

WeatherViewer App

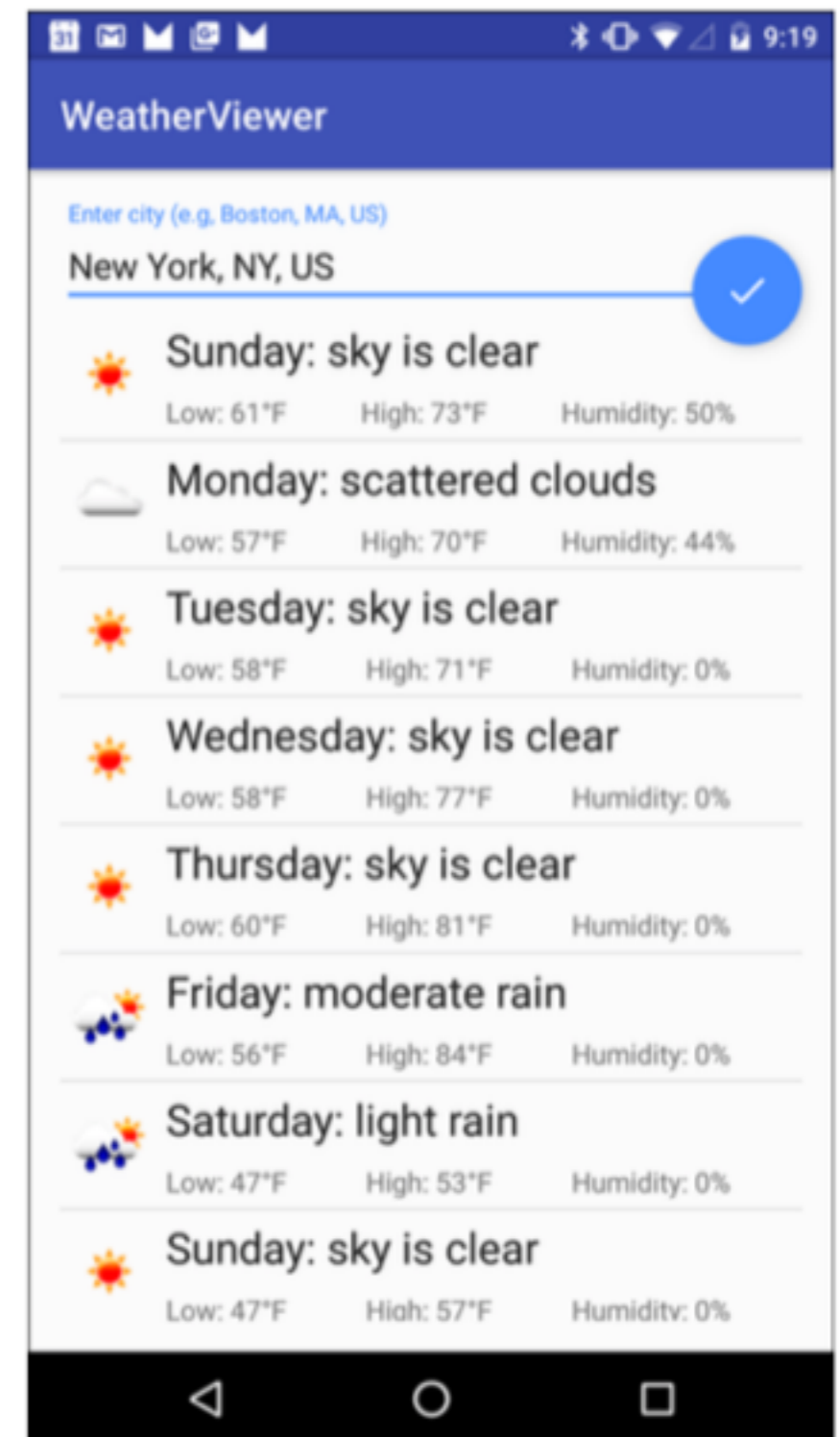
REST Web Services, AsyncTask, HttpURLConnection,
Processing JSON Responses, JSONObject, JSONArray,
ListView, ArrayAdapter, ViewHolder Pattern,
TextInputLayout, FloatingActionButton

Übersicht

- Inhalte der App
 - Wetterabhängiges Icon
 - Wettervorhersage
 - Höchste und niedrigste Tagestemperaturen
 - Feuchtigkeit in %

<http://openweathermap.org/forecast16>

<http://openweathermap.org/api>



OpenWeatherMap.org

- OpenWeatherMap.org uses a creative commons public license for its web services. For the license terms, visit:

<http://creativecommons.org/licenses/by-sa/2.0/>

- For more information about the license terms, see the Licenses section at

<http://openweathermap.org/terms>

- Obtaining an OpenWeatherMap.org API Key
Before running this app, you must obtain your own OpenWeatherMap.org API key from

<http://openweathermap.org/register>

- After registering, copy the hexadecimal API key from the confirmation web page, then re- place YOUR_API_KEY in strings.xml with the key.



JSON

```
{
  "city": {
    "id": 7872055,
    "name": "Leonding",
    "coord": {
      "lon": 14.25467,
      "lat": 48.279942
    },
    "country": "AT",
    "population": 0
  },
  "cod": "200",
  "message": 0.0746,
  "cnt": 16,
  "list": [
    {
      "dt": 1457953200,
      "temp": {
        "day": 5.21,
        "min": -3.86,
        "max": 5.21,
        "night": -3.86,
        "eve": 1.74,
        "morn": 5.21
      },
      "pressure": 972.97,
      "humidity": 87,
      "weather": [
        {
          "id": 800,
          "main": "Clear",
          "description": "clear sky",
          "icon": "01d"
        }
      ],
      "speed": 3.12,
      "deg": 82,
      "clouds": 0
    }
  ],
}
```

Technologie Übersicht

- WebServices (RESTful)
- JSON
- HttpURLConnection
- AsyncTask
- ListView, ArrayAdapter, View-Holder Pattern
- FloatingActionButton
- Snackbar (InteraktiverToast)



New Project

Android Studio

Configure your new project

Application name:

Company Domain:

Package name: [Edit](#)

Project location: ...



Target Android Devices

Select the form factors your app will run on

Different platforms may require separate SDKs

Phone and Tablet

Minimum SDK API 23: Android 6.0 (Marshmallow)

Lower API levels target more devices, but have fewer features available.

By targeting API 23 and later, your app will run on approximately 1.3% of the devices that are active on the Google Play Store.

