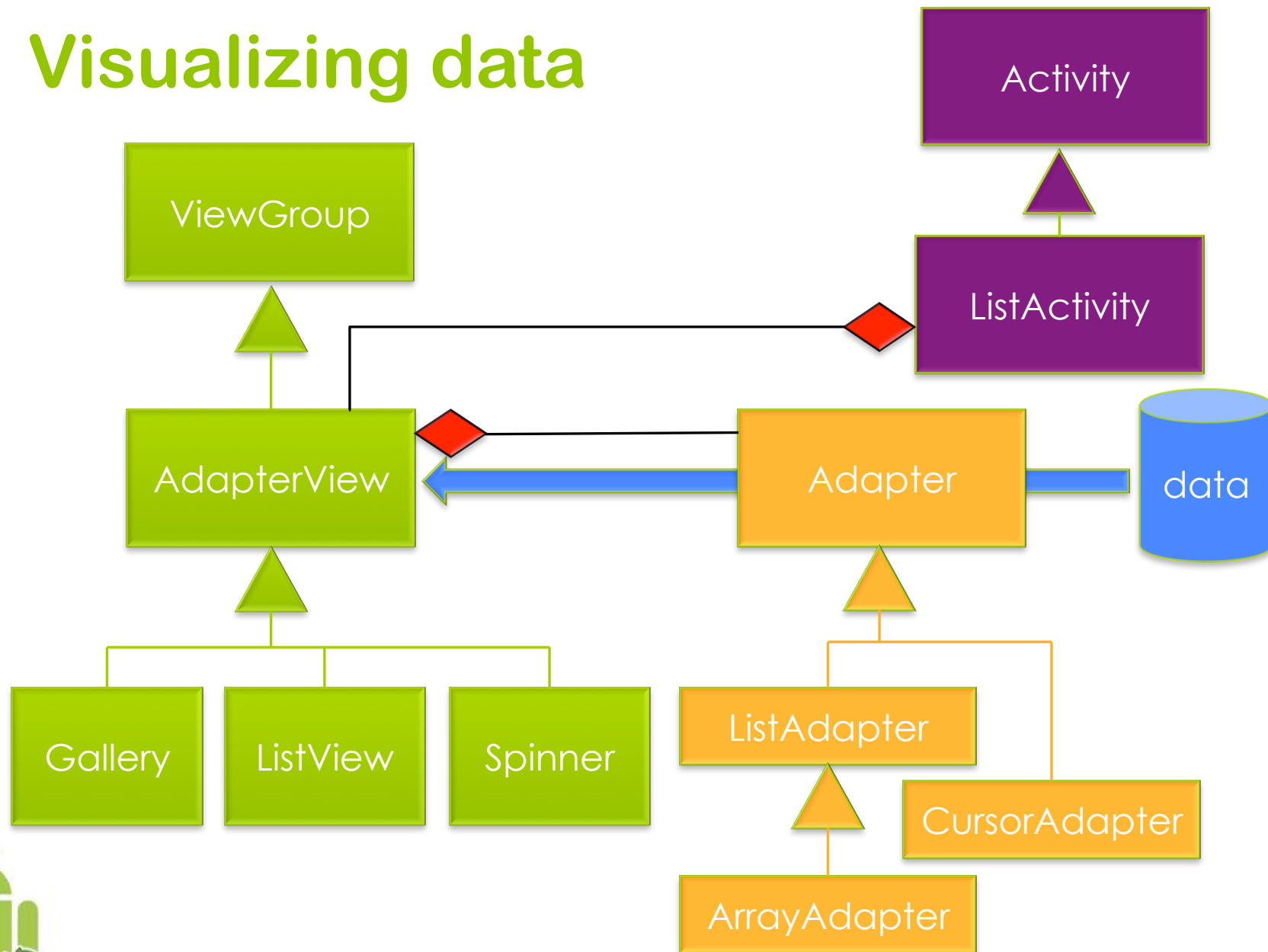
a bridge between an AdapterView and the underlying data for that view.

The Adapter:

- provides access to the data items.
- makes a View for each item in the data set.



