

INSTITUTO SUPERIOR DE ENGENHARIA DO PORTO
(ISEP)

LICENCIATURA EM ENGENHARIA DE TELECOMUNICAÇÕES E
INFORMÁTICA (LETI)

DESENVOLVIMENTO DE SOFTWARE E SISTEMAS MÓVEIS (DSSMV)



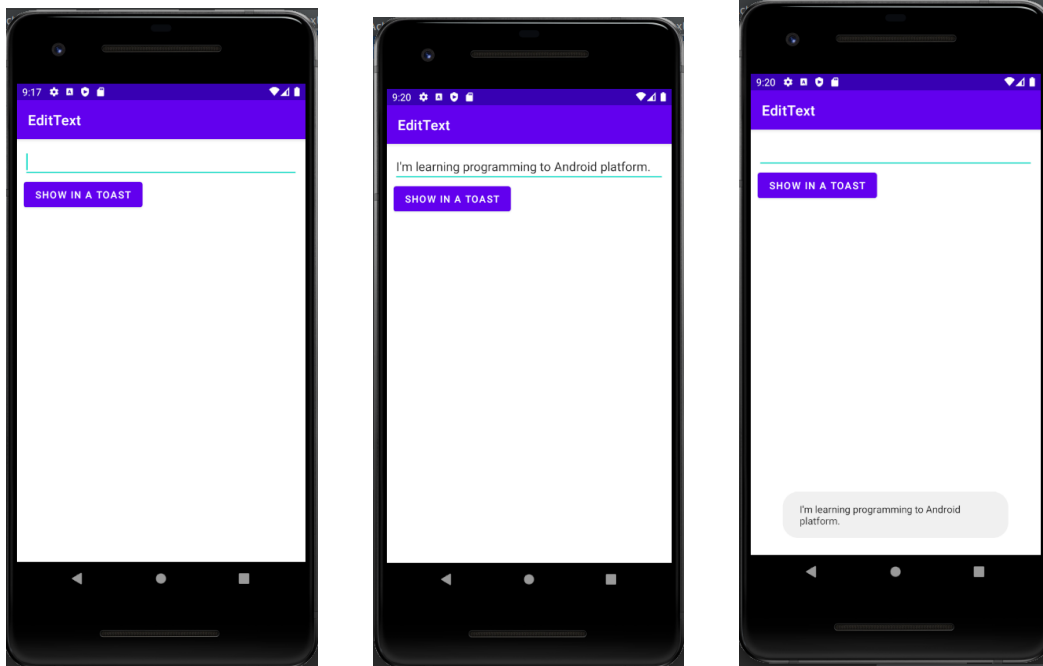
DSSMV: PL: Week 4

Views and Event Listeners

Paulo Baltarejo Sousa and Carlos Filipe Freitas
{pbs,caf}@isep.ipp.pt
2025/26

1 EditText

Consider the following figures. The first one presents an interface composed by a `EditText` and a `Button`. In the second one, the user fills in the `EditText`. In the last, the user clicks on `Button` and shows a `Toast` with the `EditText` text and clear it.



Create a project for that.

1.1 Solution

- `activity_main.xml`

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:padding="10dp"
    android:layout_width="match_parent"
    android:layout_height="match_parent">

    <EditText android:id="@+id/edittext"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"/>

    <Button android:id="@+id/button"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Show in a Toast"/>