[Help me choose](#)

Wear

Minimum SDK API 21: Android 5.0 (Lollipop)

TV

Minimum SDK API 21: Android 5.0 (Lollipop)

Android Auto

Glass

Minimum SDK Glass Development Kit Preview

Cancel

Previous

Next

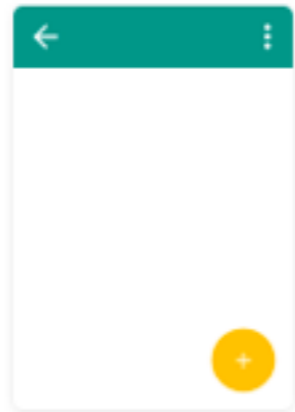
Finish



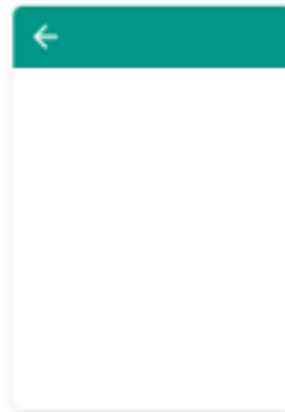
Add an Activity to Mobile



Add No Activity



Basic Activity



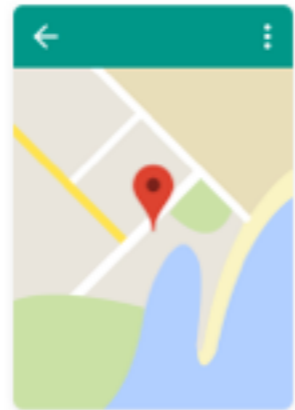
Empty Activity



Fullscreen Activity



Google AdMob Ads Activity



Google Maps Activity



Login Activity



Master/Detail Flow

Cancel

Previous

Next

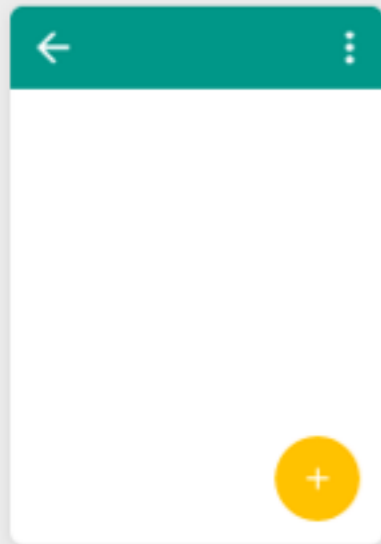
Finish



Customize the Activity



Creates a new basic activity with an app bar.



Basic Activity

Activity Name:

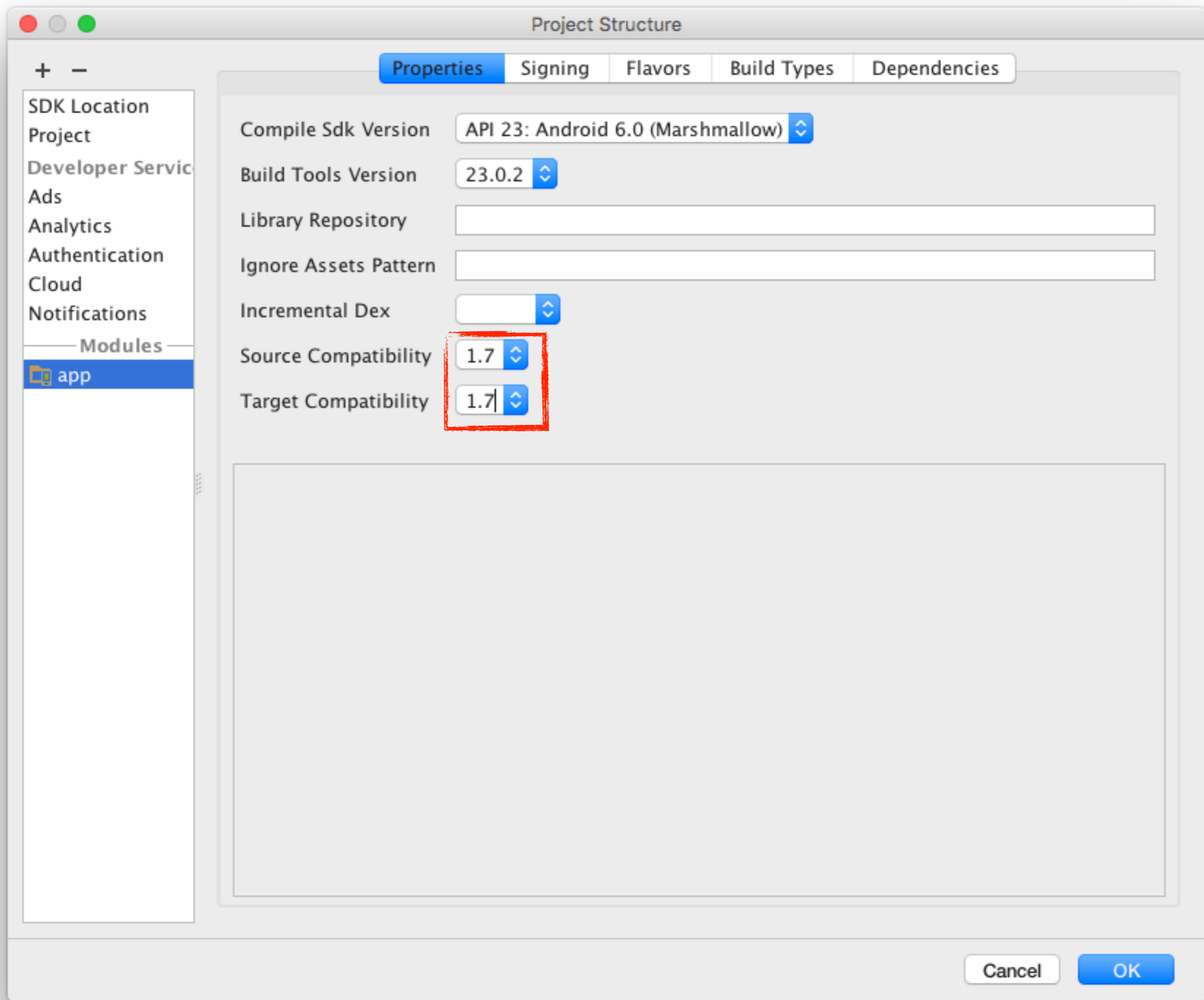
Layout Name:

Title:

Menu Resource Name:

Use a Fragment

If true, the content will be a fragment





Configure Image Asset

Android Studio

Launcher Icons

Name:

Asset Type: Image Clipart Text

Path: ...

Trim? Yes No

Padding: -10%

Background:

Scaling: Crop Shrink to Fit

Shane:

Source Asset:



xxxhdpi



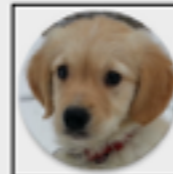
xxhdpi



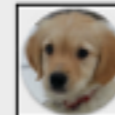
xhdpi



hdpi



mdpi



An icon with the same name already exists and will be overwritten.

Permissions

- Ab dem Android 6.0 Permission-Modell wird einer App automatisch der Zugriff auf das Internet gewährt, da dies mittlerweile als fundamentale Anforderung angesehen wird.
- Andere Permissions, die ebenfalls nunmehr von Haus aus gewährt werden, findet man unter