Visualizing data



Example: ListView + ArrayAdapter

```
public class Adapters1Activity extends ListActivity {
```

```
@Override
```

```
    public void onCreate(Bundle state) {  
        super.onCreate(savedInstanceState);
```

```
        ListView listView = getListView();
```

```
        Data x= new Data();
```

```
        String[] values= x.getValues();
```

```
        ArrayAdapter<String> adapter =  
            new ArrayAdapter<String>(this,  
                android.R.layout.simple_list_item_1,  
                values);
```

```
        listView.setAdapter(adapter);
```

```
    }
```

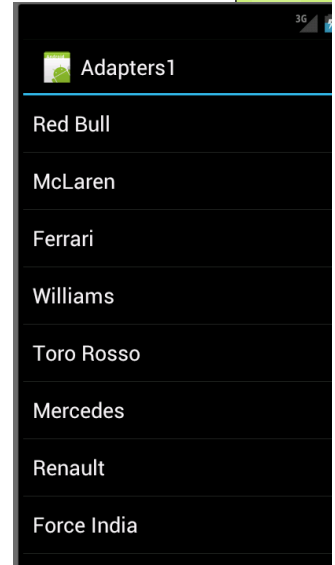
```
}
```

Extends Activity,
designed to simplify the
handling of ListViews.

No setContentView!

A default layout,
You can see its code here:
[http://www.netmite.com/android/
mydroid/frameworks/base/core/res/
res/layout/](http://www.netmite.com/android/mydroid/frameworks/base/core/res/res/layout/)

```
public class Data {  
    private String[] values = new String[] {  
        "Red Bull", "McLaren", "Ferrari",  
        "Williams", "Toro Rosso", "Mercedes",  
        "Renault", "Force India", "Sauber" };  
    public String[] getValues(){return values;}  
}
```



Add non-default row-layout

```
ArrayAdapter<String> adapter = new ArrayAdapter<String>(this,  
R.layout.simple_element, values);
```

simple_element.xml

```
<?xml version="1.0" encoding="utf-8"?>  
<TextView xmlns:android="http://schemas.android.com/apk/res/android"  
    android:layout_width="fill_parent"  
    android:layout_height="fill_parent"  
    android:padding="10dp"  
    android:textSize="16sp"  
    android:textColor="#FF0000"  
    android:background="#00FFFF">  
</TextView>
```



Add a click behaviour

```
listView.setOnItemClickListener(new OnItemClickListener() {  
    public void onItemClick(AdapterView<?> parent,  
        View view, int position, long id) {  
        // When clicked, show a toast  
        Toast.makeText(getApplicationContext(),  
            x.getMapped(((TextView) view).getText().toString()),  
            Toast.LENGTH_SHORT).show();  
    }  
});
```

Add this
code to
onCreate

```
public class Data {  
    private String[] values = new String[] {  
        "Red Bull", "McLaren", "Ferrari",  
        "Williams", "Toro Rosso", "Mercedes",  
        "Renault", "Force India", "Sauber" };  
    private HashMap<String,String> hm;  
    Data() {  
        hm=new HashMap<String,String>();  
        hm.put("Ferrari", "Alonso, Massa");  
    }  
  
    public String[] getValues(){return values;}  
    public String getMapped(String key){  
        return hm.get(key);  
    }  
}
```



Adapter

`int getCount()`

- How many items are in the data set represented by this Adapter.

`boolean isEmpty()`

- true if dataset is empty

`Object getItem(int k)`

- Get the k-th data item

What to do when the data change?

`void registerDataSetObserver(DataSetObserver o)`

- Register an observer that is called when changes happen to the data used by this adapter.

`void unregisterDataSetObserver(DataSetObserver o)`

- Unregister an observer that has previously been registered

Class `DataSetObserver`

`onChanged()`

- called when the entire data set has changed



AdapterView

`int getFirstVisiblePosition()`

`int getLastVisiblePosition()`

- Returns the position within the adapter's data set for the first (last) item displayed on screen.

`getAdapter() / setAdapter()`

`setOnItemClickListener(AdapterView.OnItemClickListener listener)`

`setOnItemSelectedListener(AdapterView.OnItemSelectedListener listener)`

`Object getItemAtPosition(int position)`

`setSelection(int position)`



For more demos and details...

See Lars Vogel:

<http://www.vogella.de/articles/AndroidListView/article.html>

[Home](#) [Tutorials](#) [Trainings](#) [Books](#) [Social](#)

 vogella/a

Android ListView and ListActivity - Tutorial

Lars Vogel

 581

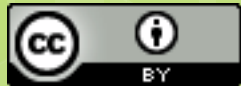
Version 3.1

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05.02.2012


by Lars Vogel





Application Context

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The Context

An interface to global information about an application environment.

