

# Android Studio Jetpack Tutorial

<https://www.youtube.com/watch?v=0fhOxFvkEQI>



# Create Android Project

## Application name

## Company domain

## Project location

 ...

## Package name

at.htl.androidstudiojetpacktutorials

Edit

- Include C++ support
- Include Kotlin support

⚠ project location should not contain whitespace, as this can cause problems with the NDK tools.

Cancel

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## 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 27: Android 8.1 (Oreo)

By targeting **API 27 and later**, your app will run on < 1% 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

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# Add an Activity to Mobile



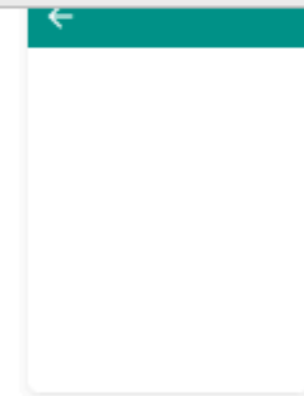
Add No Activity



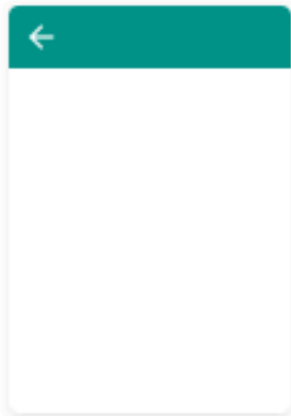
Basic Activity



Bottom Navigation Activity



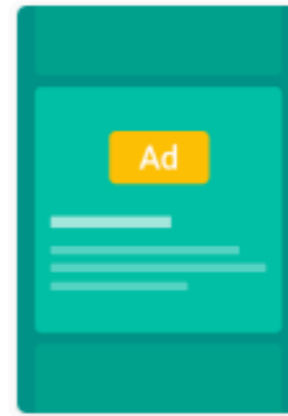
Empty Activity



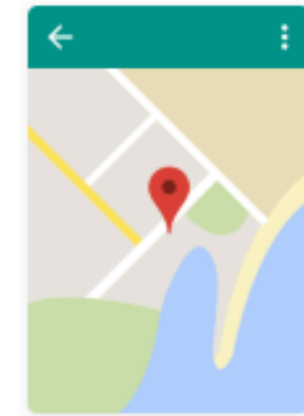
Fragment + ViewModel



Fullscreen Activity



Google AdMob Ads Activity



Google Maps Activity

Cancel

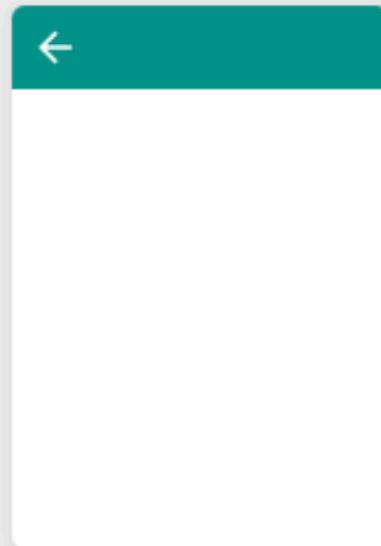
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### Creates a new activity and a fragment with view model



Activity Name:

Activity Layout Name:

Fragment Name:

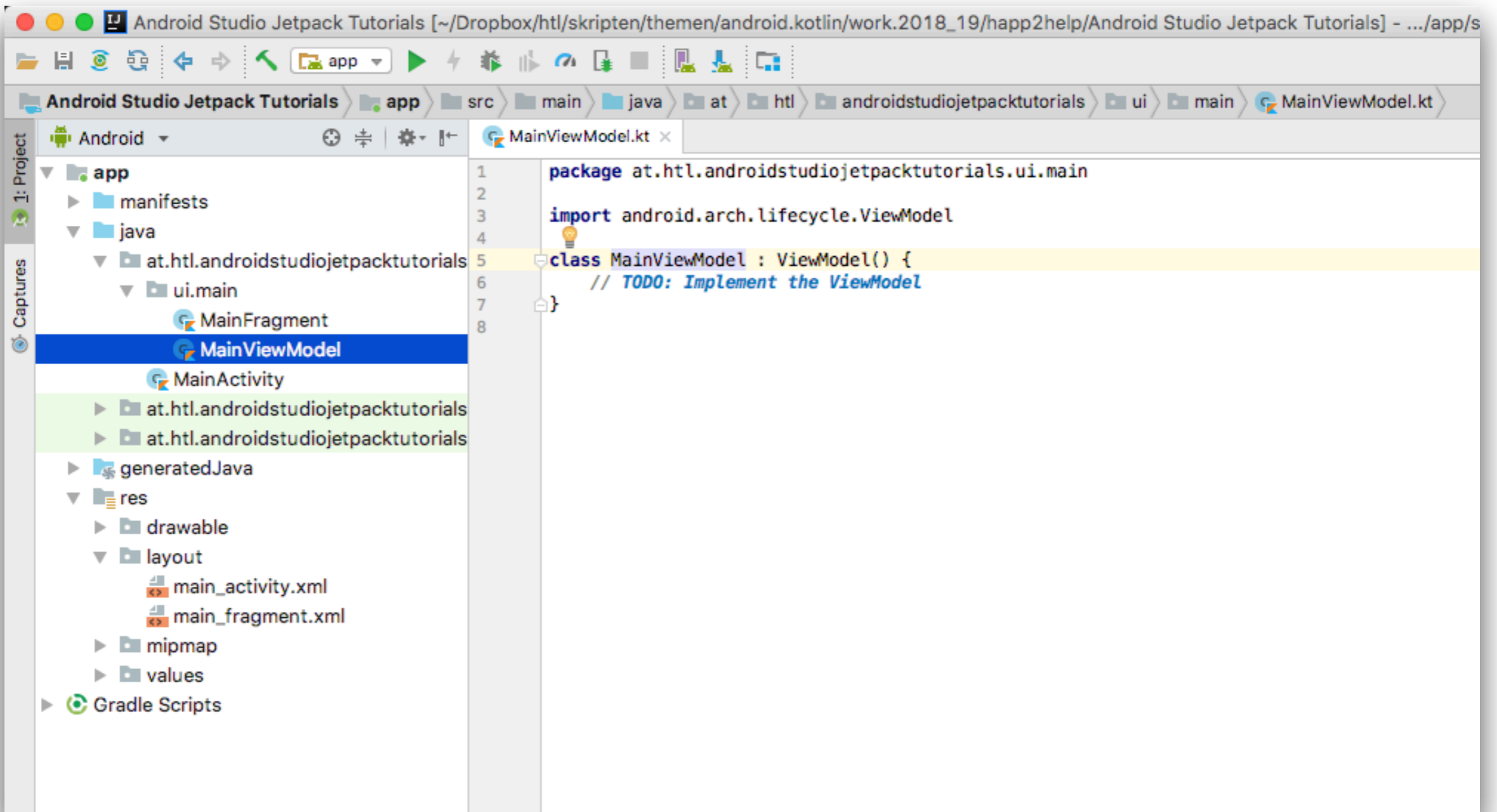
Fragment Layout Name:

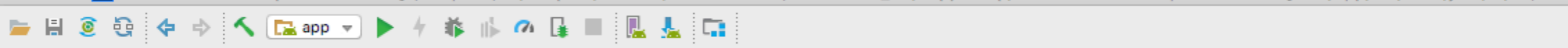
ViewModel Name:

Fragment package path:

---

The name of the activity class to create





```
1 package at.htl.androidstudiojetpacktutorials.ui.main
2
3 import android.arch.lifecycle.ViewModel
4
```

Project Explorer (Left):

- app
  - manifests
  - java
    - at.htl.androidstudiojetpacktutorials
      - ui.main
        - MainViewModel.kt

Context Menu (Over MainViewModel.kt):

- New
  - Java Class
  - Kotlin File/Class
  - Android Resource File
  - Android Resource Directory
  - Sample Data Directory
  - File
  - Scratch File
  - Package
  - C++ Class
  - C/C++ Source File
  - C/C++ Header File
  - Image Asset
  - Vector Asset
  - Kotlin Script
  - Singleton
  - Gradle Kotlin DSL Build Script
  - Gradle Kotlin DSL Settings
  - Edit File Templates...
  - AIDL
  - Activity
  - Android Auto
  - Folder
  - Fragment**
    - Fragment (Blank)
    - Fragment (List)
    - Fragment (with ViewModel)
    - Fragment (with a +1 button)
    - Modal Bottom Sheet
  - Google
  - Other
  - Service
  - UI Component
  - Wear
- Link C++ Project with Gradle
- Cut
- Copy
- Copy Path
- Copy Reference
- Paste
- Find Usages
- Find in Path...
- Replace in Path...
- Analyze
- Refactor
- Add to Favorites
- Show Image Thumbnails
- Reformat Code
- Optimize Imports
- Delete...
- Run 'Tests in 'at.htl.androidstudiojetpacktutorials''
- Debug 'Tests in 'at.htl.androidstudiojetpacktutorials''
- Run 'Tests in 'at.htl.androidstudiojetpacktutorials'' with Coverage
- Create 'Tests in 'at.htl.androidstudiojetpacktutorials''...
- Reveal in Finder
- Open in terminal
- Local History
- Synchronize 'androidstu...cktutorials'



# Configure Component

Android Studio

**Creates a blank fragment that is compatible back to API level 4.**



Fragment Name:

FirstFragment

Create layout XML?

Fragment Layout Name:

fragment\_first

Include fragment factory metho...

Include interface callbacks?

Source Language:

Kotlin

The name of the fragment class to create

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## Foundation

Foundation components provide core system capabilities, Kotlin extensions and support for multidex and automated testing.


- AppCompat**  
Degrade gracefully on older versions of Android
- Android KTX**  
Write more concise, idiomatic Kotlin code
- Multidex**  
Provide support for apps with multiple DEX files
- Test**  
An Android testing framework for unit and runtime UI tests



## Architecture

Architecture components have classes that help manage your UI component lifecycle, handle data persistence, and more.


- Data Binding**  
Declaratively bind observable data to UI elements
- Lifecycles**  
Manage your activity and fragment lifecycles
- LiveData**  
Notify views when underlying database changes
- Navigation**  
Handle everything needed for in-app navigation
- Paging**  
Gradually load information on



## Behavior

Behavior Components help you design robust, testable, and maintainable apps.

- Download manager**  
Schedule and manage large downloads
- Media & playback**  
Backwards compatible APIs for media playback and routing (including Google Cast)
- Notifications**  
Provides a backwards-compatible notification API with support for Wear and Auto
- Permissions**  
Compatibility APIs for checking and requesting app permissions
- Sharing**



## UI

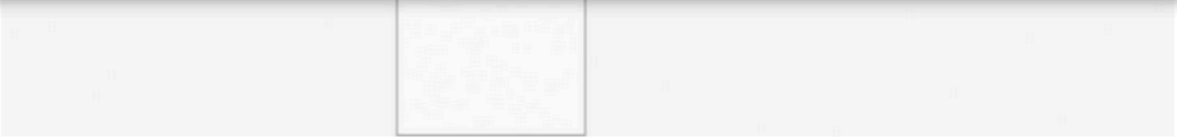
UI components make it easy for you to make your app not only easy, but delightful to use.

- Animation & transitions**  
Move widgets and transition between screens
- Auto**  
Components to help develop apps for Android Auto.
- Emoji**  
Enable an up-to-date emoji font on older platforms
- Fragment**  
A basic unit of composable UI
- Layout**  
Lay out widgets using different algorithms

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OVERVIEW | **GUIDES** | REFERENCE | SAMPLES | DESIGN & QUALITY

- Handling Lifecycles
- LiveData
- Navigation
  - The Navigation Component
  - Principles of Navigation
  - Implement Navigation**
  - Migrate to the Navigation Component
  - Add support for new destination
  - Implement conditional navigation
  - Identify a common destination
- Paging Library
- Room Persistence Library
- ViewModel
- WorkManager
- Saving States
- Release notes
- Intents and intent filters
- User interface & navigation
- Animations & transitions
- Images & graphics
- Audio & video
- Background tasks
- App data & files
- User data & identity
- User location
- Touch & input
- Camera
- Sensors
- Connectivity
- Renderscript
- Web-based content
- Android App Bundles
- Google Play Instant



**Figure 1.** A navigation graph

The Navigation Architecture Component is implemented based on the [Principles of navigation](#).

★ **Note:** If you want to use Navigation Architecture Components with Android Studio, you must use [Android Studio 3.2 Canary 14 or higher](#).

## Set up navigation in a project

Before you can create a navigation graph, you must set up the Navigation Architecture Component for your project. To set up your project in Android Studio, perform the following steps.

1. If using a Beta, Release Candidate, or Stable build, you must enable the Navigation Editor. Click **File > Settings (Android Studio > Preferences on Mac)**, select the **Experimental** category in the left pane, check **Enable Navigation Editor**, and then restart Android Studio.
2. Add the following Navigation Architecture Component to your app or module's `build.gradle` file. For more information on adding Architecture Components to `build.gradle`, refer to [Adding components to your project](#).
3. In the Project window, right-click on the `res` directory and select **New > Android Resource File**. The **New Resource File** dialog appears.
4. Type a name in the **File name** field, such as `nav_graph`.
5. Select **Navigation** from the **Resource type** drop-down list.
6. Click **OK**. The following occurs:
  - a. A `navigation` resource directory is created within the `res` directory.
  - b. A `nav_graph.xml` file is created within the navigation directory.
  - c. The `nav_graph.xml` file opens in the Navigation Editor. This xml file contains your navigation graph.
7. Click the **Text** tab to toggle to the XML text view. The XML for an empty navigation graph looks like this:

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

### Contents

- Set up navigation in a project
- Tour the Navigation Editor
- Identify destinations
- Connect destinations
- Designate a screen as the start destination
- Modify an activity to host navigation
  - Create the NavHostFragment programmatically
- Tie destinations to UI widgets
  - Tie destinations to menu-driven UI components
- Pass data between destinations
- Add a listener to handle navigation events
- Pass data between destinations in a type-safe way
- Group destinations into a nested navigation graph
- Reference other navigation graphs with `<include>`
- Create a deep link for a destination
  - Assign a deep link to a destination
  - Add an intent filter for a deep link
  - Programmatically create a deep link with NavDeepLinkBuilder
- Create a transition between destinations
- Report an issue

- App Basics
  - Introduction
  - Build your first app
  - App fundamentals
  - App resources
  - App manifest file
  - App permissions
- Devices
  - Device compatibility
  - Wear
  - Android TV
  - Android Auto
  - Android Things
  - Chrome OS devices
- Core topics
  - Activities
  - Architecture Components
    - Overview
    - [Adding Components to your Project](#)
    - Data Binding Library

## Navigation

Dependencies for [Navigation](#).