</LinearLayout>
```

- MainActivity.java

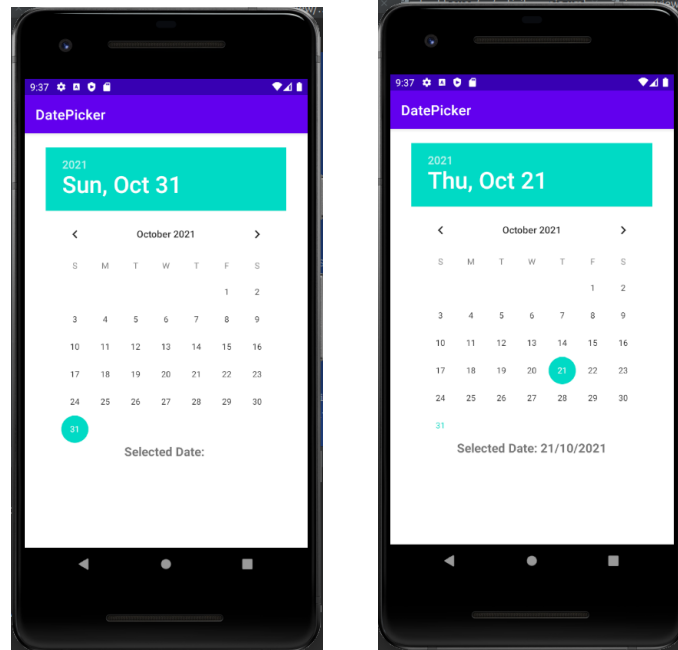
```
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;