It allows accessing application-specific resources and classes, as well as up-calls for application-level operations such as launching activities, broadcasting and receiving intents, etc.

We have seen it in various cases:

- Activity is subclass of Context
- `new Intent(Context c, Class c);`
- `isIntentAvailable(Context context, String action)`



A global Application Context

Is there a simple way to maintain and access the application context from everywhere it's needed?

- a) Modify the Android Manifest adding the “name” parameter to the application tag

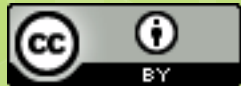
```
<application android:name="myPackage.MyApplication"> ...  
</application>
```

- b) Write the class

```
public class MyApplication extends Application{  
    private static Context context;  
    public void onCreate(){  
        super.onCreate();  
        MyApplication.context = getApplicationContext();  
    }  
    public static Context getAppContext() {  
        return MyApplication.context;  
    }  
}
```

- c) Access **MyApplication.getAppContext()** to get your application context statically from everywhere.





Internal Database

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Why an internal database?

Useful for easy handling of structured data.



The main classes

SQLiteOpenHelper

- responsible for creating, opening, and upgrading a program's database.

SQLiteDatabase

- responsible for communicating changes to the data within the database.

Cursor

- exposes results from a query on a SQLiteDatabase.

ContentValues

- a convenience map to pass values



SQLiteOpenHelper

SQLiteOpenHelper(Context context, String name, SQLiteDatabase.CursorFactory factory, int version)

- **context** The application context
- **name** of the db file (null for an in-memory db)
- **factory** for creating (custom) cursor objects, or null for the default
- **version** number of the database (starting at 1)