Navigation classes are already in the androidx.navigation package, but currently depend on Support Library 27.1.1, and associated Arch component versions. Version of Navigation with AndroidX dependencies will be released in the future.

```
dependencies {
    def nav_version = "1.0.0-alpha05"

    implementation "android.arch.navigation:navigation-fragment:$nav_version" // use -ktx for Kotlin
    implementation "android.arch.navigation:navigation-testing:$nav_version" // use -ktx for Kotlin

    // optional - Test
    androidTestImplementation "android.arch.navigation:navigation-testing:$nav_version" // use -ktx for Kotlin
}
```

- Copy
- Select All
- Search Google for "def nav\_version..."
- View Selection Source
- Inspect Element

## Safe args

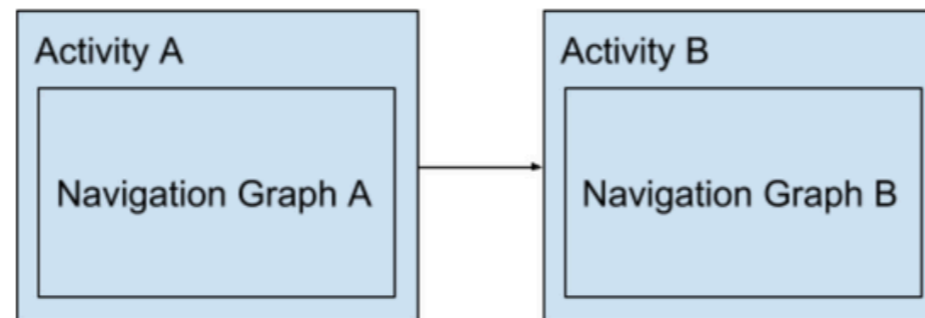
For [Safe args](#), add the following **classpath** in your **top level** `build.gradle` file

```
buildscript {
    repositories {
        google()
    }
}
```

- Contents
- Add the Google Maven repository
  - Declaring dependencies
    - AndroidX
    - Kotlin
  - Lifecycle
  - Room
  - Paging
  - [Navigation](#)
    - Safe args
  - WorkManager

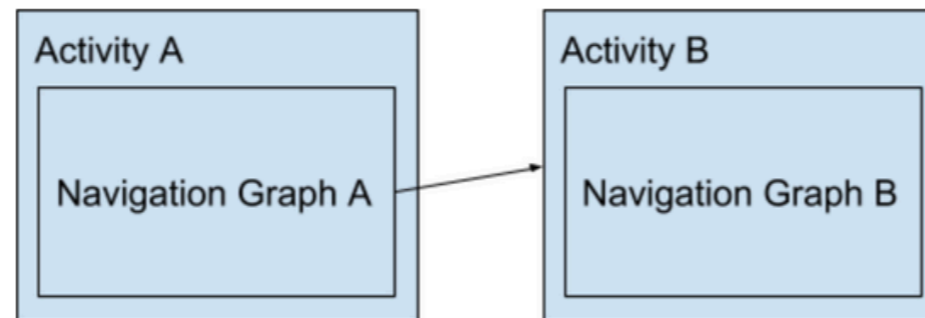
- LiveData
- Navigation
  - The Navigation Component
  - Principles of Navigation
  - Implement Navigation
  - [Migrate to the Navigation Component](#)
  - Add support for new destination
  - Implement conditional navigation
  - Identify a common destination
- Paging Library
- Room Persistence Library
- ViewModel
- WorkManager
- Saving States
- Release notes
- Intents and intent filters
- User interface & navigation
- Animations & transitions
- Images & graphics
- Audio & video
- Background tasks
- App data & files
- User data & identity
- User location
- Touch & input
- Camera
- Sensors
- Connectivity
- RenderScript
- Web-based content
- Android App Bundles
- Google Play Instant
- App Actions

The `NavController` and its navigation graph is contained within a single activity. Therefore, when migrating an existing project to use the Navigation Architecture Component, focus on migrating one Activity at a time by creating a navigation graph for the destinations within each Activity.



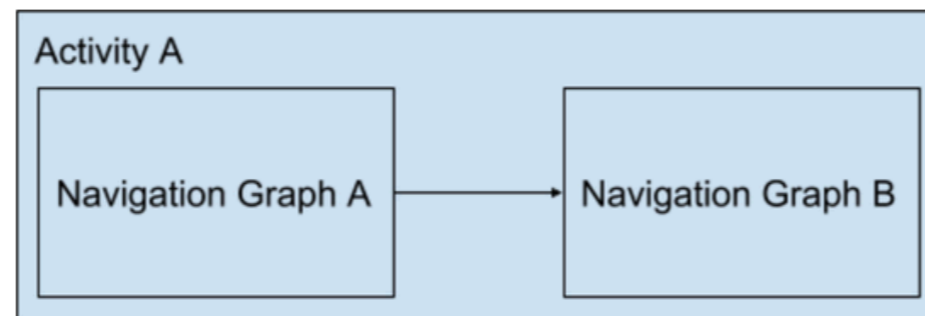
**Figure 1.** Activities and their individual navigation graphs.

Separate Activities can then be linked by adding activity destinations to the navigation graph, replacing existing usages of `startActivity()` throughout the code base.



**Figure 2.** Navigation graph in one Activity pointing to second Activity.

In cases where multiple Activities share the same layout, the navigation graphs can be combined, replacing navigate calls to the activity destination to navigate calls directly between the two navigation graphs.



**Figure 3.** Activity with combined navigation graph.

## Gradle project sync in progress...

```
5  apply plugin: 'kotlin-android-extensions'
6
7  android {
8      compileSdkVersion 28
9      defaultConfig {
10         applicationId "at.htl.androidstudiojetpacktutorials"
11         minSdkVersion 27
12         targetSdkVersion 28
13         versionCode 1
14         versionName "1.0"
15         testInstrumentationRunner "android.support.test.runner.AndroidJUnitRunner"
16     }
17     buildTypes {
18         release {
19             minifyEnabled false
20             proguardFiles getDefaultProguardFile('proguard-android.txt'), 'proguard-rules.pro'
21         }
22     }
23 }
24
25 dependencies {
26     def nav_version = "1.0.0-alpha05"
27
28     implementation "android.arch.navigation:navigation-fragment:$nav_version" // use -ktx for Kotlin
29     implementation "android.arch.navigation:navigation-ui:$nav_version" // use -ktx for Kotlin
30
31     implementation fileTree(dir: 'libs', include: ['*.jar'])
32     implementation "org.jetbrains.kotlin:kotlin-stdlib-jdk7:$kotlin_version"
33     implementation 'com.android.support:appcompat-v7:28.0.0-rc01'
34     implementation 'com.android.support.constraint:constraint-layout:1.1.2'
35     implementation 'android.arch.lifecycle:extensions:1.1.1'
36     implementation 'com.android.support:support-v4:28.0.0-rc01'
37     testImplementation 'junit:junit:4.12'
38     androidTestImplementation 'com.android.support.test:runner:1.0.2'
39     androidTestImplementation 'com.android.support.test.espresso:espresso-core:3.0.2'
40 }
41
```

## build.gradle (Module: app)

```
apply plugin: 'kotlin-android'

apply plugin: 'kotlin-android-extensions'

android {
    compileSdkVersion 28
    buildToolsVersion '28.0.2'
    defaultConfig {
        applicationId "at.htl.androidstudiojetpacktutorials"
        minSdkVersion 27
        targetSdkVersion 28
        versionCode 1
        versionName "1.0"
        testInstrumentationRunner "android.support.test.runner.AndroidJUnitRunner"
    }
    buildTypes {
        release {
            minifyEnabled false
            proguardFiles getDefaultProguardFile('proguard-android.txt'), 'proguard-rules.pro'
        }
    }
}

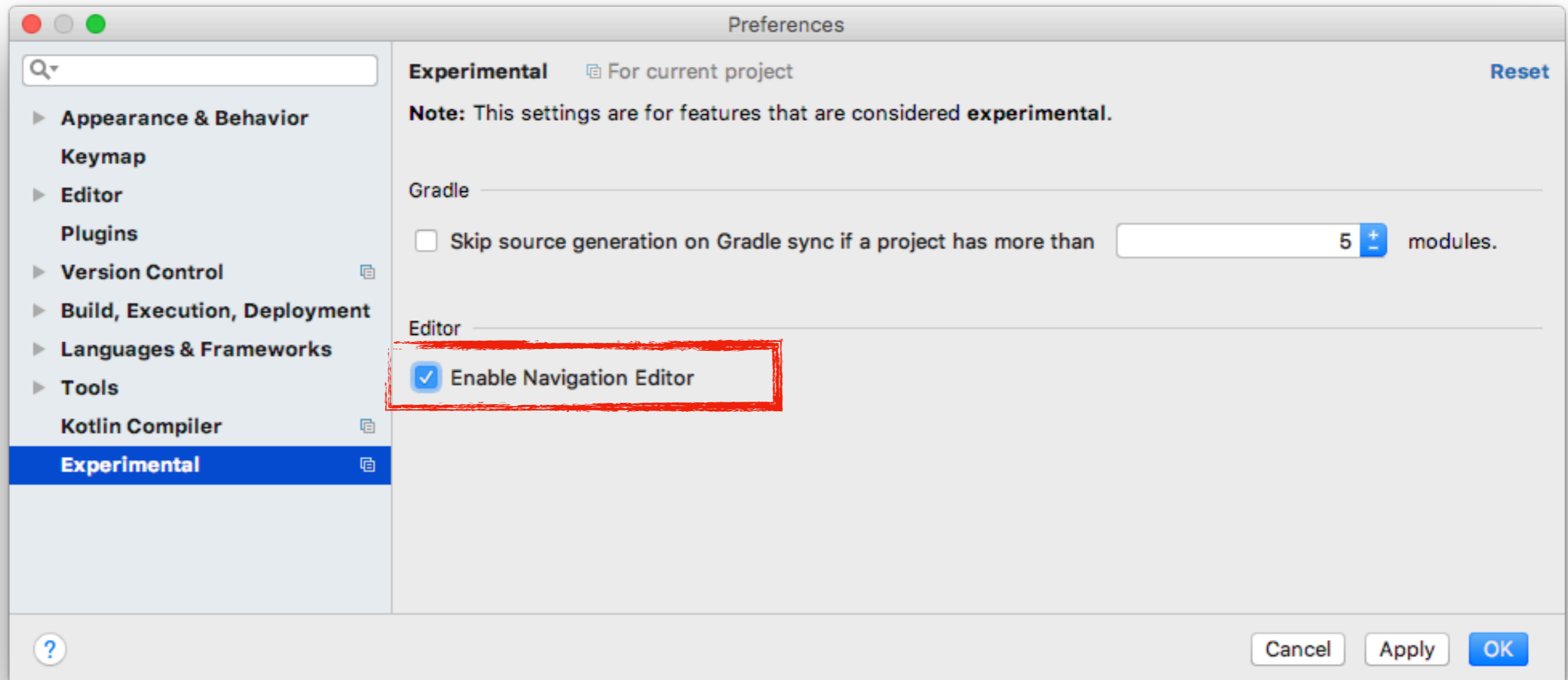
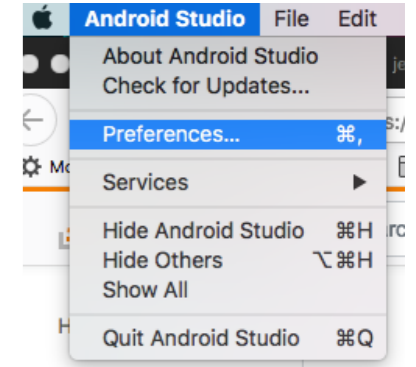
dependencies {
    def nav_version = "1.0.0-alpha05"

    implementation "android.arch.navigation:navigation-fragment:$nav_version" // use -ktx for Kotlin
    implementation "android.arch.navigation:navigation-ui:$nav_version" // use -ktx for Kotlin

    implementation fileTree(dir: 'libs', include: ['*.jar'])
    implementation "org.jetbrains.kotlin:kotlin-stdlib-jdk7:$kotlin_version"
    implementation 'com.android.support:appcompat-v7:28.0.0-rc02'
    implementation 'com.android.support.constraint:constraint-layout:1.1.2'
    implementation 'android.arch.lifecycle:extensions:1.1.1'
    implementation 'com.android.support:support-v4:28.0.0-rc02'
    testImplementation 'junit:junit:4.12'
    androidTestImplementation 'com.android.support.test:runner:1.0.2'
    androidTestImplementation 'com.android.support.test.espresso:espresso-core:3.0.2'
```



# Kontrolliere ...





# Configure Component

Android Studio

**Creates a blank fragment that is compatible back to API level 4.**



Fragment Name:

SecondFragment

Create layout XML?

Fragment Layout Name:

fragment\_second

Include fragment factory metho...

Include interface callbacks?