public class MainActivity extends AppCompatActivity {

    private EditText et;
    private Button bt;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        et = (EditText) findViewById(R.id.edittext);
        bt = (Button) findViewById(R.id.button);
        bt.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {
                String text = et.getText().toString();
                Toast.makeText(MainActivity.this, text, Toast.LENGTH_LONG).show();
                et.setText("");
            }
        });
    }
}
```

2 DatePicker

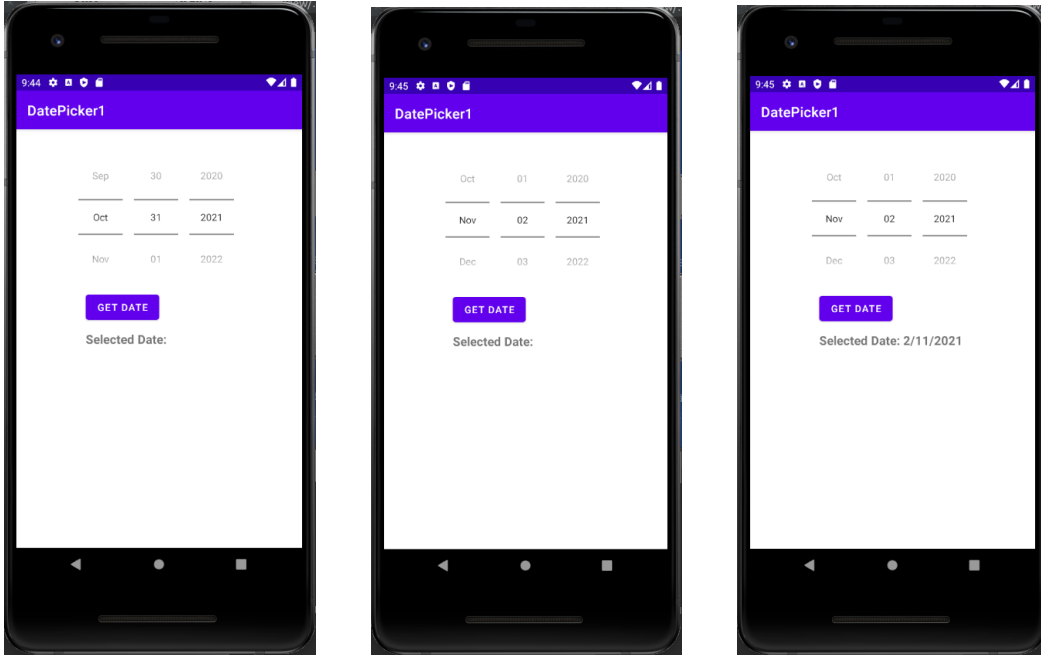
Consider the following figures. The first one presents an interface composed by a `DatePicker` and a `TextView`. In the second one, the user clicks on `Datepicker` selecting one date and the selected date appears into the `TextView`



Create a project for that (search in the Internet).

3 DatePicker 1

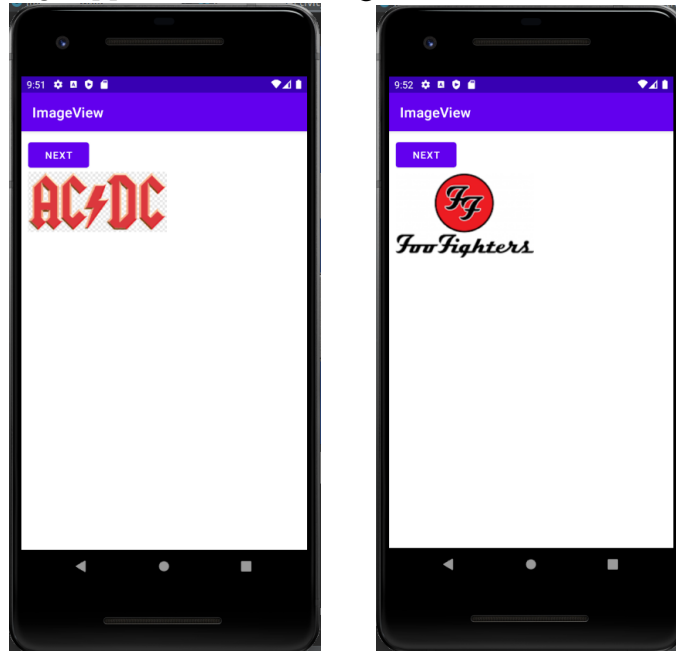
Consider the following figures. The first one presents an interface composed by a `DatePicker` in the spinner mode, a `Button`, and a `TextView`. In the second one, the user scrolls the `DatePicker` to select one date. In the last one, the user clicks on `Button` and the selected date appears into the `TextView`