SQLiteOpenHelper - lifecycle

onCreate

onOpen

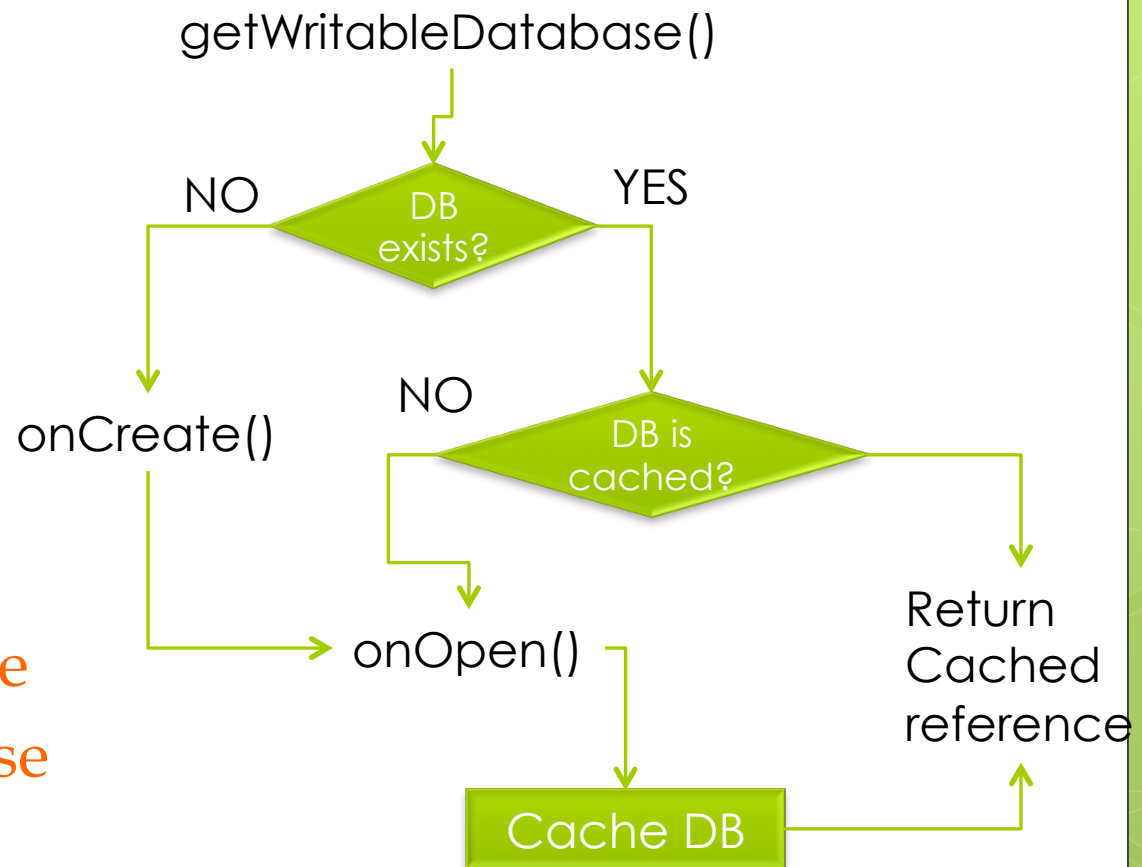
onClose

onUpgrade

onDowngrade

getWritableDatabase

getReadableDatabase



SQLiteOpenHelper

Call `close()` when the handle to DB is not needed any more (you can reaccess it later).

If the DB is opened for reading and you call `getWritableDatabase`, it gets closed and reopened.



Utility class: ContentValues

ContentValues (similar to Extras)

- A key-value map. Methods:
 - void **put**(String s, #TYPE# val);
 - Object **get**(String s);
 - #TYPE# **getAs#TYPE#** (String s): getAsByte, getAsByteArray, getAsFloat, getAsInteger, getAsLong, getAsShort, getAsString
 - Set **keySet**(), Set **valueSet**()
 - int **size**(); void **clear**();



SQLiteDatabase

`long insert(String table, String nullColumnHack, ContentValues values)`

- `table`: the table to insert the row into
- `nullColumnHack`: optional; may be null. Trick to enter an empty row: put in the field the name of the column where a NULL is explicitly inserted.
- `values` this map contains the initial column values for the row. The keys should be the column names and the values the column values
- Returns the ID

`long replace(String table, String nullColumnHack, ContentValues values)`

`int delete (String table, String whereClause, String[] whereArgs)`

Es:

```
delete("MyTable", "A=?, B<?, C>?", new String[] {"pippo", "2", "6"});
```

means delete * from MyTable `where A="pippo", B<2, C<6;`

- returns the number of affected rows

`void execSQL (String sql)` where sql is an sql query NOT returning values.



queries

```
Cursor cursor = getReadableDatabase().
```

```
    rawQuery("select * from todo where _id = ?", new  
String[] { id });
```

```
Cursor cursor = db.query(TABLE_SHOPS, new  
String[] { KEY_ID,  
KEY_NAME, KEY_SH_ADDR }, KEY_ID + "=?",  
new String[] { String.valueOf(id) }, null, null, null,  
null);
```



SQLiteDatabase

Cursor query (String table, String[] columns, String selection, String[] selectionArgs, String groupBy, String having, String orderBy)

- **table** The table name to compile the query against.
- **columns** A list of which columns to return. Passing null will return all columns
- **selection** list of rows to return, formatted as an SQL WHERE clause (excluding the WHERE itself). Passing null will return all rows for the given table.
- **selectionArgs** You may include ?s in selection, which will be replaced by the values from selectionArgs, in order that they appear in the selection. The values will be bound as Strings.
- **groupBy** how to group rows, formatted as an SQL GROUP BY clause (excluding the GROUP BY itself). Passing null will cause the rows to not be grouped.
- **having** which row groups to include in the cursor, if row grouping is being used, formatted as an SQL HAVING clause (excluding the HAVING itself). Passing null will cause all row groups to be included, and is required when row grouping is not being used.
- **orderBy** How to order the rows, formatted as an SQL ORDER BY clause (excluding the ORDER BY itself). Passing null will use the default sort order, which may be unordered.



SQLiteDatabase

- `close()`

DB Status

- `isOpen()`
- `isReadOnly()`

Transaction support

- `beginTransaction()`
- `endTransaction()`
- `setTransactionSuccessful()`



Utility class: Cursor

provides random read-write access to the result set returned by a database query

Metadata methods:

- `int getCount()`
 - Returns the numbers of rows in the cursor.
- `int getColumnCount()`
 - Return total number of columns
- `String getColumnName(int columnIndex)`
 - Returns the column name at the given zero-based column index.
- `String [] getColumnNames()`
 - Returns a string array holding the names of all of the columns in the result set in the order in which they were listed in the result.
- `int getType(int columnIndex)`
 - Returns data type of the given column's value.