<http://developer.android.com/guide/topics/security/permissions.html>

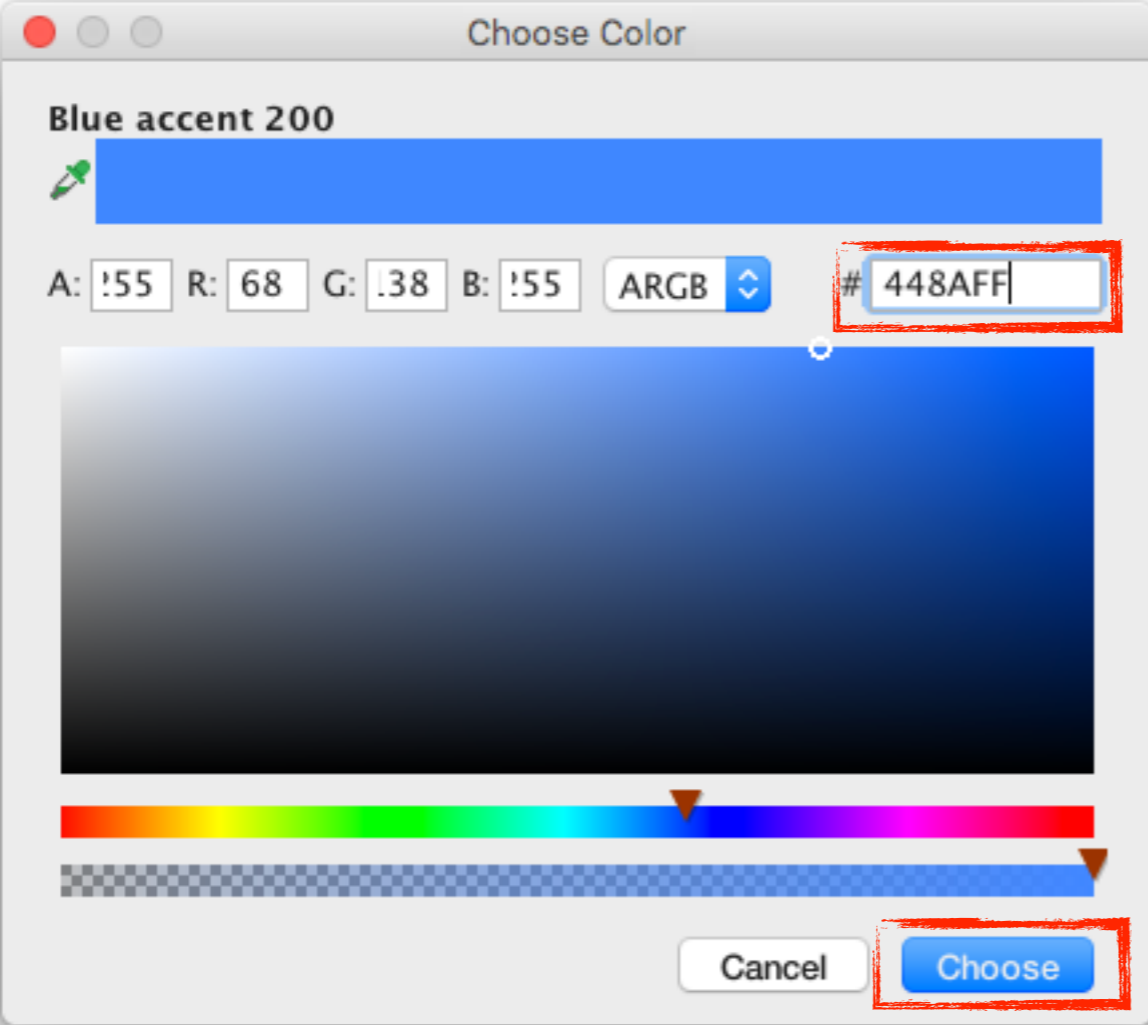
AndroidManifest.xml

```
AndroidManifest.xml x
manifest application activity
1 <?xml version="1.0" encoding="utf-8"?>
2 <manifest xmlns:android="http://schemas.android.com/apk/res/android"
3     package="at.htl.weatherviewer">
4
5     <uses-permission android:name="android.permission.INTERNET" />
6
7     <application
8         android:allowBackup="true"
9         android:icon="@mipmap/ic_launcher"
10        android:label="WeatherViewer"
11        android:supportsRtl="true"
12        android:theme="@style/AppTheme">
13         <activity
14             android:name=".MainActivity"
15             android:label="WeatherViewer"
16             android:screenOrientation="portrait"
17             android:theme="@style/AppTheme.NoActionBar">
18             <intent-filter>
19                 <action android:name="android.intent.action.MAIN" />
20
21                 <category android:name="android.intent.category.LAUNCHER" />
22             </intent-filter>
23         </activity>
24     </application>
25
26 </manifest>
```

Variante 1

colorAccent ändern

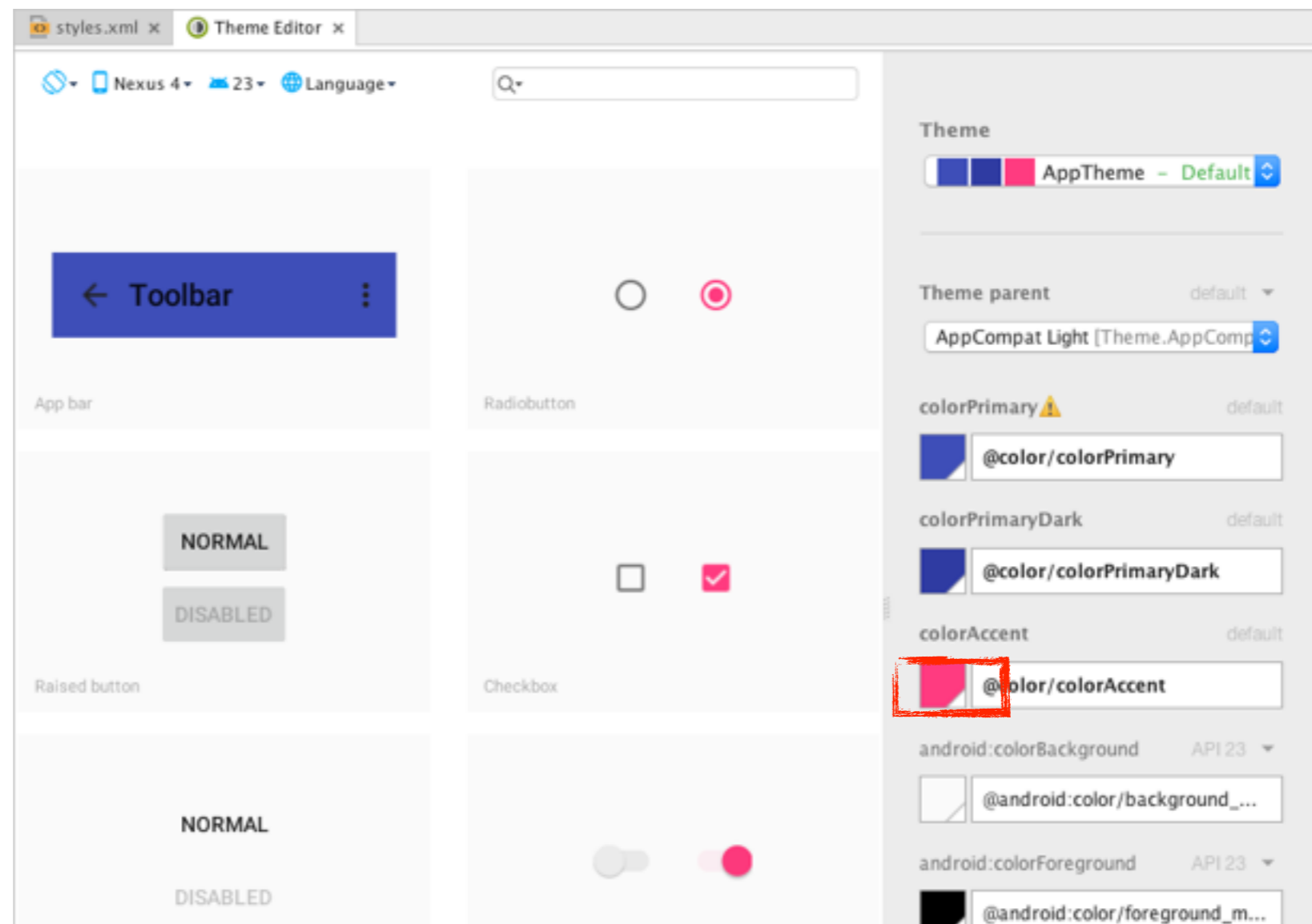
```
colors.xml x  
1 <?xml version="1.0" encoding="utf-8"?>  
2 <resources>  
3 <color name="colorPrimary">#3F51B5</color>  
4 <color name="colorPrimaryDark">#303F9F</color>  
5 <color name="colorAccent">#FF4081</color>  
6
```



```
<?xml version="1.0" encoding="utf-8"?>  
<resources>  
  <color name="colorPrimary">#3F51B5</color>  
  <color name="colorPrimaryDark">#303F9F</color>  
  <color name="colorAccent">#448aff</color>  
</resources>
```