Create a project for that (search in the Internet).

4 ImageView

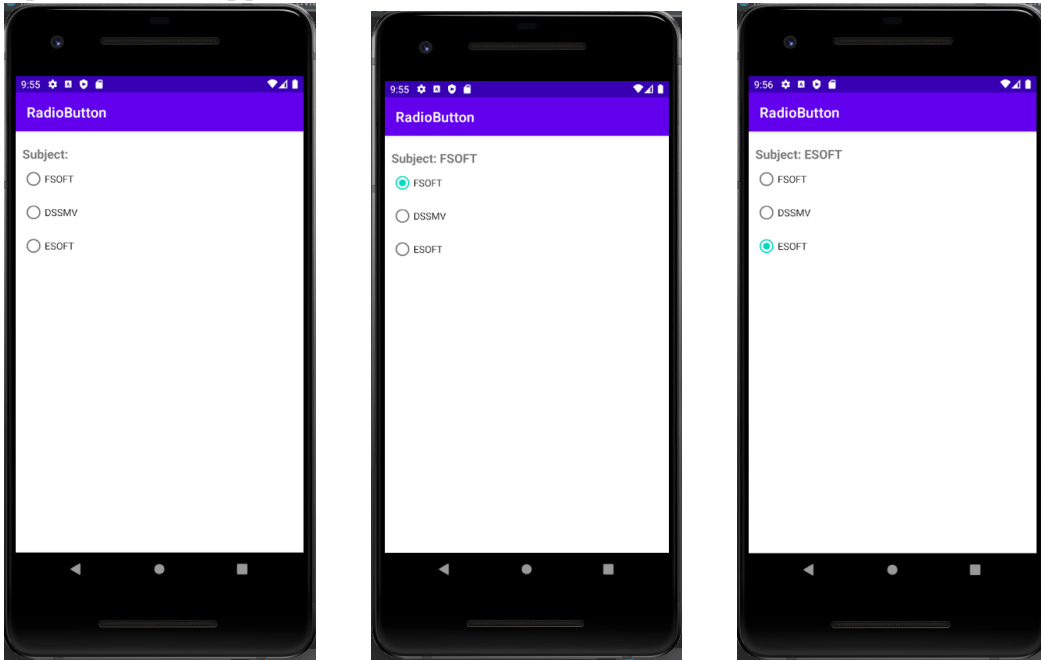
Consider the following figures. The first one presents an interface composed by a `Button`, and a `ImageView`. In the last one, the user clicks on `Button` and a new image appears into the `ImageView`



Create a project for that (search in the Internet).

5 RadioButton

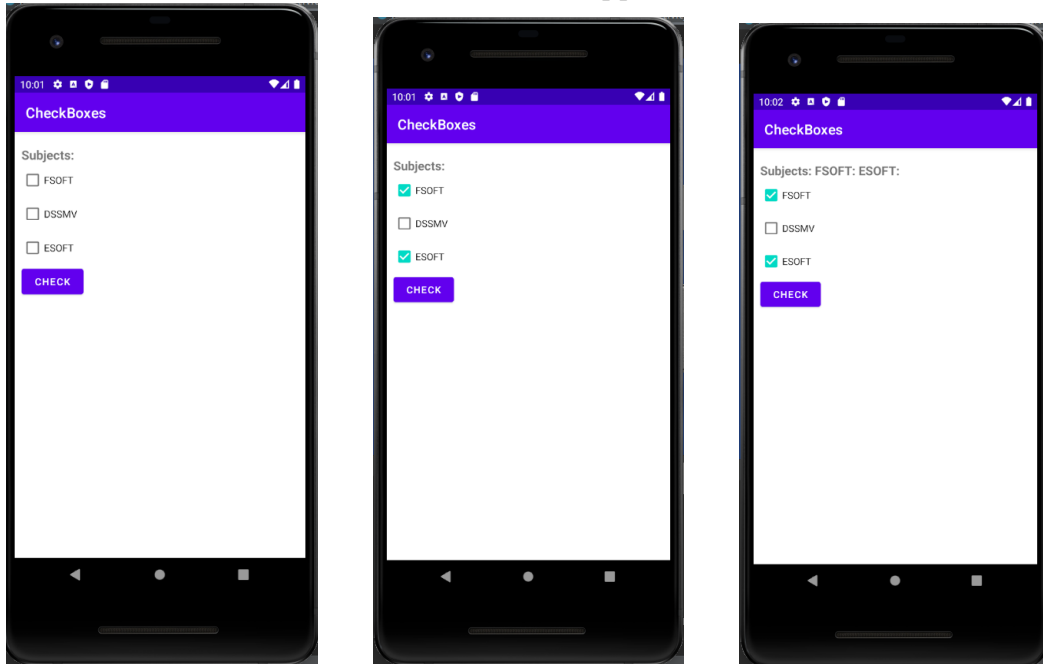
Consider the following figures. The first one presents an interface composed by a `TextView`, and a `RadioGroup` composed by three `RadioButtons`. The others two figures shows that when the user select a radio button the correspondent text appears into the `TextView`



Create a project for that (search in the Internet).

6 CheckBox

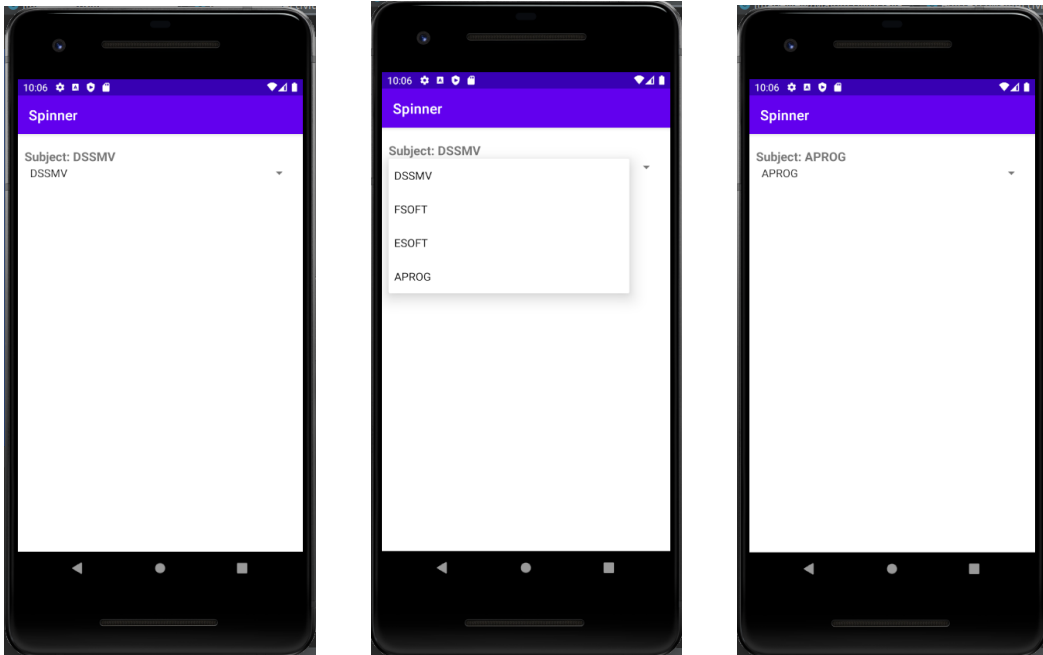
Consider the following figures. The first one presents an interface composed by a `TextView`, and three `CheckBox`s, and a `Button`. In the second one, the user checks the first and last `CheckBox`s. In the last one, the user clicks on `Button` and the checked `CheckBox`s text appears into the `TextView`