FIELD_TYPE_BLOB
FIELD_TYPE_FLOAT
FIELD_TYPE_INTEGER
FIELD_TYPE_NULL
FIELD_TYPE_STRING



Utility class: Cursor

Position check

- boolean isFirst()
- boolean isAfterLast()
- boolean isBeforeFirst()
- boolean isLast()

Position move

- boolean **move**(int offset)
 - Move the cursor by a relative amount, forward or backward, from the current position.
- boolean **moveToPosition**(int position)
 - Move the cursor to an absolute position.
- boolean **moveToFirst**()
 - Move the cursor to the first row.
- boolean **moveToLast**()
 - Move the cursor to the last row.
- boolean **moveToNext**()
 - Move the cursor to the next row.
- boolean **moveToPrevious**()
 - Move the cursor to the previous row.

All the move methods
return true
If the move was successful



Utility class: Cursor

`void close()`

- closes the Cursor, releasing all of its resources and making it completely invalid.

`boolean isClosed()`

- return true if the cursor is closed

Getter methods

- `double getDouble(int columnIndex)`
- `float getFloat(int columnIndex)`
- `int getInt(int columnIndex)`
- `long getLong(int columnIndex)`
- `short getShort(int columnIndex)`
- `String getString(int columnIndex)`
- `byte[] getBlob(int columnIndex)`

All the getter methods return the value of the requested column as the specified type



Utility methods in Context

`String[] databaseList()`

- Returns an array of strings naming the private databases associated with this Context's application package.

`boolean deleteDatabase(String name)`

- Delete an existing private SQLiteDatabase associated with this Context's application package.



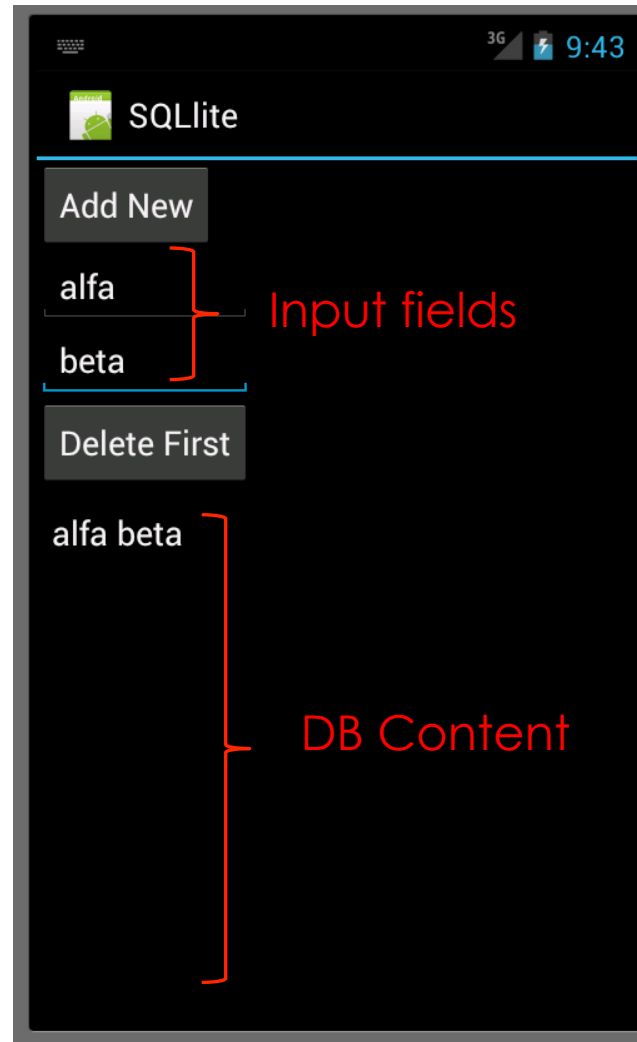


Internal Database: an example

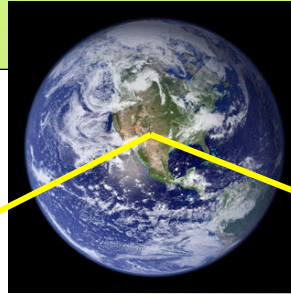
Marco Ronchetti
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Derived by Lars Vogel, with modifications
<http://www.vogella.de/articles/AndroidSQLite/article.html>