colorAccent ändern

styles.xml öffnen - Open editor



Variante 2

The screenshot shows the 'Resources' editor in Android Studio. On the left, a list of resources is shown under the 'Color' category. The resource 'colorAccent' is selected and highlighted in blue. The right pane shows the editor for 'colorAccent', displaying a blue color swatch. Below the swatch, the color is defined in ARGB format as #448AFF. The 'Name' field at the bottom is set to 'colorAccent'. A warning message states: 'Saving this color will override existing resource colorAccent.' The 'OK' button at the bottom right is highlighted with a red box.

Resources

Color

- bright_foreground_disa...
- bright_foreground_inver...
- bright_foreground_inver...
- bright_foreground_mate...
- bright_foreground_mate...
- button_material_dark
- button_material_light
- colorAccent**
- colorPrimary
- colorPrimaryDark
- design_fab_shadow_end...
- design_fab_shadow_mi...
- design_fab_shadow_sta...
- design_fab_stroke_end...
- design_fab_stroke_end...
- design_fab_stroke_top...
- design_fab_stroke_top...
- design_snackbar_backg...
- design_textinput_error...

Blue accent 200

A: !55 R: 68 G: !38 B: !55 ARGB # 448AFF

Name colorAccent

Saving this color will override existing resource colorAccent.

Device Configuration

New Resource Cancel OK

activity_main.xml

The screenshot displays the Android Studio IDE with the following components:

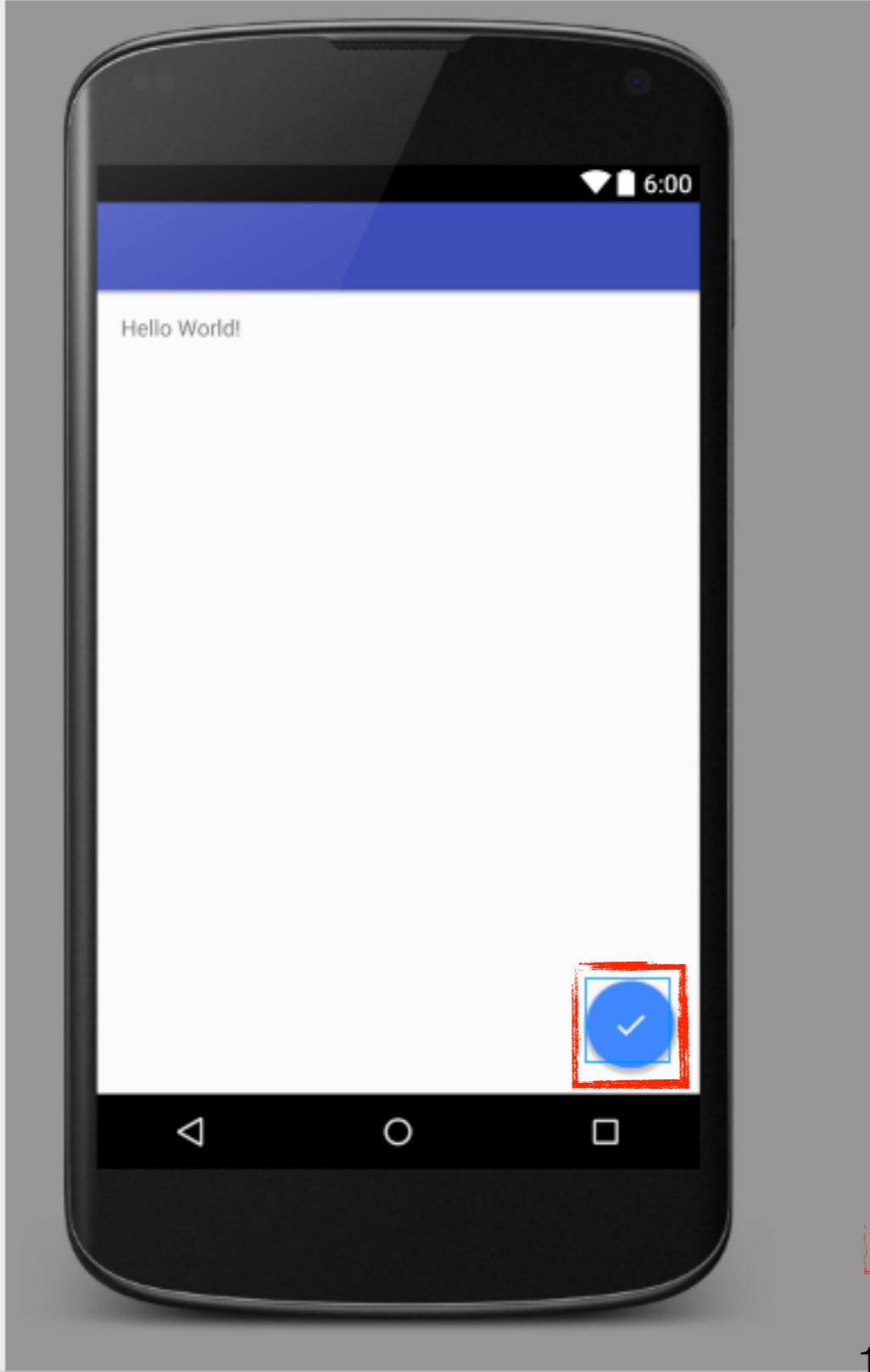
- Palette:** Shows 'Layouts' (FrameLayout, LinearLayout, etc.) and 'Widgets' (TextView, Button, etc.) sections.
- Preview:** A Nexus 4 device mockup showing a blue header bar, the text 'Hello World!', and a blue floating action button (FAB) at the bottom right.
- Component Tree:** Shows a hierarchy starting with 'Device Screen' containing a 'CoordinatorLayout (CustomView)'. Inside it are 'CustomView - android.support.design', an 'include - @layout/content_main', and another 'fab (CustomView - android.support.design)'.
- Properties:** A table listing properties for the selected 'CoordinatorLayout'.