Source Language:

Kotlin

Generate event callbacks for communication with an Activity or other fragments

Cancel

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```
SecondFragment.kt x
1 package at.htl.androidstudiojetpacktutorials
2
3
4 import ...
9
10
11 // TODO: Rename parameter arguments, choose names that match
12 // the fragment initialization parameters, e.g. ARG_ITEM_NUMBER
13 private const val ARG_PARAM1 = "param1"
14 private const val ARG_PARAM2 = "param2"
15
16 /**
17  * A simple [Fragment] subclass.
18  *
19  */
20 class SecondFragment : Fragment() {
21
22     override fun onCreateView(inflater: LayoutInflater, container: ViewGroup?,
23                             savedInstanceState: Bundle?): View? {
24         // Inflate the layout for this fragment
25         return inflater.inflate(R.layout.fragment_second, container, false)
26     }
27
28
29 }
```

löschen

main\_activity.xml x

```
1 <?xml version="1.0" encoding="utf-8"?>
2 <FrameLayout xmlns:android="http://schemas.android.com/apk/res/android"
3     xmlns:tools="http://schemas.android.com/tools"
4     android:id="@+id/container"
5     android:layout_width="match_parent"
6     android:layout_height="match_parent"
7     tools:context=".MainActivity" />
```

```
main_activity.xml x
1 <?xml version="1.0" encoding="utf-8"?>
2 <Dra
3 android.support.v4.widget.DrawerLayout
4 SlidingDrawer
5 Press ^Space to view tags from other namespaces
6 android:layout_width="match_parent"
7 android:layout_height="match_parent"
8 tools:context=".MainActivity" />
9
10
```

android.support.v4.widget.DrawerLayout  
SlidingDrawer  
Press ^Space to view tags from other namespaces

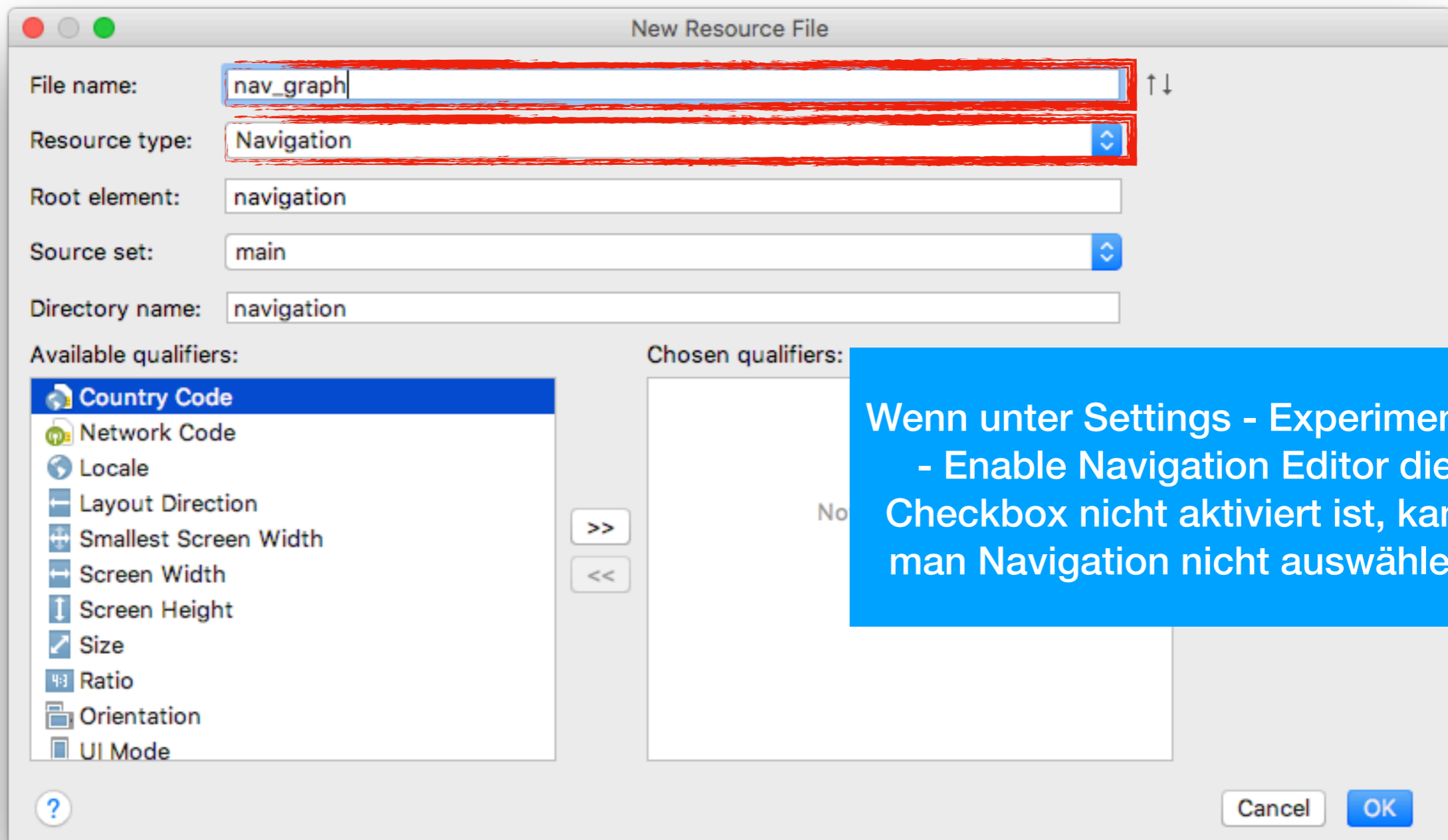
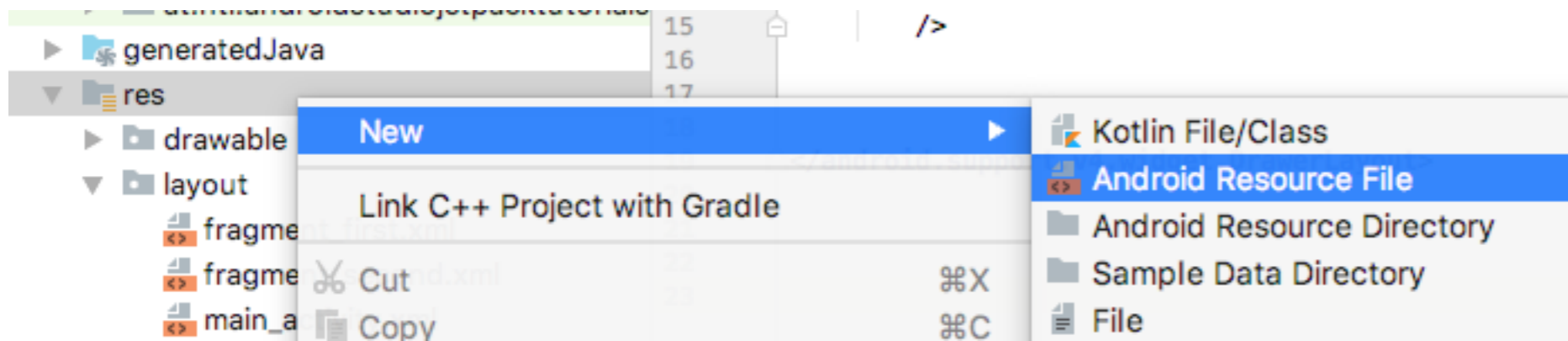
android.support.v4.widget  
public class **DrawerLayout**  
extends [android.view.ViewGroup](#)

Gradle:  
com.android.support:drawerlayout-28.0.0-rc0 ⚙

```
main_activity.xml x
1 <?xml version="1.0" encoding="utf-8"?>
2 <android.support.v4.widget.DrawerLayout
3 xmlns:android="http://schemas.android.com/apk/res/android"
4 xmlns:tools="http://schemas.android.com/tools"
5 android:id="@+id/container"
6 android:layout_width="match_parent"
7 android:layout_height="match_parent"
8 tools:context=".MainActivity" >
9
10
11
12 </android.support.v4.widget.DrawerLayout>
```

main\_activity.xml

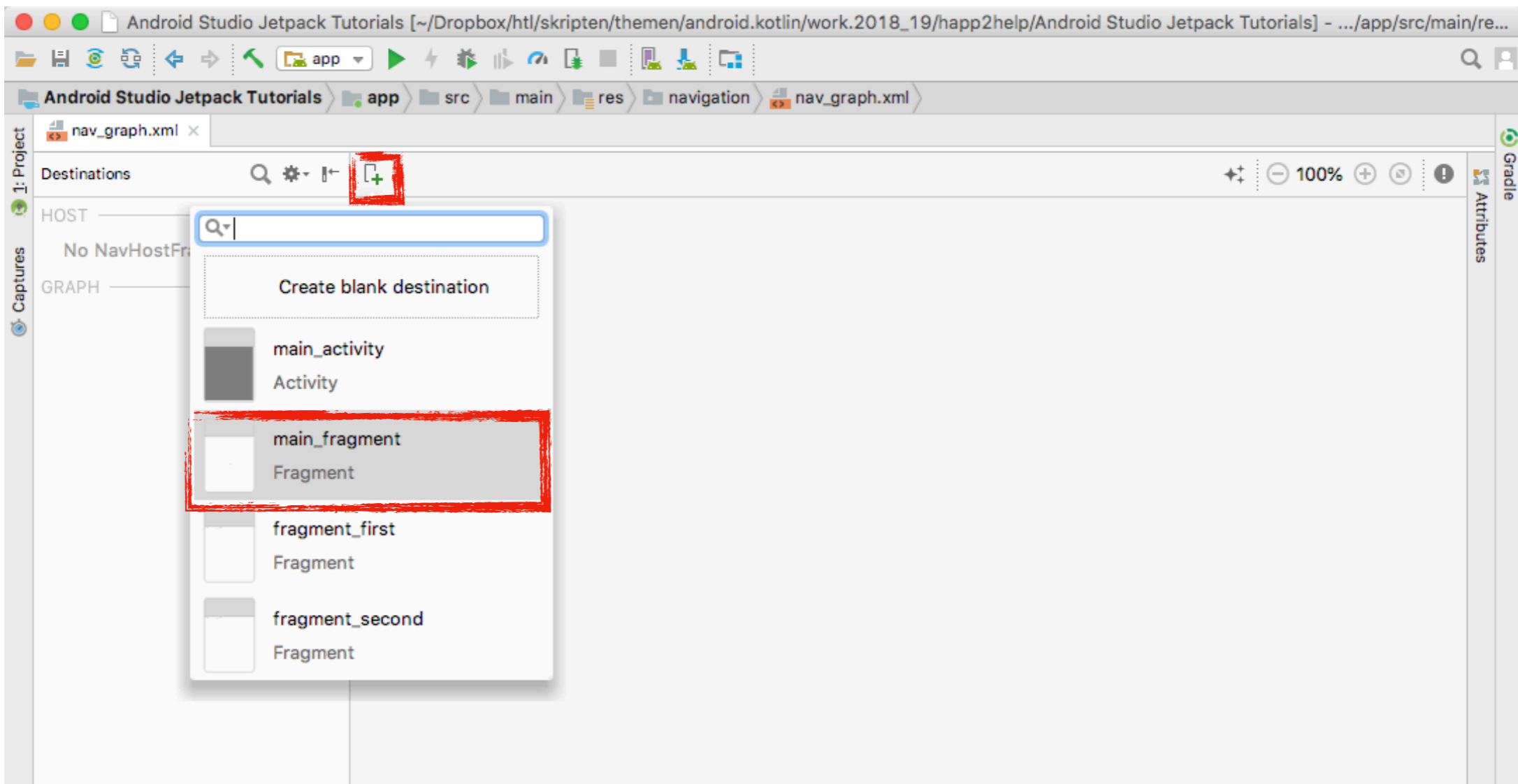
```
1 <?xml version="1.0" encoding="utf-8"?>
2 <android.support.v4.widget.DrawerLayout
3     xmlns:android="http://schemas.android.com/apk/res/android"
4     xmlns:tools="http://schemas.android.com/tools"
5     android:id="@+id/container"
6     android:layout_width="match_parent"
7     android:layout_height="match_parent"
8     tools:context=".MainActivity">
9
10    <fragment
11        android:id="@+id/my_fragment"
12        android:name="androidx.navigation.fragment.NavHostFragment"
13        android:layout_width="match_parent"
14        android:layout_height="match_parent"
15    />
16
17
18
19 </android.support.v4.widget.DrawerLayout>
20
```



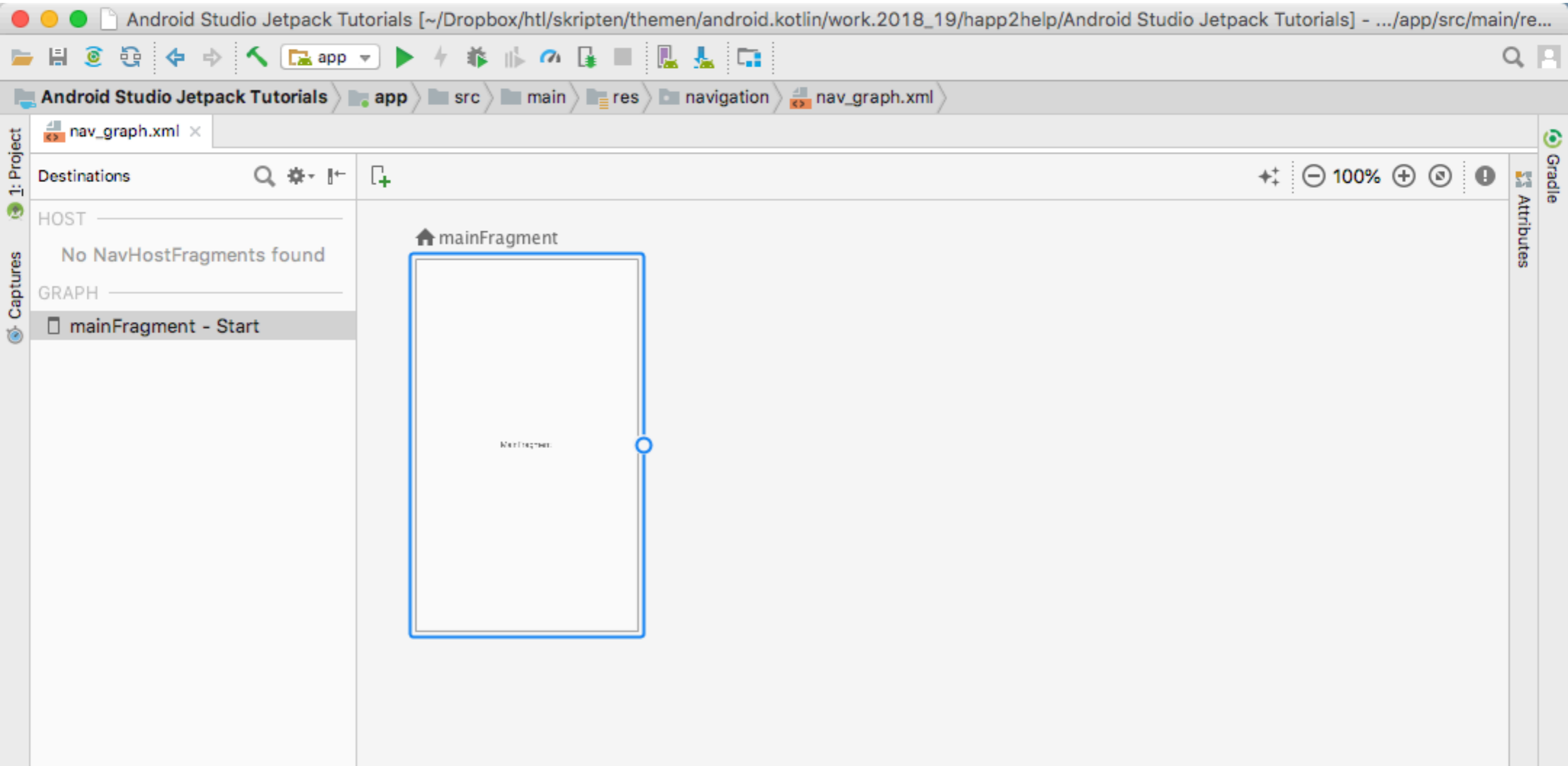
Wenn unter Settings - Experimental - Enable Navigation Editor die Checkbox nicht aktiviert ist, kann man Navigation nicht auswählen.

# Navigation Graph