Our toy target



ORM - DAO



WORLD

MODEL

UML

ORM

ERA

ARCHITECTURE

DAO

DB

Actual storage

FS

platforms

temp

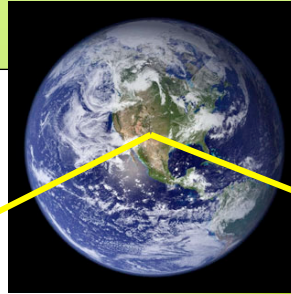
tools

Object

Data



ORM - DAO



WORLD

MODEL

UML

ORM

ERA

ARCHITECTURE

DAO

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Actual storage

FS

platforms

temp

tools

Object

Data



The Object

```
package it.unitn.science.latemar;
```

```
public class Person {  
    private long id;  
    private String name;  
    private String surname;  
    Person(){}  
    Person(String name, String surname){  
        this.name=name;  
        this.surname=surname;  
        this.id=-1; // means: not in DB  
    }  
    Person(long id, String name, String surname){  
        this.name=name;  
        this.surname=surname;  
        this.id=id;  
    }  
}
```

```
public long getId() { return id; }  
public void setId(long id) { this.id = id;}  
public String getName() { return name; }  
public void setName(String name) {  
    this.name = name; }  
public String getSurname() {  
    return surname; }  
public void setSurname(String surname) {  
    this.surname = surname; }  
@Override  
public String toString() {  
    return name+" "+surname;  
}  
}
```

ORM - DAO



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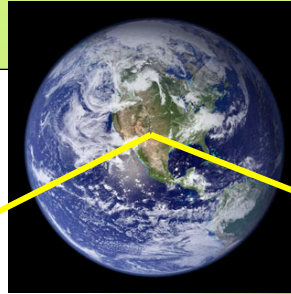


The DAO interface

```
package it.unitn.science.latemar;  
  
import java.util.List;  
  
public interface PersonDAO {  
    public void open();  
    public void close();  
  
    public Person insertPerson(Person person) ;  
    public void deletePerson(Person person) ;  
    public List<Person> getAllPerson() ;  
}
```



ORM - DAO



WORLD

MODEL

UML

ORM

ERA

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DAO

DB

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FS

platforms

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Object

Data



The DB

```
package it.unitn.science.latemar;  
import android.content.Context;  
import android.database.sqlite.SQLiteDatabase;  
import android.database.sqlite.SQLiteOpenHelper;  
import android.util.Log;
```

Define
constants

```
public class MySQLiteHelper extends SQLiteOpenHelper {  
    public static final String TABLE_PEOPLE = "people";  
    public static final String COLUMN_ID = "_id";  
    public static final String COLUMN_NAME = "name";  
    public static final String COLUMN_SURNAME = "surname";  
    private static final String DATABASE_NAME = "contacts.db";  
    private static final int DATABASE_VERSION = 1;  
    // Database creation sql statement  
    private static final String DATABASE_CREATE = "create table "  
        + TABLE_PEOPLE + "("  
        + COLUMN_ID + " integer primary key autoincrement, "  
        + COLUMN_NAME + " text not null,"  
        + COLUMN_SURNAME + " text not null);";  
    public MySQLiteHelper(Context context) {  
        super(context, DATABASE_NAME, null, DATABASE_VERSION);  
    }  
}
```

Using default Cursor factory



The DB – part 2

@Override

```
public void onCreate(SQLiteDatabase database) {  
    database.execSQL(DATABASE_CREATE);  
}
```

@Override

```
public void onUpgrade(SQLiteDatabase db,  
    int oldVersion, int newVersion) {  
    Log.w(MySQLiteHelper.class.getName(),  
        "Upgrading database from version " + oldVersion + " to "  
        + newVersion + ", which will destroy all old data");  
    db.execSQL("DROP TABLE IF EXISTS " + TABLE_PEOPLE);  
    onCreate(db);  
}  
}
```



```
package it.unitn.science.latemar;  
import ...
```

The DAO implementation - DB

```
public class PersonDAO_DB_impl implements PersonDAO {  
  
    private SQLiteDatabase database;  
    private MySQLiteHelper dbHelper;  
    private String[] allColumns = { MySQLiteHelper.COLUMN_ID,  
                                    MySQLiteHelper.COLUMN_NAME,  
                                    MySQLiteHelper.COLUMN_SURNAME};  
  
    @Override  
    public void open() throws SQLException {  
        if (dbHelper==null) dbHelper =  
            new MySQLiteHelper(MyApplication.getAppContext());  
        database = dbHelper.getWritableDatabase();  
    }  
  
    @Override  
    public void close() {  
        dbHelper.close();  
    }  
}
```