Properties	
foreground	
foregroundGravity	[]
foregroundTint	
foregroundTintMode	
id	coordinatorLayout
importantForAccessibility	
labelFor	
layoutMode	
longClickable	<input type="checkbox"/>
minHeight	
minWidth	
nestedScrollingEnabled	<input type="checkbox"/>
onClick	
outlineProvider	
padding	[]

Neues Icon

menu_main.xml - New - Vector Asset
- Icon: Choose - ic_done_black_24dp.xml





- Device Screen
 - coordinatorLayout (CustomView) - android.support.design
 - CustomView - android.support.design.widget.AppBarLayout
 - include - @layout/content_main
 - fab (CustomView) - android.support.design.widget.FloatingActionButton**

Properties

importantForAccessibility	
labelFor	
longClickable	<input type="checkbox"/>
maxHeight	
maxWidth	
minHeight	
minWidth	
nestedScrollingEnabled	<input type="checkbox"/>
onClick	
outlineProvider	
padding	<input type="checkbox"/>
paddingEnd	
paddingStart	
scaleType	
scrollIndicators	<input type="checkbox"/>
src	@drawable/ic_done_black_24dp
stateListAnimator	
textAlignment	

activity_main.xml

```
<android.support.design.widget.FloatingActionButton  
    android:id="@+id/fab"  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"  
    android:layout_gravity="top|end"  
    android:layout_margin="16dp"  
    android:src="@drawable/ic_done_black_24dp" />
```

- Die layout_gravity kann nicht durch die Design-View eingestellt werden, daher wird sie in der Text-View editiert



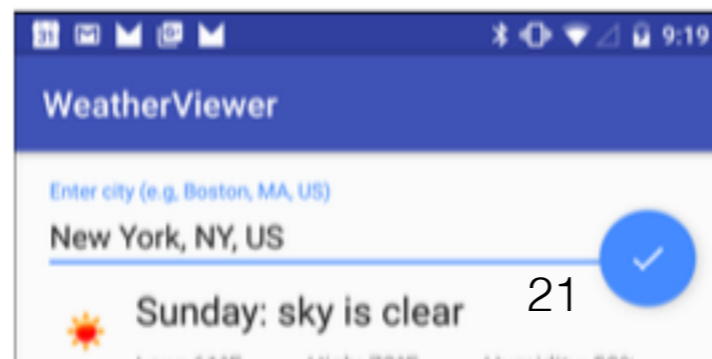
activity_main.xml

```
dimens.xml x
1 <resources>
2   <!-- Default screen margins, per the Android Design guidelines. -->
3   <dimen name="activity_horizontal_margin">16dp</dimen>
4   <dimen name="activity_vertical_margin">16dp</dimen>
5   <dimen name="fab_margin">16dp</dimen>
6   <dimen name="fab_margin_top">90dp</dimen>
7 </resources>
```

- Erstellen Sie eine neue Dimension `fab_margin_top` mit 90dp

```
<android.support.design.widget.FloatingActionButton
  android:id="@+id/fab"
  android:layout_width="wrap_content"
  android:layout_height="wrap_content"
  android:layout_gravity="top|end"
  android:layout_marginTop="@dimen/fab_margin_top"
  android:layout_marginEnd="@dimen/fab_margin"
  android:layout_marginBottom="@dimen/fab_margin"
  android:layout_marginStart="@dimen/fab_margin"
  android:src="@drawable/ic_done_black_24dp" />
```

- Ändern Sie die Ränder (margin) wie links angegeben
- Dies ermöglicht dem Button auf der Höhe des noch zu erstellenden EditText-Views zu sein

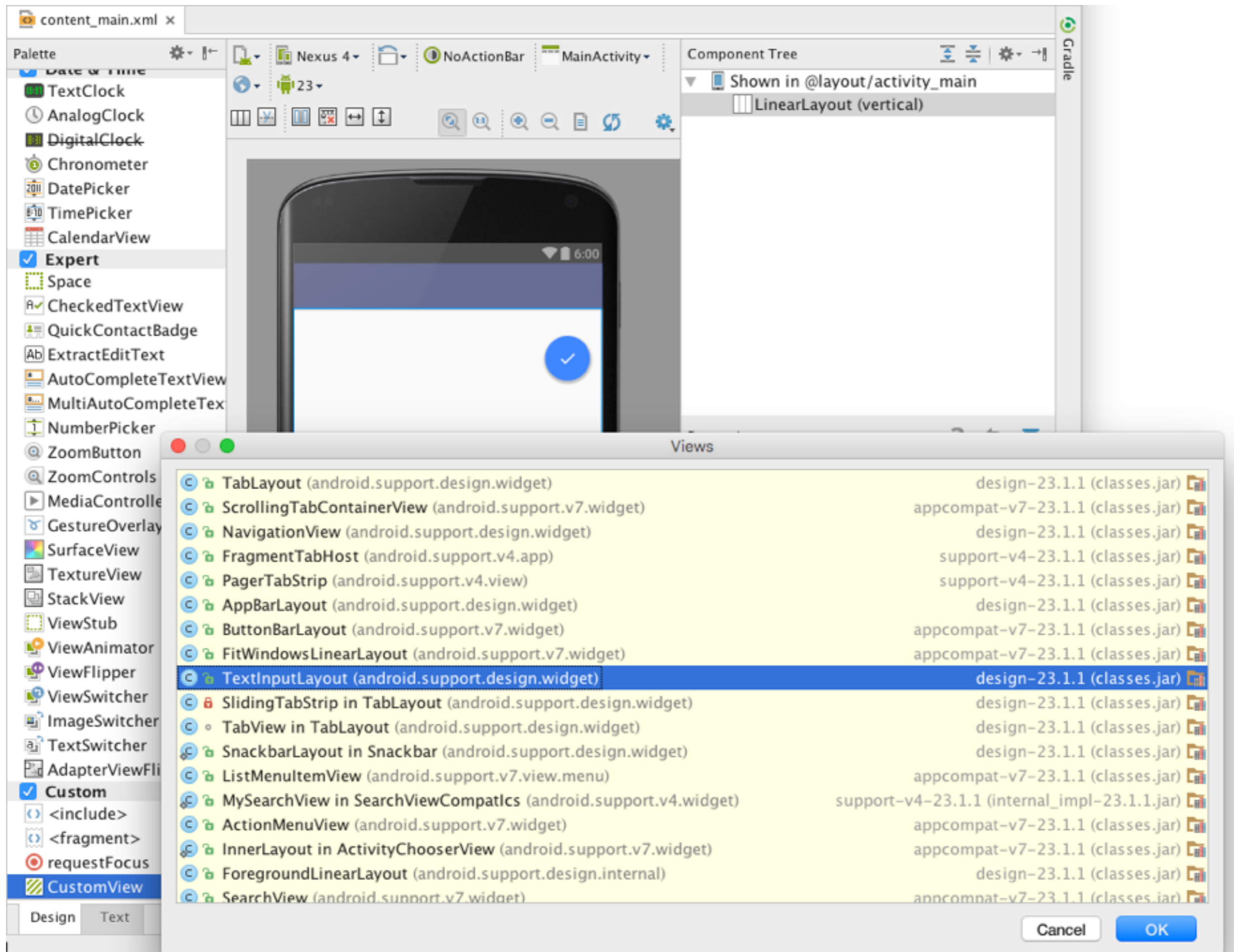


content_main.xml

- Lösche die Hello World - TextView
- Ändere das RelativeLayout zu einem vertikalem LinearLayout
- Klicke in der Palette auf Custom - CustomView und gib im erscheinenden Fenster „TextInputLayout“ ein. Klicke nun den markierten Eintrag aus.
- Bewegen Sie den Cursor über den das LinearLayout im Component Tree bis ein roter Rand erscheint und klicken Sie nun