```
nav_graph.xml x
1 <?xml version="1.0" encoding="utf-8"?>
2 <navigation xmlns:android="http://schemas.android.com/apk/res/android"
3     xmlns:app="http://schemas.android.com/apk/res-auto" android:id="@+id/nav_graph">
4
5 </navigation>
```



# Navigation Editor



# main\_activity.xml

```
main_activity.xml x
1 <?xml version="1.0" encoding="utf-8"?>
2 <android.support.v4.widget.DrawerLayout
3     xmlns:android="http://schemas.android.com/apk/res/android"
4     xmlns:app="http://schemas.android.com/apk/res-auto"
5     xmlns:tools="http://schemas.android.com/tools"
6     android:id="@+id/container"
7     android:layout_width="match_parent"
8     android:layout_height="match_parent"
9     tools:context=".MainActivity">
10
11     <fragment
12         android:id="@+id/my_fragment"
13         android:name="androidx.navigation.fragment.NavHostFragment"
14         android:layout_width="match_parent"
15         android:layout_height="match_parent"
16         app:defaultNavHost="true"
17         app:navGraph="@navigation/nav_graph" />
18
19
20 </android.support.v4.widget.DrawerLayout>
21
```



# MainActivity.kt

```
MainActivity.kt x
1 package at.htl.androidstudiojetpacktutorials
2
3 import ...
4
5
6
7 class MainActivity : AppCompatActivity() {
8
9     override fun onCreate(savedInstanceState: Bundle?) {
10         super.onCreate(savedInstanceState)
11         setContentView(R.layout.main_activity)
12         if (savedInstanceState == null) {
13             supportFragmentManager.beginTransaction()
14                 .replace(R.id.container, MainFragment.newInstance())
15                 .commitNow()
16         }
17     }
18 }
19 }
```

löschen

# MainActivity.kt

```
package at.htl.androidstudiojetpacktutorials
```

```
import ...
```

```
class MainActivity : AppCompatActivity() {
```

```
lateinit var drawer: DrawerLayout
```

```
override fun onCreate(savedInstanceState: Bundle?) {  
    super.onCreate(savedInstanceState)  
    setContentView(R.layout.main_activity)
```

```
    val host = supportFragmentManager.findFragmentById(R.id.my_fragment) as NavHostFragment? ?: return  
    val navController = host.navController
```

```
    drawer = findViewById(R.id.container)  
    NavigationUI.setupActionBarWithNavController(this, navController, drawer)
```

```
}
```

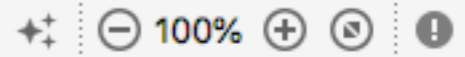
```
override fun onSupportNavigateUp(): Boolean {
```

```
    return NavigationUI.navigateUp(drawer, Navigation.findNavController(this, R.id.my_fragment))
```

```
}
```

```
}
```

Destinations



Attributes

HOST

main\_activity (my\_fragment)

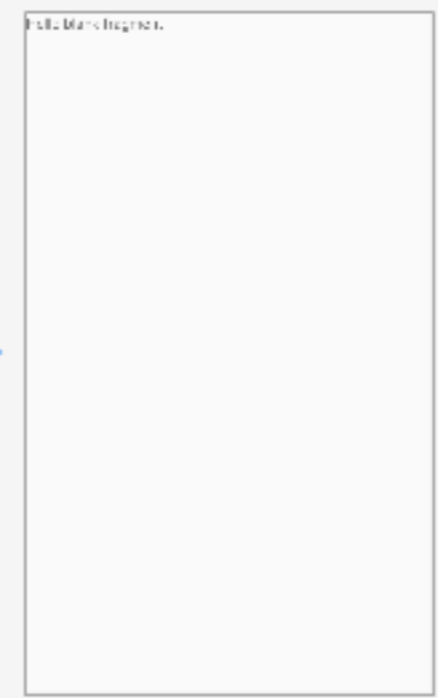
GRAPH

- mainFragment - Start
- firstFragment
- secondFragment

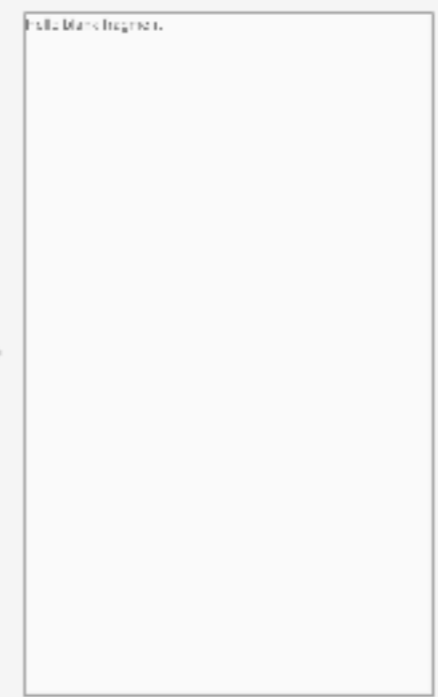
mainFragment



firstFragment



secondFragment

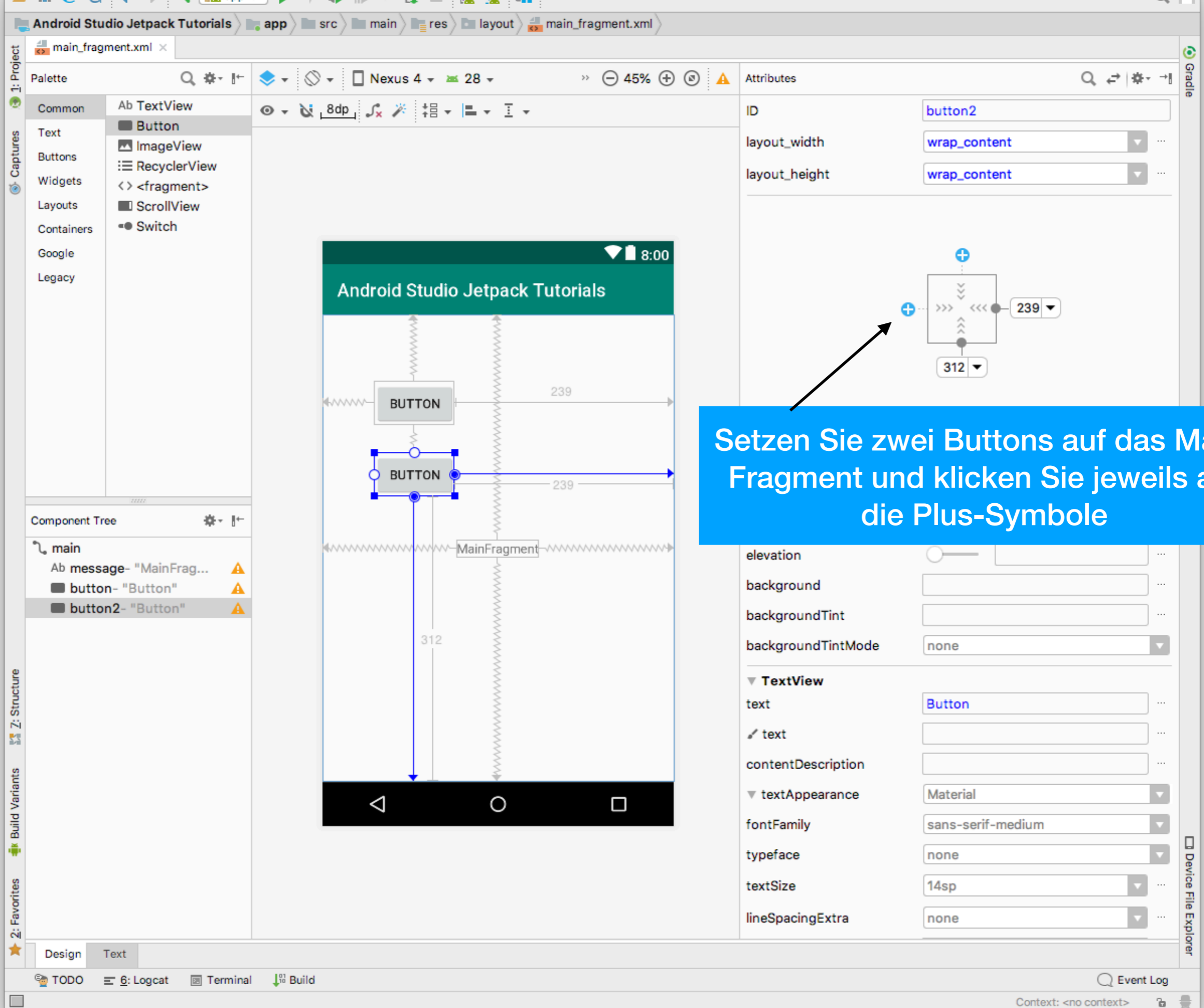


The screenshot displays the Android Studio interface with a navigation graph on the left and its properties on the right. The navigation graph shows a central box labeled 'mainFragment' with two arrows pointing to boxes labeled 'firstFragment' and 'secondFragment'. The 'firstFragment' box has a blue arrow pointing to it, and the 'secondFragment' box has a grey arrow pointing to it. The properties panel on the right is titled 'Attributes' and contains the following settings:

- Type: Action
- ID: action\_mainFragment\_to\_firstFragment (highlighted with a red box)
- Destination: firstFragment
- Transitions:
  - Enter: none
  - Exit: none
  - Pop Enter: none
  - Pop Exit: none
- Argument Default Values: No arguments on the destination
- Pop Behavior:
  - Pop To: none
  - Inclusive:
- Launch Options:
  - Single Top:

The bottom of the interface shows the 'Design' and 'Text' tabs, and the 'Event Log' panel with the text 'Context: <no context>'.

Klicken sie auf einen Verbindungspfeil und beachten Sie die Properties. Am wichtigsten ist die Action-ID. Diese benötigen wir, um die Navigation von einem Fragment zum nächsten Fragment einzurichten.



Setzen Sie zwei Buttons auf das Main-Fragment und klicken Sie jeweils auf die Plus-Symbole

elevation

background

backgroundTint

backgroundTintMode

▼ **TextView**

text

text

contentDescription

▼ textAppearance

fontFamily

typeface

textSize

lineSpacingExtra

# Buttons im Main Fragment

```
<Button
    android:id="@+id/button"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginStart="57dp"
    android:layout_marginTop="73dp"
    android:layout_marginEnd="239dp"
    android:layout_marginBottom="30dp"
    android:text="First Frag"
    app:layout_constraintBottom_toTopOf="@+id/button2"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent" />

<Button
    android:id="@+id/button2"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginStart="57dp"
    android:layout_marginTop="30dp"
    android:layout_marginEnd="239dp"
    android:layout_marginBottom="312dp"
    android:text="Second Frag"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/button" />
```

The screenshot shows the Android Studio IDE with the 'Override Members' dialog box open. The dialog box has a search field containing 'ovc' and a list of methods. The method 'onViewCreated(view: View, savedInstanceState: Bundle?): Unit' is selected. The 'OK' button is highlighted. In the background, the Kotlin code for 'MainFragment.kt' is visible, showing the 'onViewCreated' method being overridden. The project structure on the left shows the 'MainFragment' class.

- 1. ^O
- 2. ovc tippen
- 3. Button OK anklicken

1  
Override Methods via ^O (Ctrl+O for Win/Linux)

# MainFragment.kt

```
package at.htl.androidstudiojetpacktutorials.ui.main
```

```
import ...
```

```
class MainFragment : Fragment() {
```

```
    companion object {
```

```
        fun newInstance() = MainFragment()
```

```
    }
```

```
    private lateinit var viewModel: MainViewModel
```

```
    override fun onCreateView(inflater: LayoutInflater, container: ViewGroup?,
                             savedInstanceState: Bundle?): View {
        return inflater.inflate(R.layout.main_fragment, container, false)
    }
```

```
    override fun onActivityCreated(savedInstanceState: Bundle?) {
        super.onActivityCreated(savedInstanceState)
        viewModel = ViewModelProviders.of(this).get(MainViewModel::class.java)
        // TODO: Use the ViewModel
    }
```

```
    override fun onViewCreated(view: View, savedInstanceState: Bundle?) {
        super.onViewCreated(view, savedInstanceState)
```