Using the code
we discussed
to access the
Global Context



The DAO impl. – utility methods

```
private ContentValues personToValues(Person person) {  
    ContentValues values = new ContentValues();  
    values.put(MySQLiteHelper.COLUMN_NAME,  
        person.getName());  
    values.put(MySQLiteHelper.COLUMN_SURNAME,  
        person.getSurname());  
    return values;  
}
```

From Object
To DB

```
private Person cursorToPerson(Cursor cursor) {  
    long id = cursor.getLong(0);  
    String name=cursor.getString(1);  
    String surname=cursor.getString(2);  
    return new Person(id,name,surname);  
}
```

From DB
To Object



The DAO impl. – data access 1

@Override

```
public Person insertPerson(Person person) {  
    long insertId = database.insert(MySQLiteHelper.TABLE_PEOPLE, null,  
                                     personToValues(person));  
  
    // Now read from DB the inserted person and return it  
    Cursor cursor = database.query(MySQLiteHelper.TABLE_PEOPLE,  
                                     allColumns, MySQLiteHelper.COLUMN_ID + " = ?",  
                                     new String[] {""+insertId}, null, null, null);  
  
    cursor.moveToFirst();  
    Person p=cursorToPerson(cursor);  
    cursor.close();  
    return p;  
}
```



The DAO impl. – data access 2

@Override

```
public void deletePerson(Person person) {  
    long id = person.getId();  
  
    //database.delete(MySQLiteHelper.TABLE_PEOPLE,  
    //                MySQLiteHelper.COLUMN_ID + " = " + id,  
    //                null);  
  
    database.delete(MySQLiteHelper.TABLE_PEOPLE,  
                    MySQLiteHelper.COLUMN_ID + " = ?",  
                    new String[] {""+id});  
}
```

RED version preferred to the BLUE one!



The DAO impl. – data access 3

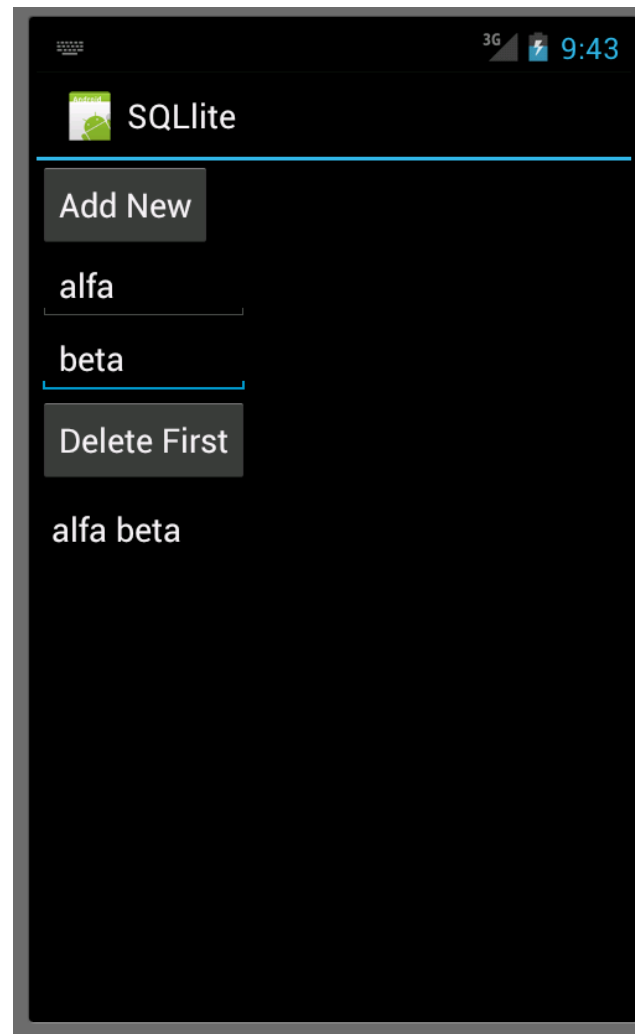
@Override

```
public List<Person> getAllPersons() {  
    List<Person> people = new ArrayList<Person>();  
    Cursor cursor = database.query(MySQLiteHelper.TABLE_PEOPLE,  
                                allColumns, null, null, null, null, null);  
  
    cursor.moveToFirst();  
    while (!cursor.isAfterLast()) {  
        Person person = cursorToPerson(cursor);  
        people.add(person);  
        cursor.moveToNext();  
    }  
    cursor.close(); // Remember to always close the cursor!  
    return people;  
}
```