strings.xml

```
<resources>
  <string name="app_name">WeatherViewer</string>
  <string name="api_key">YOUR_API_KEY</string>
  <string name="web_service_url">http://api.openweathermap.org/data/2.5/forecast/daily?q=</string>
  <string name="invalid_url">Invalid URL</string>
  <string name="weather_condition_image">A graphical representation of the weather conditions</string>
  <string name="high_temp">High: %s</string>
  <string name="low_temp">Low: %s</string>
  <string name="day_description">%1$s: %2$s</string>
  <string name="humidity">Humidity: %s</string>
  <string name="hint_text">Enter city (e.g, Boston, MA, US)</string>
  <string name="read_error">Unable to read weather data</string>
  <string name="connect_error">Unable to connect to OpenWeatherMap.org</string>
</resources>
```



content_main.xml x

Palette

- Date & Time
 - TextClock
 - AnalogClock
 - DigitalClock
 - Chronometer
 - DatePicker
 - TimePicker
 - CalendarView
- Expert
 - Space
 - CheckedTextView
 - QuickContactBadge
 - ExtractEditText
 - AutoCompleteTextView
 - MultiAutoCompleteText
 - NumberPicker
 - ZoomButton
 - ZoomControls
 - MediaController
 - GestureOverlayView
 - SurfaceView
 - TextureView
 - StackView
 - ViewStub
 - ViewAnimator
 - ViewFlipper
 - ViewSwitcher
 - ImageSwitcher
 - TextSwitcher
 - AdapterViewFlipper
- Custom
 - <include>
 - <fragment>
 - requestFocus
 - CustomView

Nexus 4

NoActionBar

MainActivity

Component Tree

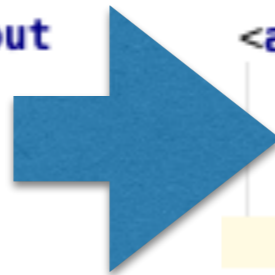
- Shown in @layout/activity_main
 - LinearLayout (vertical)
 - view (CustomView) - android.support.design.widget.CheckedTextView

Properties

layout:width	wrap_content
layout:height	wrap_content
▶ layout:gravity	[]
▶ layout:margin	[]
layout:weight	
view:class	android.support.design.widget.CheckedTextView
style	
orientation	
▶ gravity	[]
accessibilityLiveRegion	
accessibilityTraversability	
alpha	
background	
backgroundTint	
backgroundTintMode	
baselineAligned	<input type="checkbox"/>
baselineAlignedChildIndex	

EditText zum TextInputLayout hinzufügen

1 `android.support.design.widget.TextInputLayout`
`android:layout_width="wrap_content"`
`android:layout_height="wrap_content"`
`android:id="@+id/view" />`



```
<android.support.design.widget.TextInputLayout  
  android:layout_width="wrap_content"  
  android:layout_height="wrap_content"  
  android:id="@+id/view" >  
  <EditText  
    android:layout_width="match_parent"  
    android:layout_height="wrap_content" />  
</android.support.design.widget.TextInputLayout>
```

2

```
<android.support.design.widget.TextInputLayout  
  android:layout_width="wrap_content"  
  android:layout_height="wrap_content"  
  android:id="@+id/view" >  
  <EditText  
    android:layout_width="match_parent"  
    android:layout_height="wrap_content" />  
</android.support.design.widget.TextInputLayout>
```

3

id	locationEditText
singleLine	<input checked="" type="checkbox"/>
hint	@string/hint_text

Enter city (e.g. Boston, MA, US)

content_main.xml x

Palette

- Layouts
 - FrameLayout
 - LinearLayout (Horizontal)
 - LinearLayout (Vertical)
 - TableLayout
 - TableRow
 - GridLayout
 - RelativeLayout
- Widgets
 - Plain TextView
 - Large Text
 - Medium Text
 - Small Text
 - Button
 - Small Button
 - RadioButton
 - CheckBox

Component Tree

- Shown in @layout/activity_main
 - LinearLayout (vertical)
 - view (CustomView) - android.support.design.widget.TextInputLayout
 - locationEditText (EditText)
 - weatherListView (ListView)

Properties

layout:width	match_parent
layout:height	wrap_content
layout:gravity	[fill_horizontal]
layout:margin	[]
layout:weight	
view:class	android.support.design.widget.TextInputLayout
style	
orientation	
gravity	[]
accessibilityLiveRegion	
accessibilityTraversal	
accessibilityTraversal	
alpha	
background	

```

<android.support.design.widget.TextInputLayout
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_gravity="fill_horizontal"
    android:id="@+id/view" >
    <EditText
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:id="@+id/locationEditText"
        android:singleLine="true"
        android:hint="Enter city (e.g, Boston, MA, US)" />
</android.support.design.widget.TextInputLayout>

<ListView
    android:layout_width="match_parent"
    android:layout_height="0dp"
    android:id="@+id/weatherListView"
    android:layout_weight="1" />
  
```

content_main.xml x

Palette

- Text Fields
 - Plain Text
 - Person Name
 - Password
 - Password (Numeric)
 - E-mail
 - Phone
 - Postal Address
 - Multiline Text
 - Time
 - Date
 - Number
 - Number (Signed)
 - Number (Decimal)
- Containers
 - RadioGroup
 - ListView**
 - GridView
 - ExpandableListView
 - ScrollView
 - HorizontalScrollView
 - SearchView
 - TabHost
 - SlidingDrawer
 - Gallery
 - VideoView
 - TwoLineListItem
 - DialerFilter
- Date & Time
 - TextClock
 - AnalogClock
 - DigitalClock
 - Chronometer
 - DatePicker
 - TimePicker

Nexus 4

NoActionBar

MainActivity

Android 23

Component Tree

- Shown in @layout/activity_main
 - LinearLayout (vertical)
 - view (CustomView) - android.support.c
 - locationEditText (EditText)
 - weatherListView (ListView)**

Properties

layout:width	match_parent
layout:height	0dp
layout:gravity	[]
layout:margin	[]
layout:weight	1
style	
id	weatherListView