```
        // set on click listener
```

```
        view.findViewById<Button>(R.id.button)?.setOnClickListener {
            Navigation.findNavController(it).navigate(R.id.action_mainFragment_to_firstFragment)
        }
```

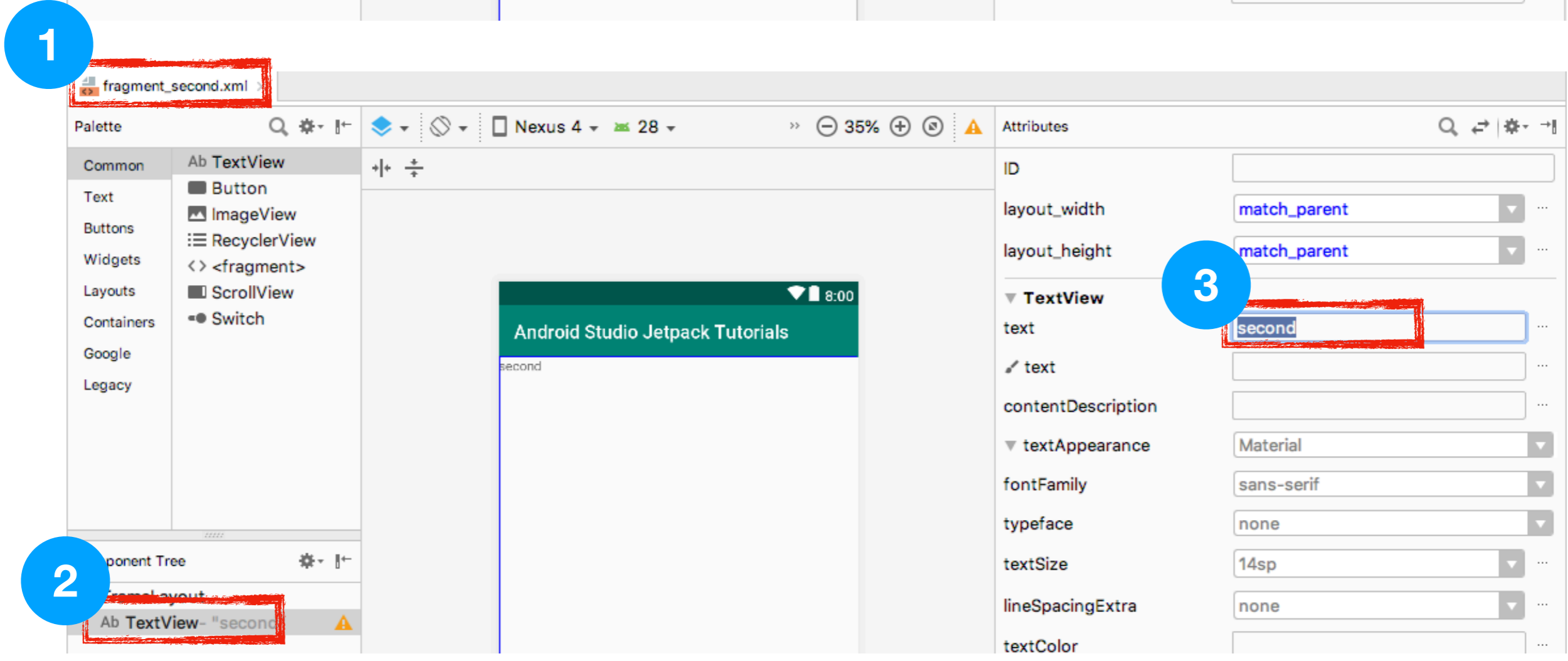
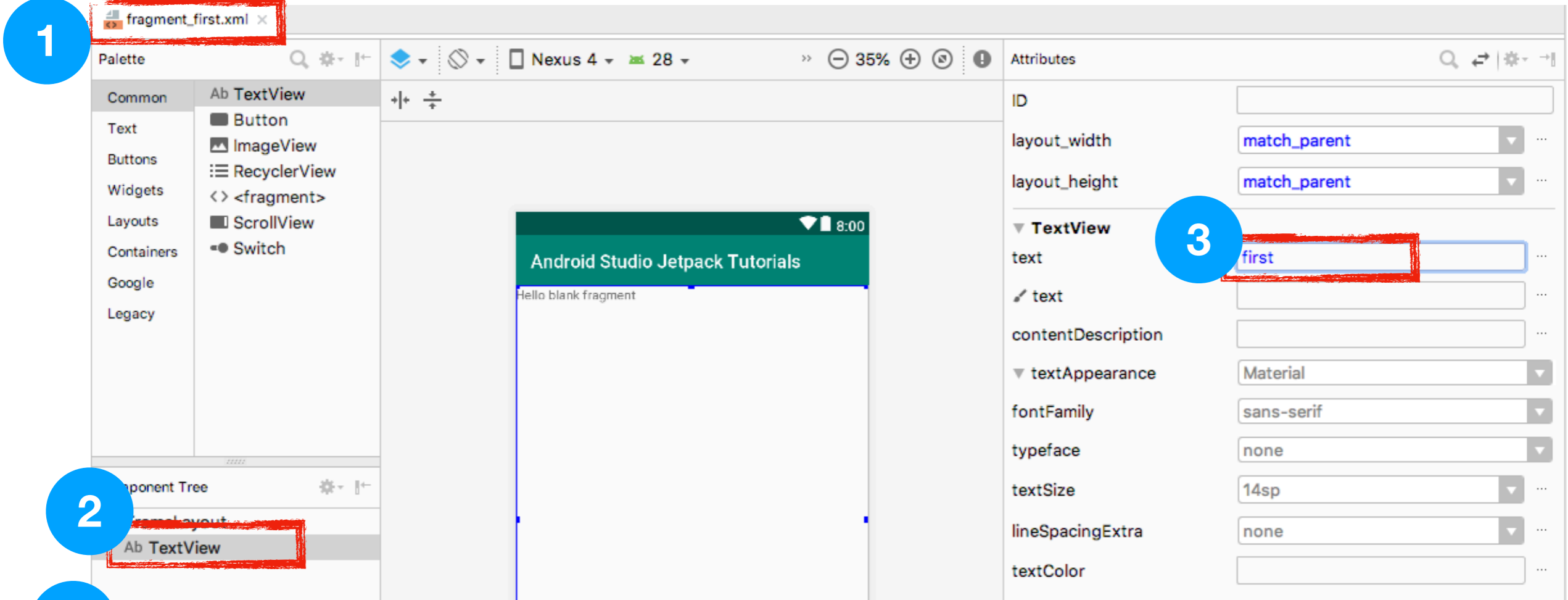
```
        view.findViewById<Button>(R.id.button2)?.setOnClickListener {
            Navigation.findNavController(it).navigate(R.id.action_mainFragment_to_secondFragment)
        }
```

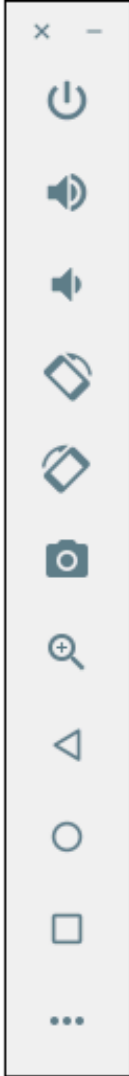
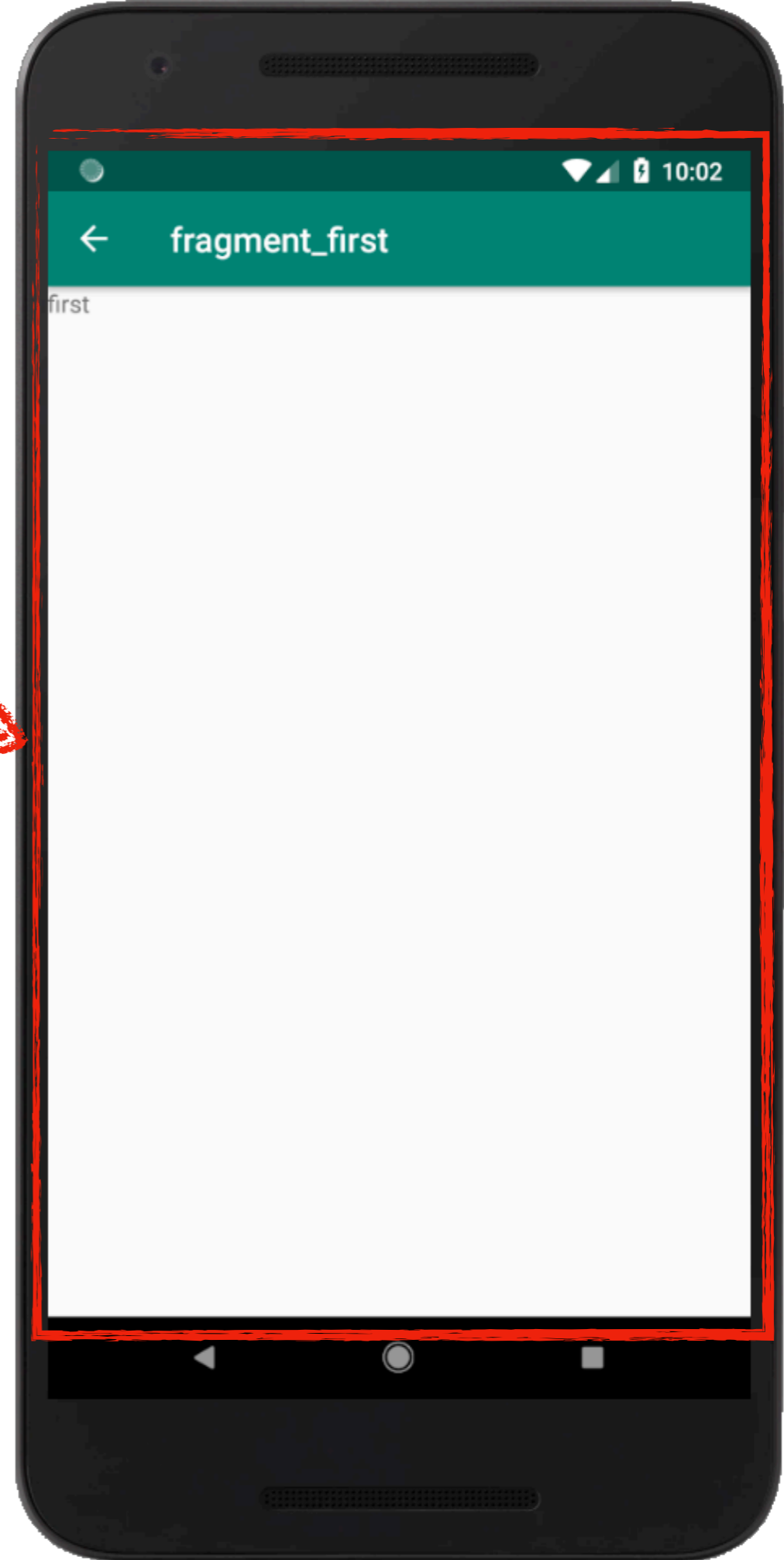
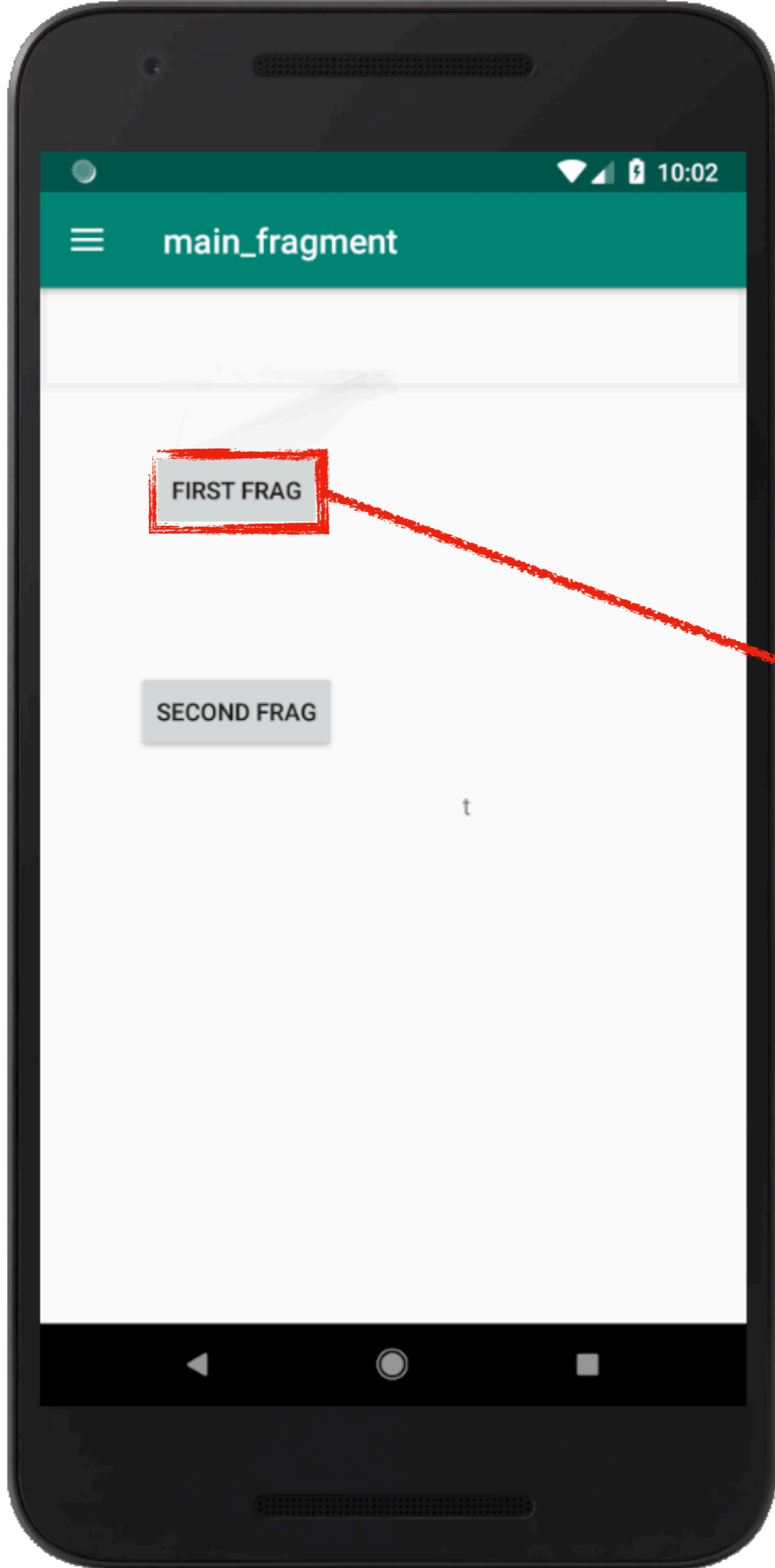
```
    }
```

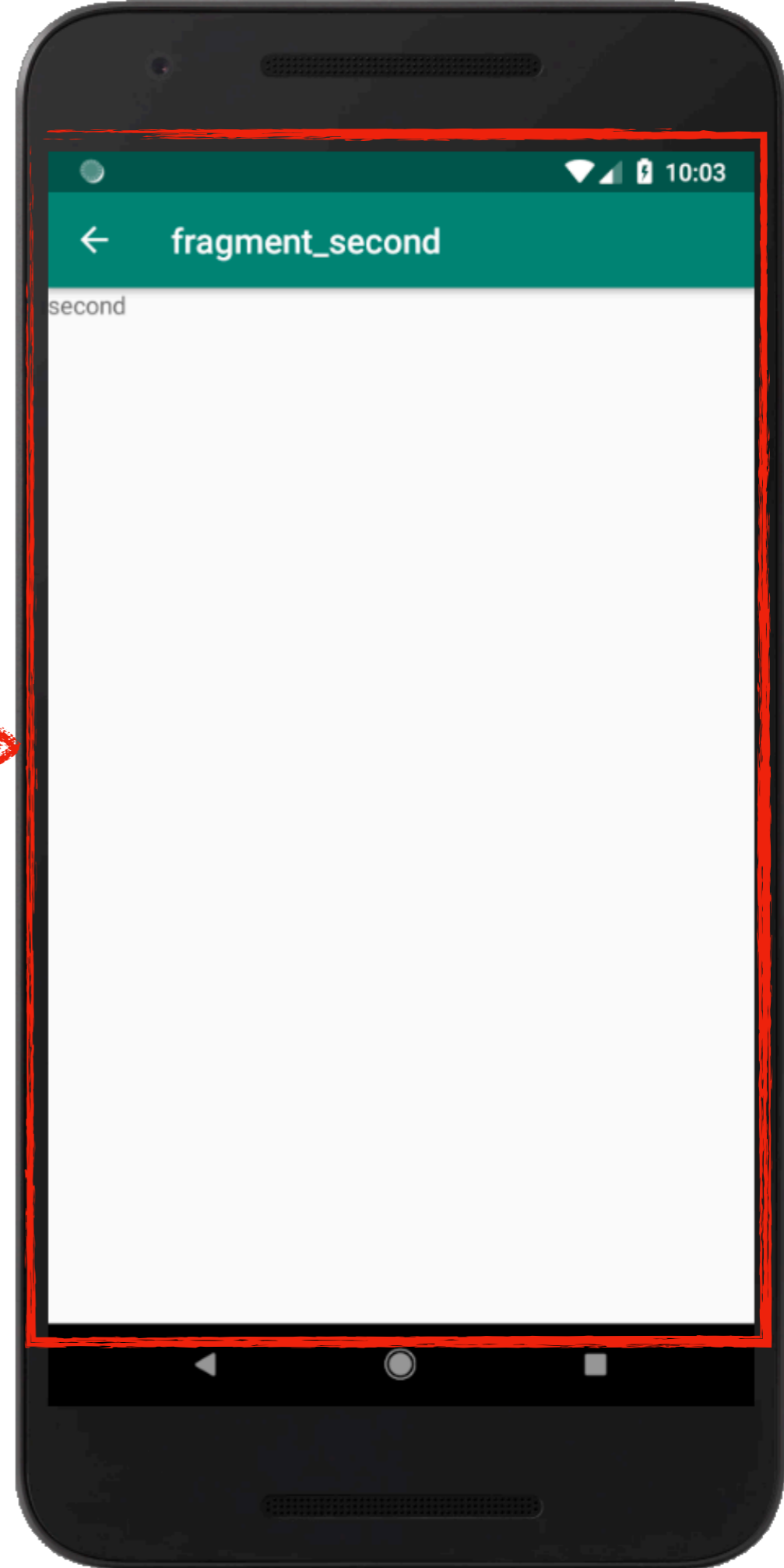
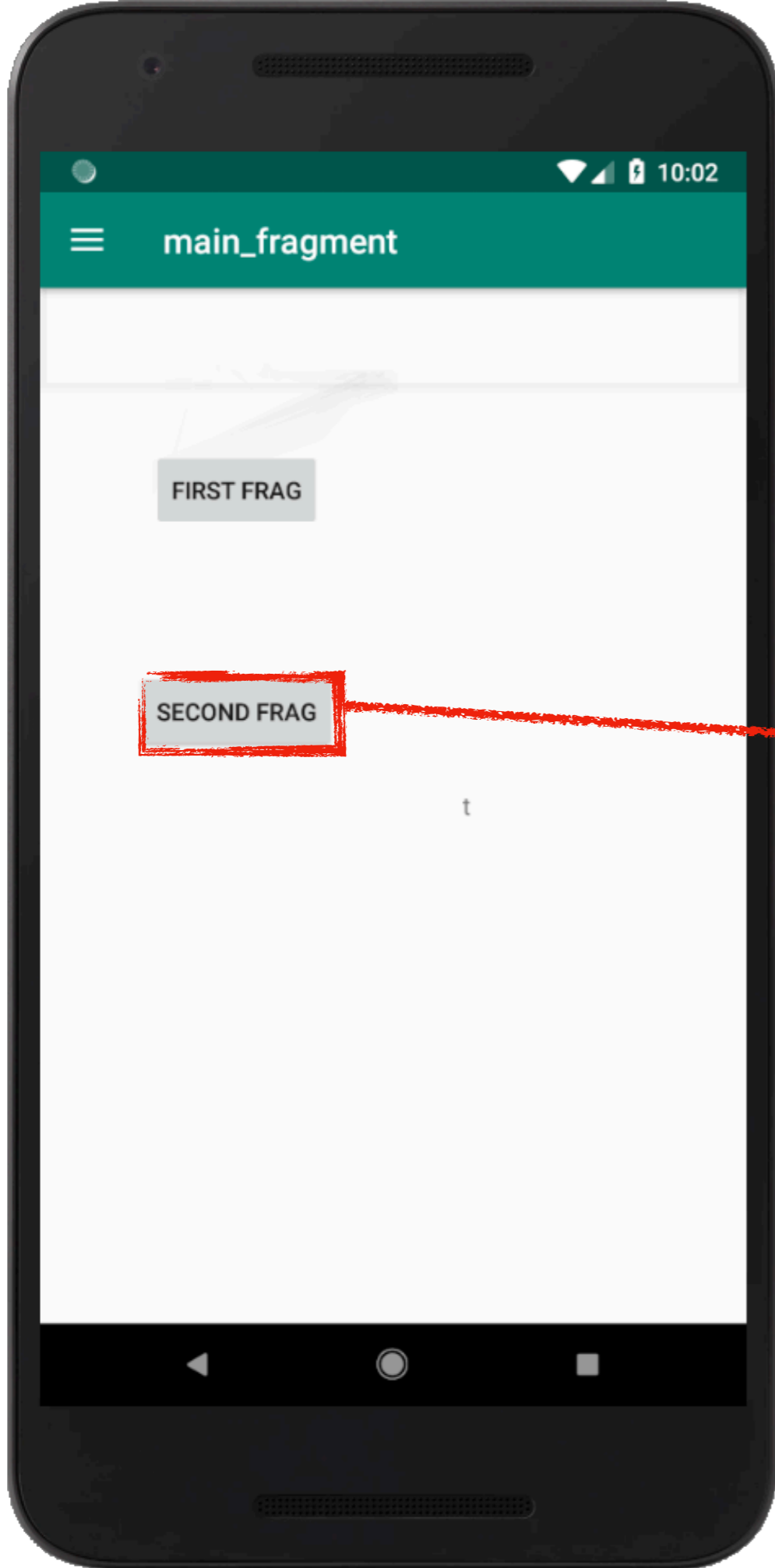
```
}
```