Select * from people



Let us write the activity



Our Activity – main.xml

```
<?xml version="1.0" encoding="utf-8"?>
```

```
<LinearLayout ... android:orientation="vertical" >
```

```
<LinearLayout android:id="@+id/group" ... android:orientation="vertical" >
```

```
<Button android:id="@+id/add" ... android:text="Add New"  
android:onClick="onClick"/>
```

```
<EditText android:id="@+id/editText1" ... ><requestFocus /> </EditText>
```

```
<EditText android:id="@+id/editText2" ... ></EditText>
```

```
<Button android:id="@+id/delete" ... android:text="Delete First"  
android:onClick="onClick"/>
```

```
</LinearLayout>
```

```
<ListView
```

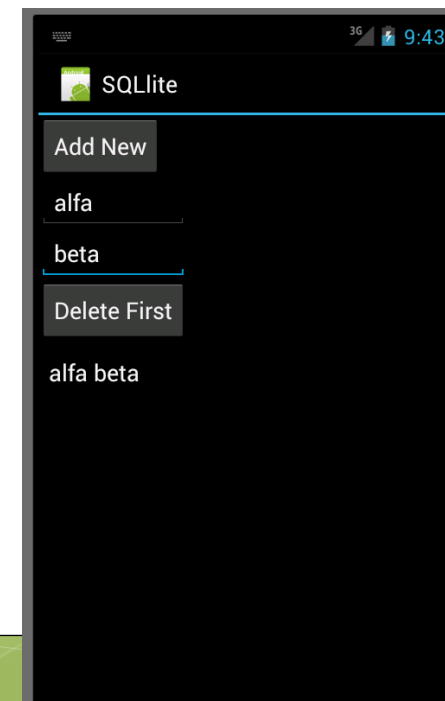
```
android:id="@android:id/list"
```

```
android:layout_width="fill_parent"
```

```
android:layout_height="wrap_content"
```

```
android:text="@string/hello" />
```

```
</LinearLayout>
```



```
package it.unitn.science.latemar;  
import ...
```

Our Activity

```
public class SQLiteActivity extends ListActivity {  
    private PersonDAO dao;  
    @Override  
    public void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.main);  
        dao = new PersonDAO_DB_impl();  
        dao.open();  
        List<Person> values = dao.getAllPersons();  
  
        // Use the SimpleCursorAdapter to show the  
        // elements in a ListView  
        ArrayAdapter<Person> adapter = new ArrayAdapter<Person>(this,  
                                                                android.R.layout.simple_list_item_1, values);  
        setListAdapter(adapter);  
    }  
}
```



Our Activity

@Override

```
protected void onResume() {  
    dao.open();        super.onResume();  
}
```

@Override

```
protected void onPause() {  
    dao.close();        super.onPause();  
}
```

// Will be called via the onClick attribute of the buttons in main.xml

```
public void onClick(View view) {  
    ArrayAdapter<Person> adapter = (ArrayAdapter<Person>) getListAdapter();  
    Person person = null;  
    final EditText tf1 = (EditText) findViewById(R.id.editText1);  
    final EditText tf2 = (EditText) findViewById(R.id.editText2);
```



Our Activity

```
switch (view.getId()) {  
    case R.id.add:  
        String name=tf1.getText().toString();  
        String surname=tf2.getText().toString();  
        person = dao.insertPerson(new Person(name,surname));  
        adapter.add(person); tf1.setText(""); tf2.setText("");  
        break;  
    case R.id.delete:  
        if (getListAdapter().getCount() > 0) {  
            person = (Person) getListAdapter().getItem(0);  
            dao.deletePerson(person);  
            adapter.remove(person);  
        }  
        break;  
}  
adapter.notifyDataSetChanged();  
} // end of method  
} // end of class
```



Next time...

we will change persistence implementation,
writing on File System instead of Database