Item 1
Sub Item 1

Item 2
Sub Item 2

Item 3
Sub Item 3

Item 4
Sub Item 4

Item 5
Sub Item 5

Item 6
Sub Item 6

Item 7
Sub Item 7

Rendering Problems

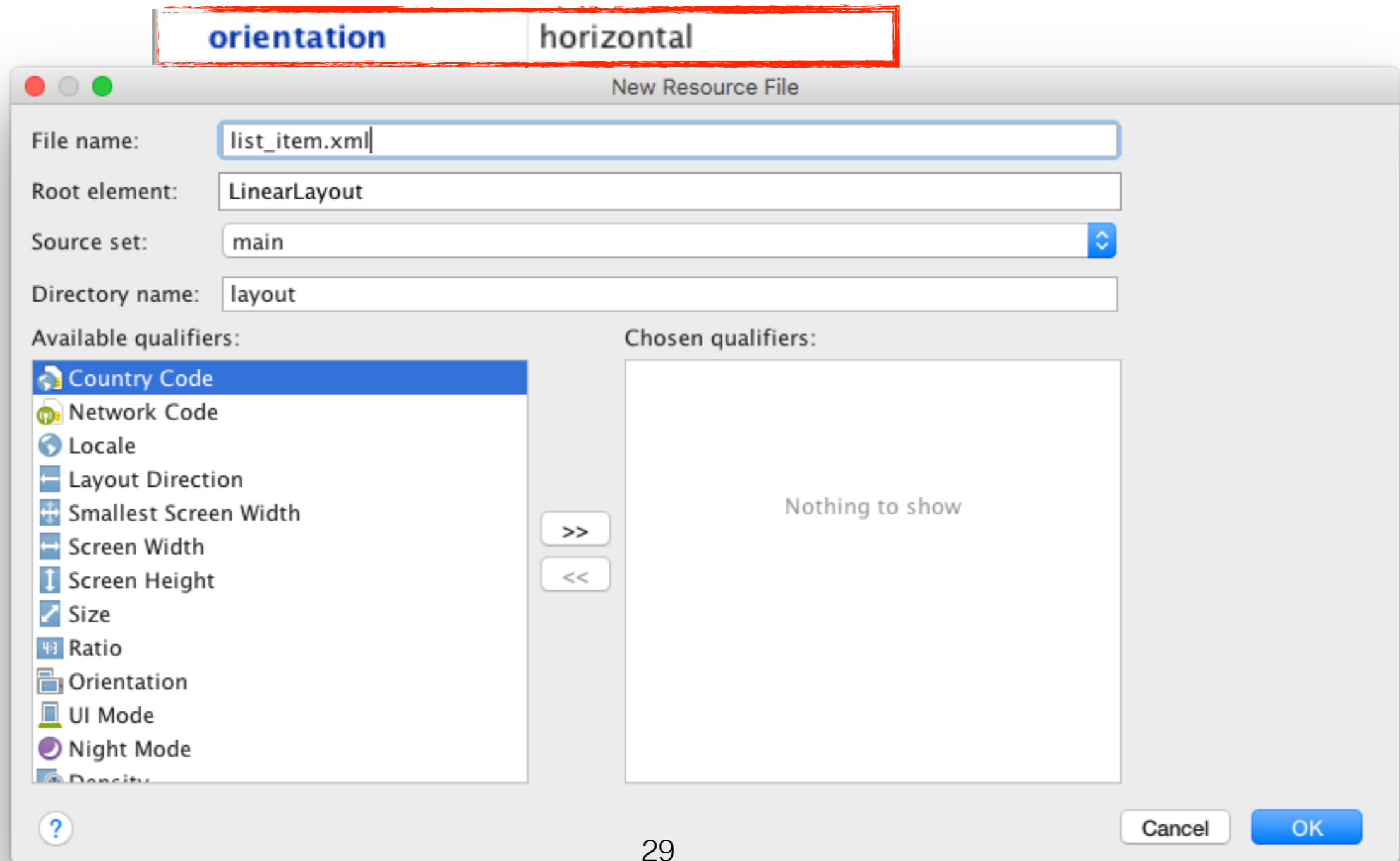
The graphics preview in the layout editor may not be accurate:

- Paint.setShadowLayer is not supported. [\(Ignore for this session\)](#)

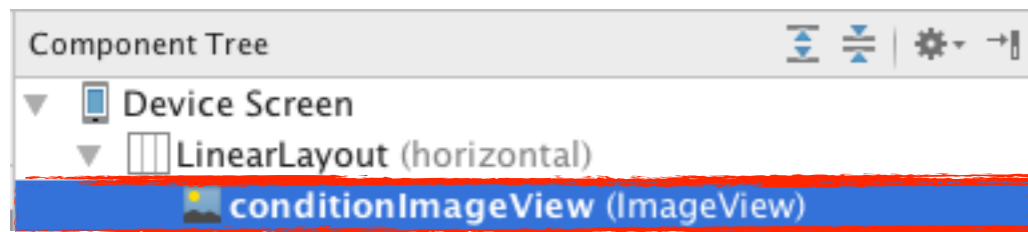
[Ignore all fidelity warnings for this session](#)

list_item.xml

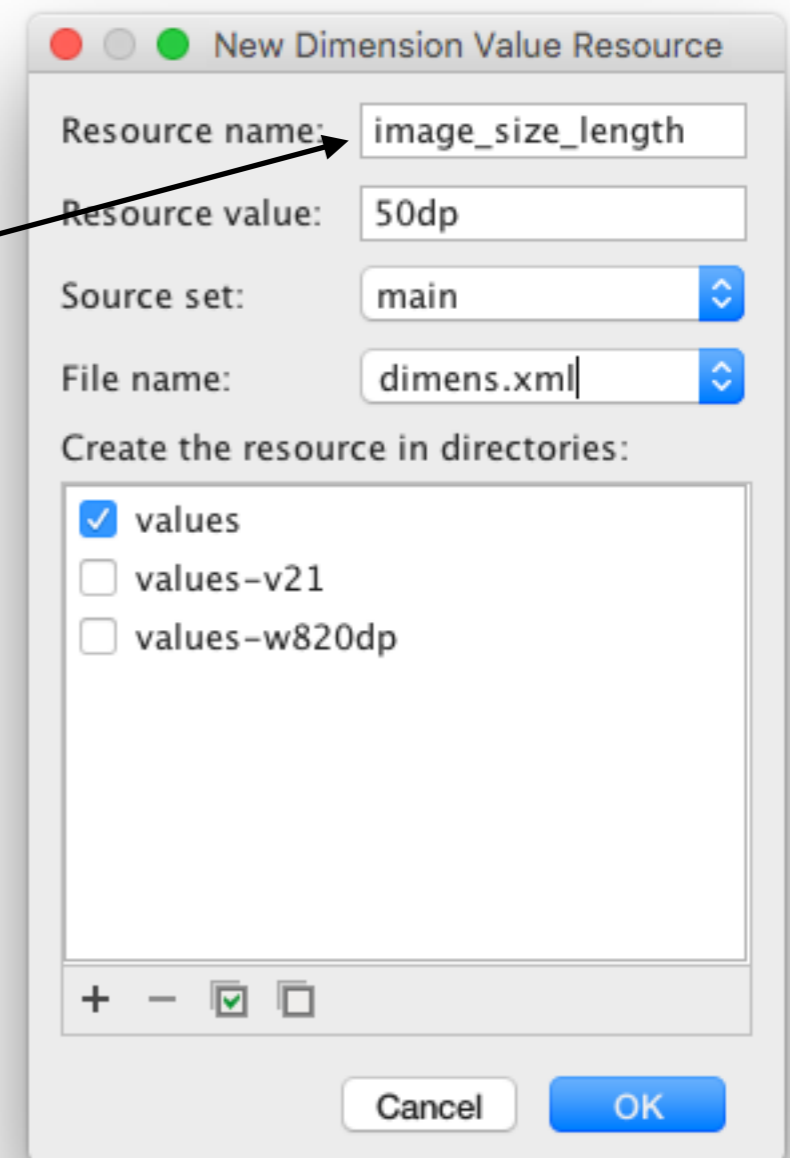
app/layout - New - Layout resource file

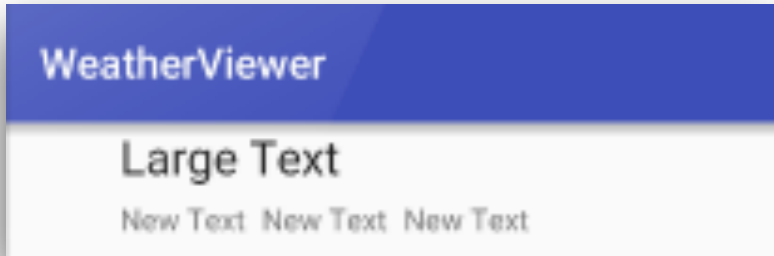


list_item.xml



layout:width	@dimen/image_size_length
layout:height	match_parent
contentDescription	@string/weather_condition_image
id	conditionImageView
scaleType	fitCenter