```
action_mainFragment_to_firstFragment Int
action_mainFragment_to_secondFragment Int
Press ^ to choose the selected (or first) suggestion and insert a dot afterwards >>
```

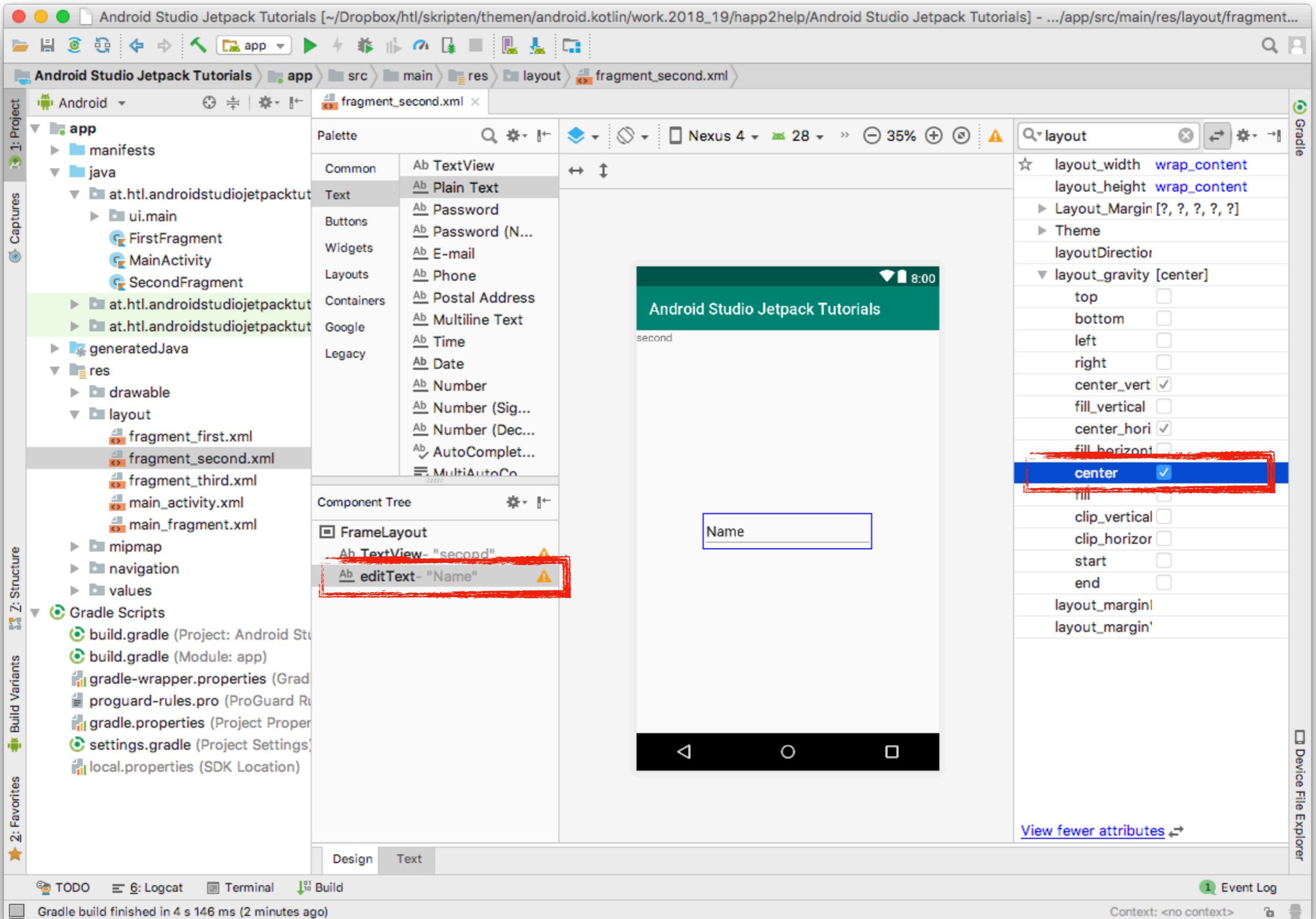


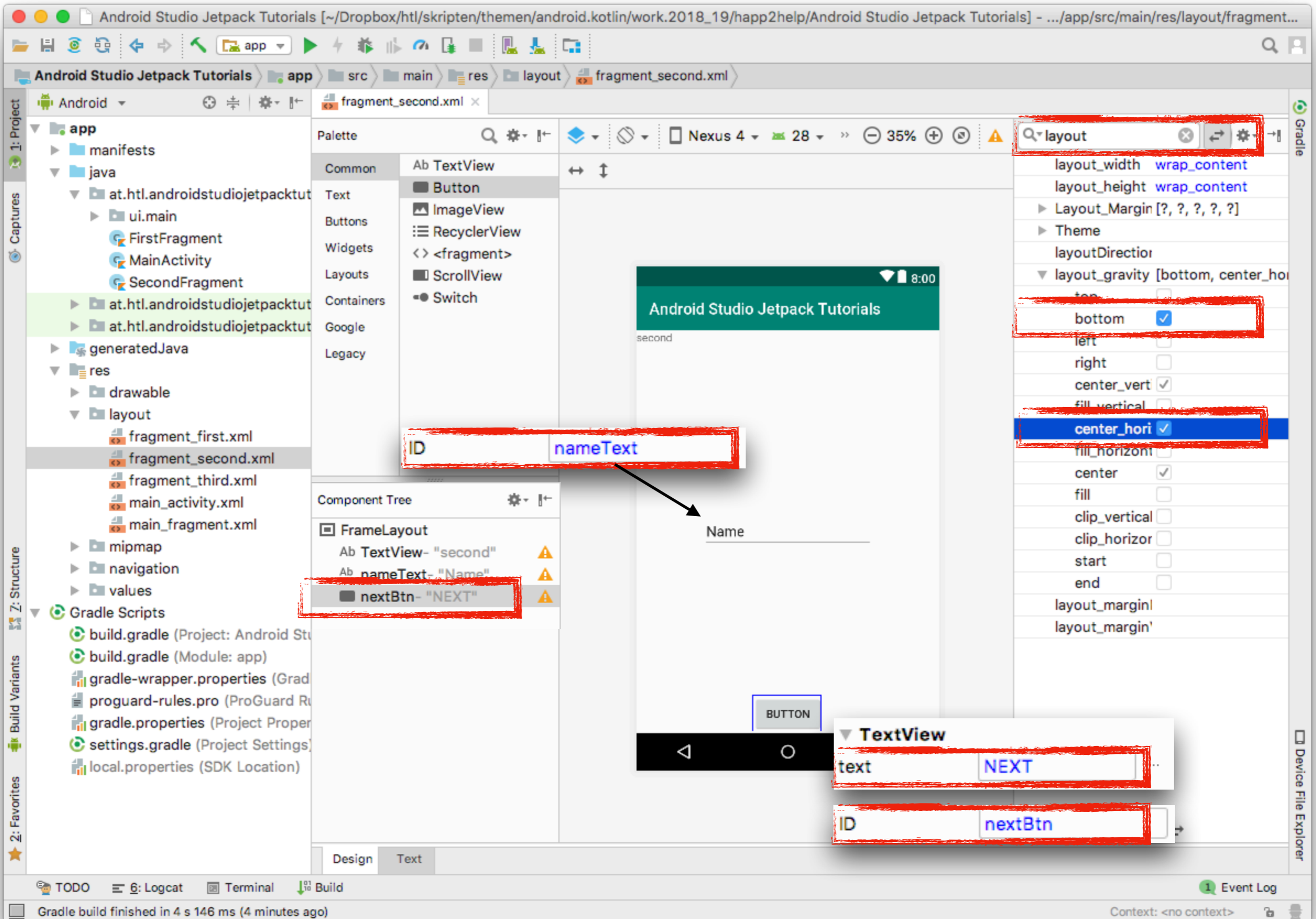




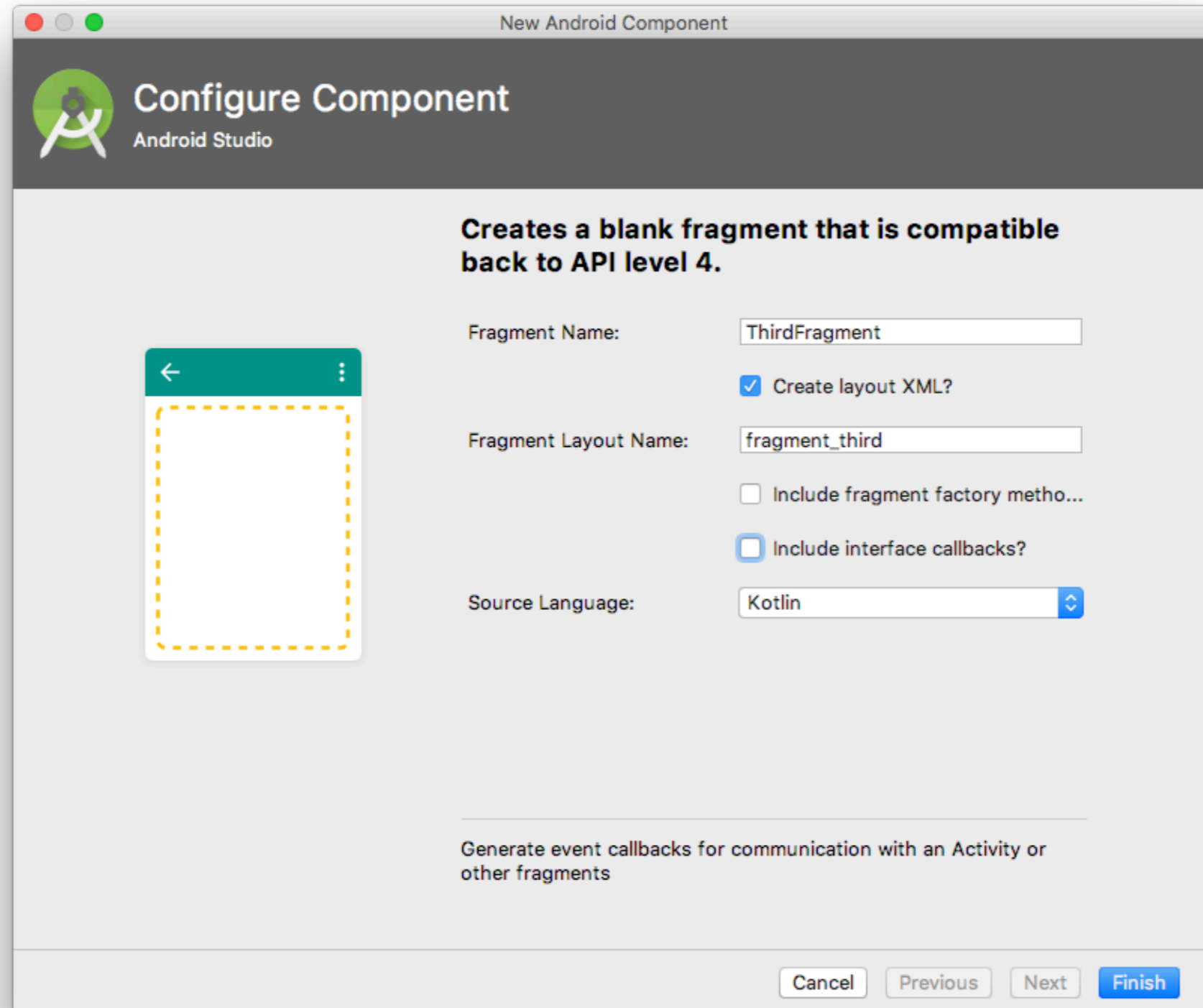


# Übergabe von Parametern





# Erstellen eines neuen Layouts



Android Studio Jetpack Tutorials [~/Dropbox/htl/skripten/themen/android.kotlin/work.2018\_19/happ2help/Android Studio Jetpack Tutorials] - .../app/src/main/res/navigation/nav\_...

Android Studio Jetpack Tutorials app src main res navigation nav\_graph.xml

1: Project

- app
  - manifests
  - java
    - at.htl.androidstudiojetpacktut
      - ui.main
        - FirstFragment
        - MainActivity
        - SecondFragment
      - at.htl.androidstudiojetpacktut
      - at.htl.androidstudiojetpacktut
    - generatedJava
    - res
      - drawable
      - layout
        - fragment\_first.xml
        - fragment\_second.xml
        - fragment\_third.xml
        - main\_activity.xml
        - main\_fragment.xml
      - mipmap
      - navigation
        - nav\_graph.xml
    - values
    - Gradle Scripts
      - build.gradle (Project: Android Stu)
      - build.gradle (Module: app)
      - gradle-wrapper.properties (Grad
      - proguard-rules.pro (ProGuard Ru
      - gradle.properties (Project Proper
      - settings.gradle (Project Settings)
      - local.properties (SDK Location)

2: Favorites

3: Structure

4: Captures

5: Destinations

6: Attributes

7: Device File Explorer