Create a project for that (search in the Internet).

7 Spinner

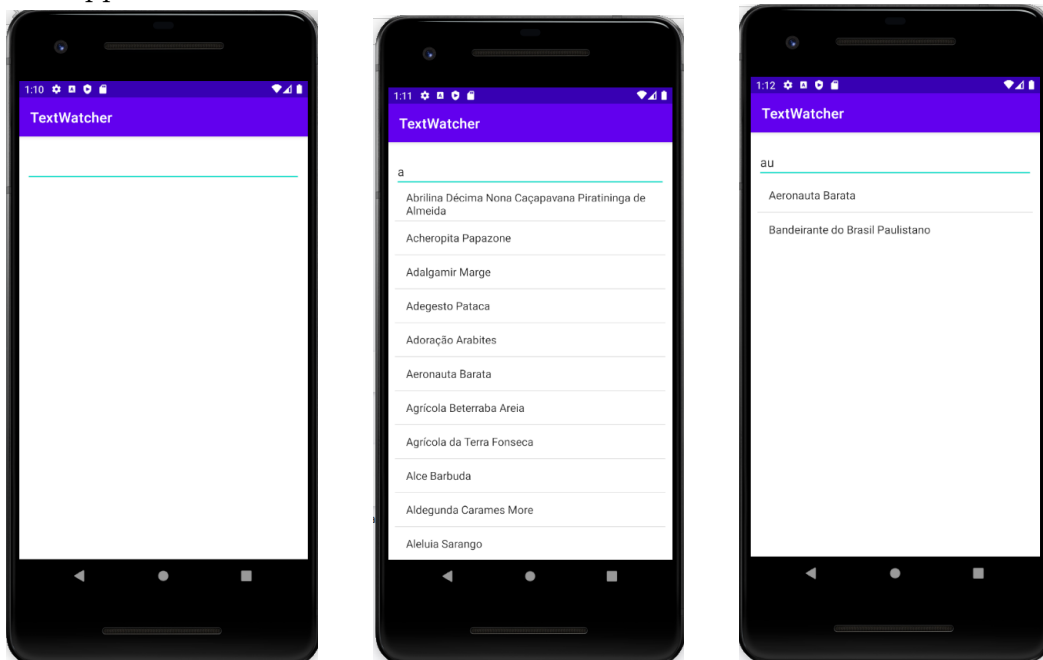
Consider the following figures. The first one presents an interface composed by a `TextView`, and a `Spinner`. In the second one, the user drops down the `Spinner` by click on it.. In the last one, the user selects one `Spinner` entry and it appears into the `TextView`



Create a project for that (search in the Internet).

8 TextWatcher

Consider the following figures. The first one presents an interface composed by a `EditText`, and a `ListView` (actually is no visible, because it has no data). In the second one, the user enters a letter into the `EditText` and automatically, in the `ListView` appears a list of names that contains the letter. In the last one, the user enters a new letter, forming a pattern, and, again, in the `ListView` appears a list of names that contains such a pattern. Note, the application contains a list of names.



Create a project for that (search in the Internet).