```
graph LR; mainFragment --> secondFragment; mainFragment --> firstFragment; secondFragment --> thirdFragment; firstFragment --> secondFragment;
```

The diagram illustrates a navigation graph with four fragments: mainFragment, secondFragment, firstFragment, and thirdFragment. mainFragment contains buttons for FIRST FRAG and SECOND FRAG. secondFragment contains a text input field labeled NAME and a NEXT button. firstFragment is currently selected and highlighted with a blue border. thirdFragment is an empty fragment. Arrows indicate the following transitions: from mainFragment to secondFragment, from mainFragment to firstFragment, from secondFragment to thirdFragment, and from firstFragment to secondFragment.

Design Text

8: TODO

9: Logcat

10: Terminal

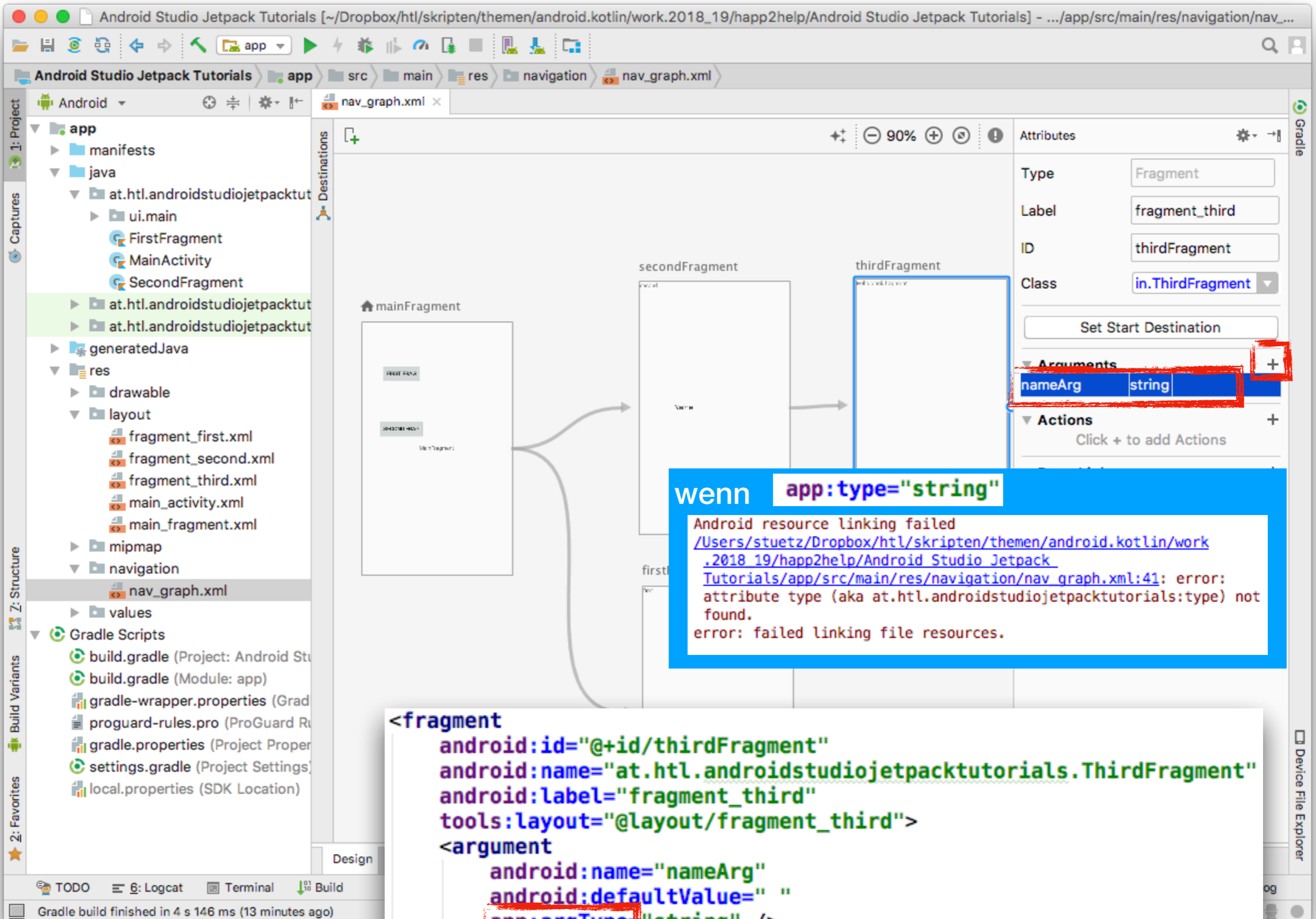
11: Build

12: Event Log

13: Context: <no context>

14: Gradle build finished in 4 s 146 ms (10 minutes ago)

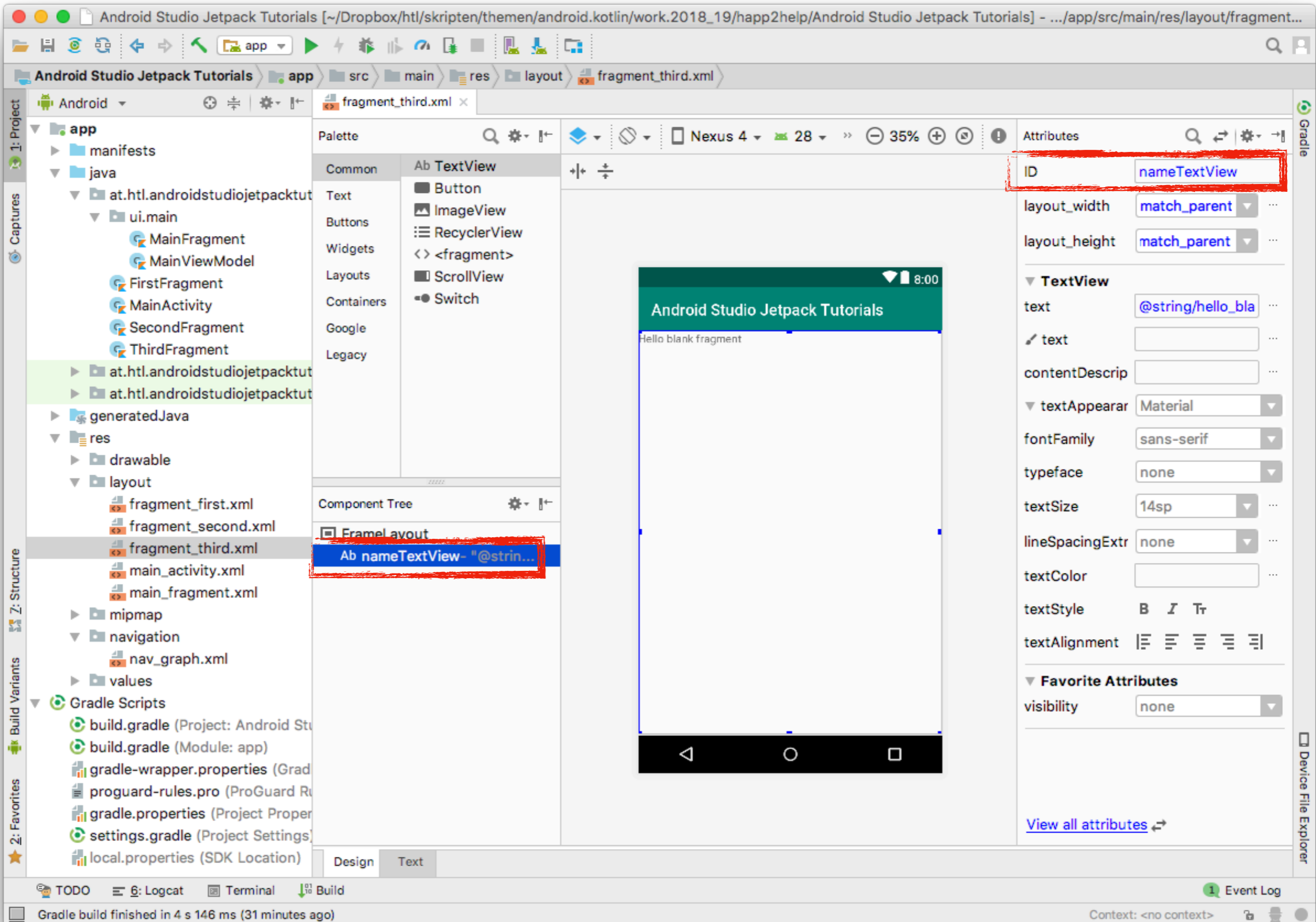




wenn `app:type="string"`

```
Android resource linking failed
/Users/stuetz/Dropbox/htl/skripten/themen/android.kotlin/work
.2018_19/happ2help/Android Studio Jetpack
Tutorials/app/src/main/res/navigation/nav_graph.xml:41: error:
attribute type (aka at.htl.androidstudiojetpacktutorials:type) not
found.
error: failed linking file resources.
```

```
<fragment
  android:id="@+id/thirdFragment"
  android:name="at.htl.androidstudiojetpacktutorials.ThirdFragment"
  android:label="fragment_third"
  tools:layout="@layout/fragment_third">
  <argument
    android:name="nameArg"
    android:defaultValue=""
    app:argType="string" />
</fragment>
```



# SecondFragment.kt

```
package at.htl.androidstudiojetpacktutorials
```

```
import android.os.Bundle
import android.support.v4.app.Fragment
import android.view.LayoutInflater
import android.view.View
import android.view.ViewGroup
import androidx.navigation.Navigation
import kotlinx.android.synthetic.main.fragment_second.*
```

```
class SecondFragment : Fragment() {
```

```
    override fun onCreateView(inflater: LayoutInflater, container: ViewGroup?,
                              savedInstanceState: Bundle?): View? {
        // Inflate the layout for this fragment
        return inflater.inflate(R.layout.fragment_second, container, attachToRoot: false)
    }
```

```
    override fun onViewCreated(view: View, savedInstanceState: Bundle?) {
        super.onViewCreated(view, savedInstanceState)

        nextBtn.setOnClickListener { it: View!
            val nameBundle = Bundle()
            nameBundle.putString("nameArg", nameText.text.toString())
            Navigation.findNavController(it).navigate(R.id.thirdFragment, nameBundle)
        }
    }
```

```
}
```

# ThirdFragment.kt

```
package at.htl.androidstudiojetpacktutorials

import android.os.Bundle
import android.support.v4.app.Fragment
import android.view.LayoutInflater
import android.view.View
import android.view.ViewGroup

import at.htl.androidstudiojetpacktutorials.R
import kotlinx.android.synthetic.main.fragment_third.*

class ThirdFragment : Fragment() {

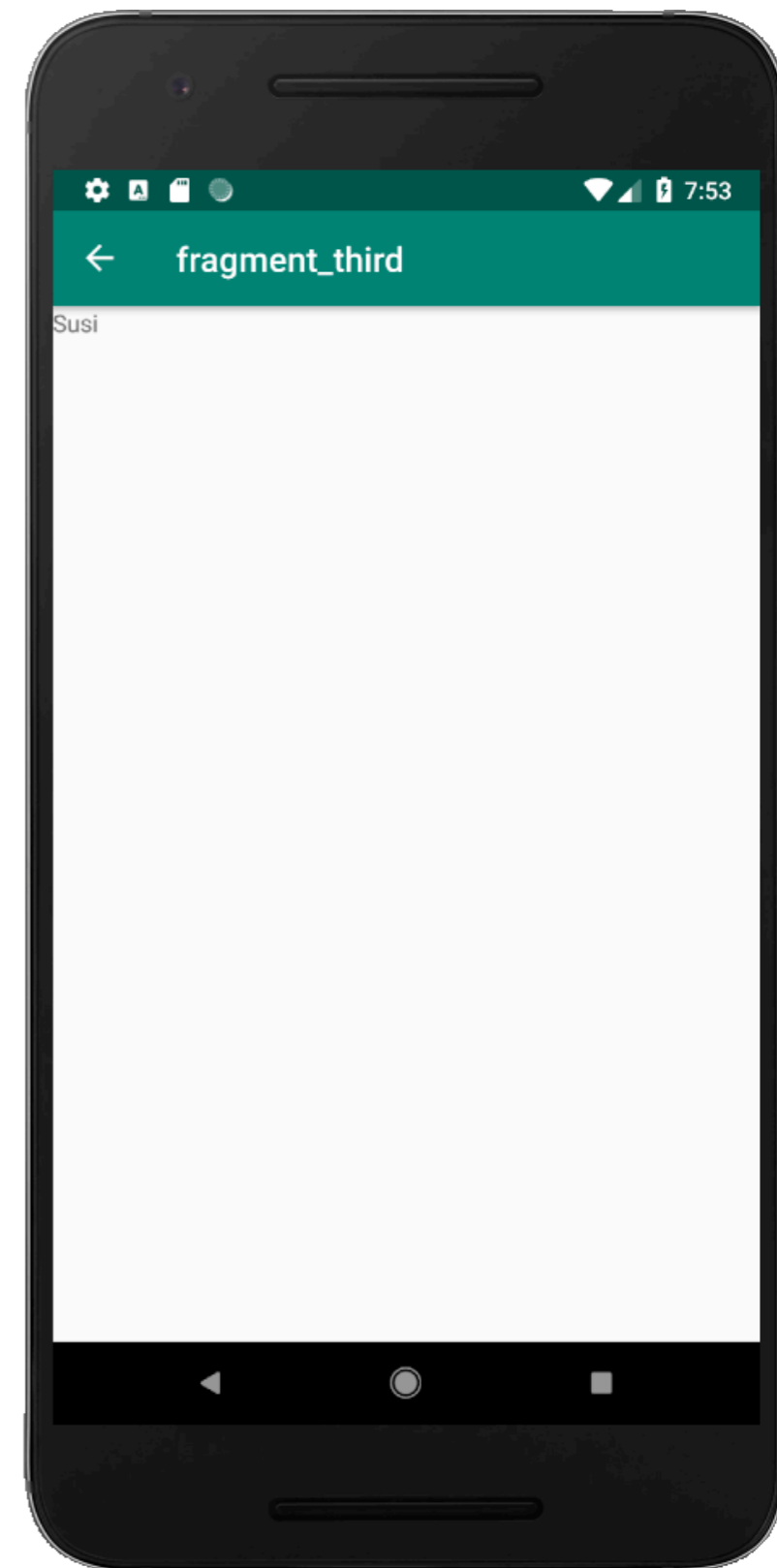
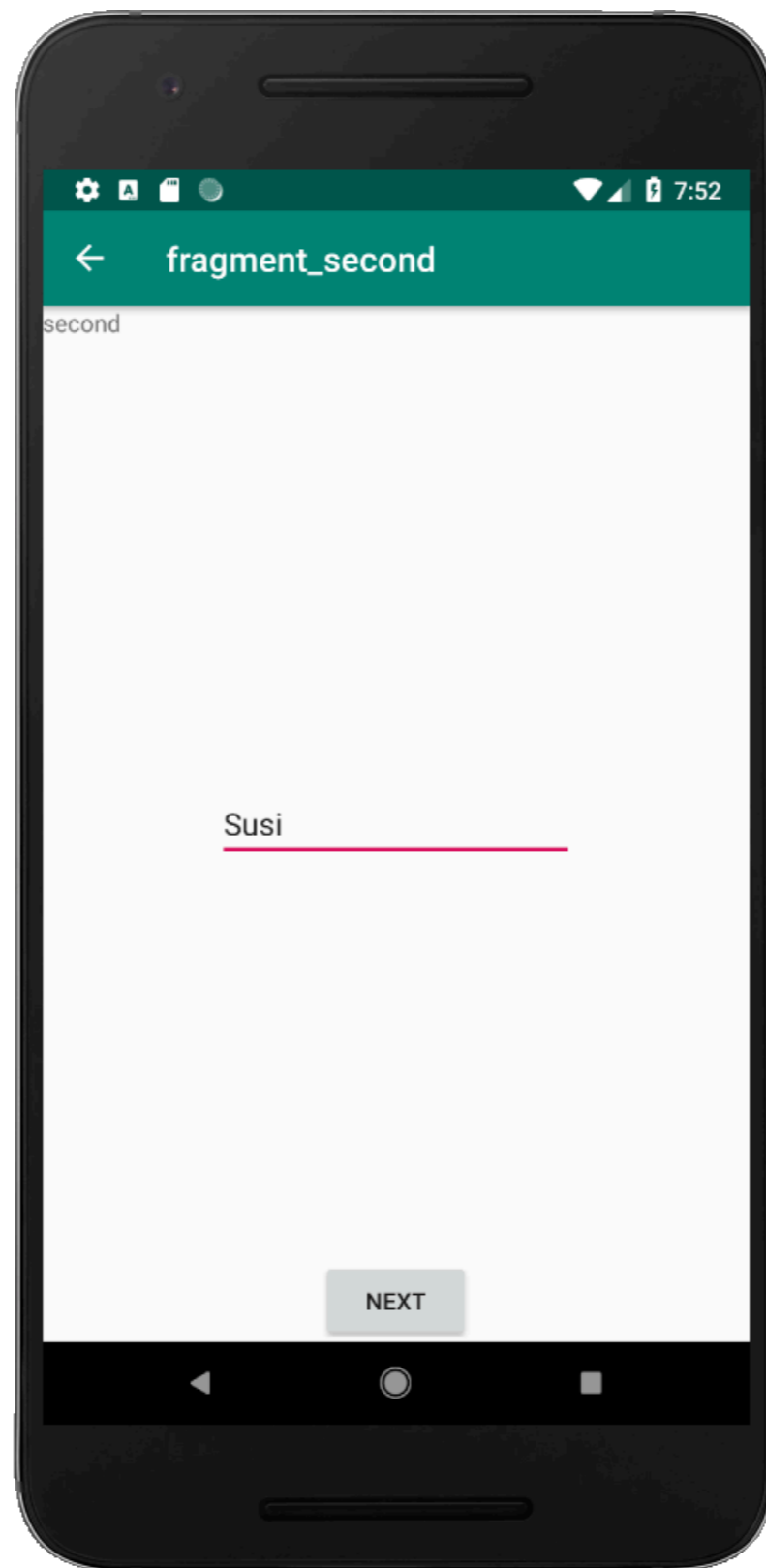
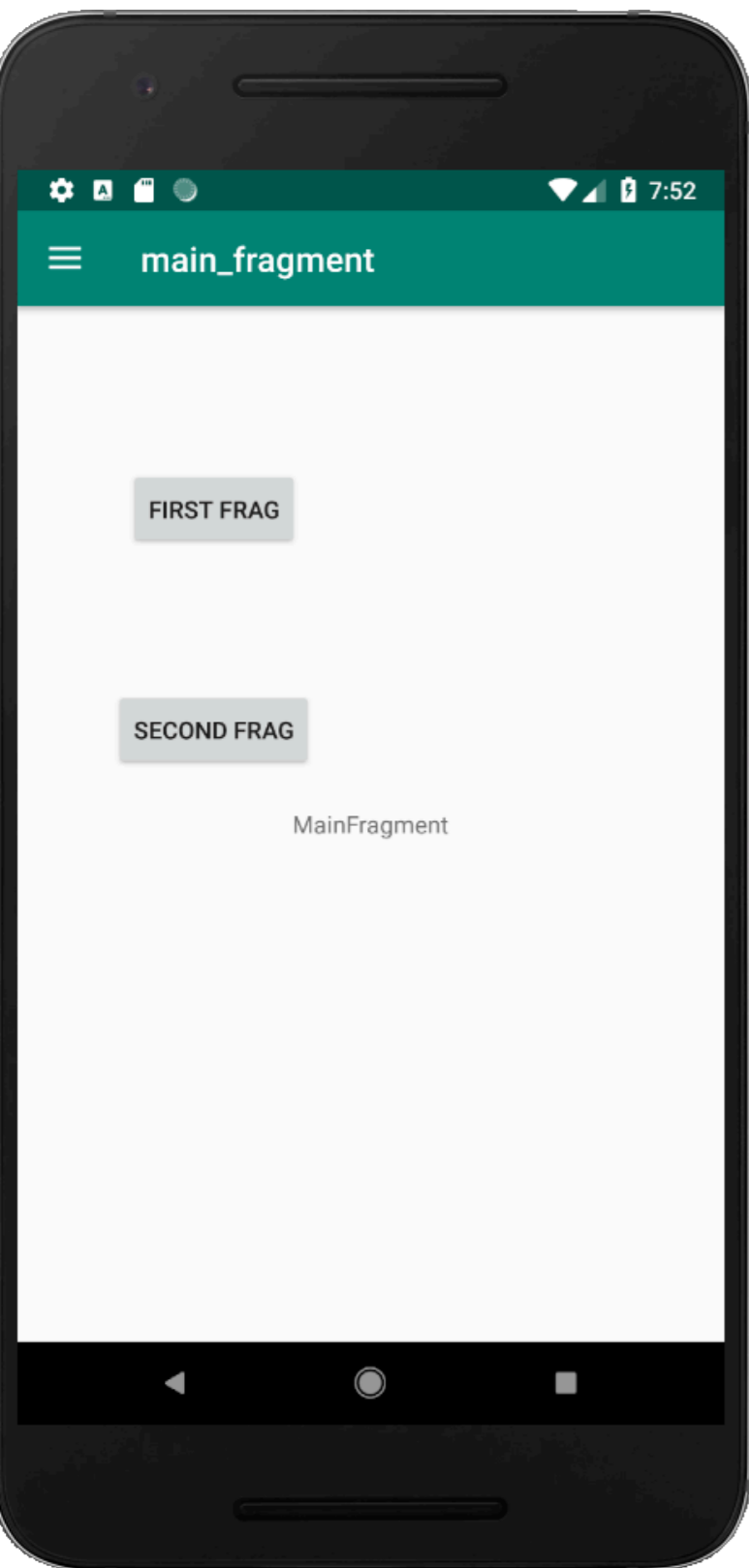
    override fun onCreateView(inflater: LayoutInflater, container: ViewGroup?,
                             savedInstanceState: Bundle?): View? {
        // Inflate the layout for this fragment
        return inflater.inflate(R.layout.fragment_third, container, attachToRoot: false)
    }

    override fun onViewCreated(view: View, savedInstanceState: Bundle?) {
        super.onViewCreated(view, savedInstanceState)

        nameTextView.text = arguments?.getString(key: "nameArg")
    }
}
```

Mit onvi Funktion generieren

```
onvi
m override fun onCreateView(view: View, savedInstanceState: Bund...
m override fun onViewStateRestored(savedInstanceState: Bundle?) {...
m override fun onDestroyView() {...}
^↓ and ^↑ will move caret down and up in the editor >>
```



# Quellen

- <https://www.youtube.com/watch?v=0fhOxFvkEQI>
- <https://www.youtube.com/watch?v=GOpeBbfyb6s>
- <https://www.youtube.com/watch?v=WVPH48IUzGY>
- [https://github.com/googlesamples/android-sunflower/blob/master/app/src/main/res/navigation/nav\\_garden.xml](https://github.com/googlesamples/android-sunflower/blob/master/app/src/main/res/navigation/nav_garden.xml)