GridLayout

Ein Standard-Abstand zwischen den Zellen wird eingehalten

Component Tree

- Device Screen
 - LinearLayout (horizontal)
 - conditionImageView (ImageView)
 - GridLayout (2, 3, horizontal)**

layout:width	0dp
layout:height	match_parent
layout:weight	1
columnCount	3
rowCount	2
useDefaultMargins	<input checked="" type="checkbox"/>

Component Tree

- Device Screen
 - LinearLayout (horizontal)
 - conditionImageView (ImageView)
 - GridLayout (2, 3, horizontal)**
 - dayTextView (TextView) - "Large Text"
 - lowTextView (TextView) - "New Text"
 - hiTextView (TextView) - "New Text"
 - humidityTextView (TextView) - "New Text"

Large Text

layout:column	0
layout:columnSpan	3
id	dayTextView

PlainText

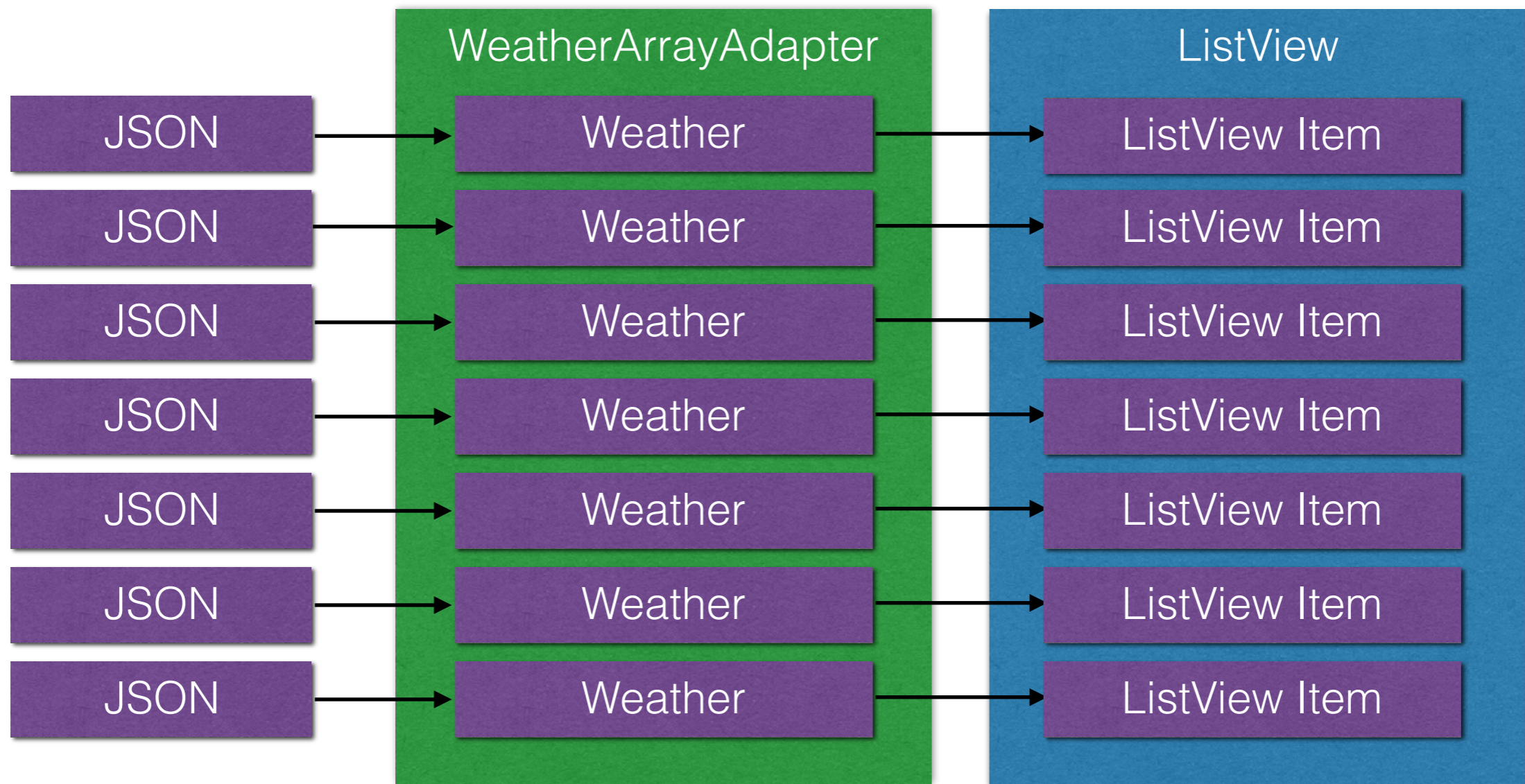
layout:column	0
layout:row	1
layout:rowWeight	1
id	lowTextView

PlainText

layout:column	1
layout:row	1
layout:rowWeight	1
id	hiTextView

PlainText

layout:column	2
layout:row	1
layout:rowWeight	1
id	humidityTextView



Weather.java 1

```
public class Weather {  
  
    public final String dayOfWeek;  
    public final String minTemp;  
    public final String maxTemp;  
    public final String humidity;  
    public final String description;  
    public final String iconURL;  
  
    public Weather(long timeStamp, double minTemp, double maxTemp,  
                  double humidity, String description, String iconName) {  
  
        //NumberFormat to format double temperatures rounded to integers  
        NumberFormat numberFormat = NumberFormat.getInstance() ;  
        numberFormat.setMaximumFractionDigits(0);  
  
        this.dayOfWeek = convertTimeStampToDay(timeStamp);  
        this.minTemp = numberFormat.format(minTemp) + "\u00B0C";  
        this.maxTemp = numberFormat.format(maxTemp) + "\u00B0C";  
        this.humidity = NumberFormat.getPercentInstance().format(humidity / 100.0);  
        this.description = description;  
        this.iconURL = "http://openweathermap.org/img/w/" + iconName + ".png";  
    }  
}
```

Create method 'convertTimeStampToDay'
Create switch statement

Weather.java

```
// convert timestamp to a day's name (e.g. Monday, Tuesday, ..)
private static String convertTimeStampToDay(long timeStamp) {
    Calendar calendar = Calendar.getInstance();
    calendar.setTimeInMillis(timeStamp * 1000);
    TimeZone tz = TimeZone.getDefault(); // get device's time zone

    // adjust time for device's time zone
    calendar.add(Calendar.MILLISECOND, tz.getOffset(calendar.getTimeInMillis()));

    // SimpleDateFormat that returns the day's name
    SimpleDateFormat dateFormatter = new SimpleDateFormat("EEEE");
    return dateFormatter.format(calendar.getTime());
}
```

WeatherArrayAdapter.java 1

```
public class WeatherArrayAdapter extends ArrayAdapter<Weather> {  
  
    // class for reusing views as list items scroll off onto the screen  
    private static class ViewHolder {  
        ImageView conditionImageView;  
        TextView dayTextView;  
        TextView lowTextView;  
        TextView hiTextView;  
        TextView humidityTextView;  
    }  
}
```

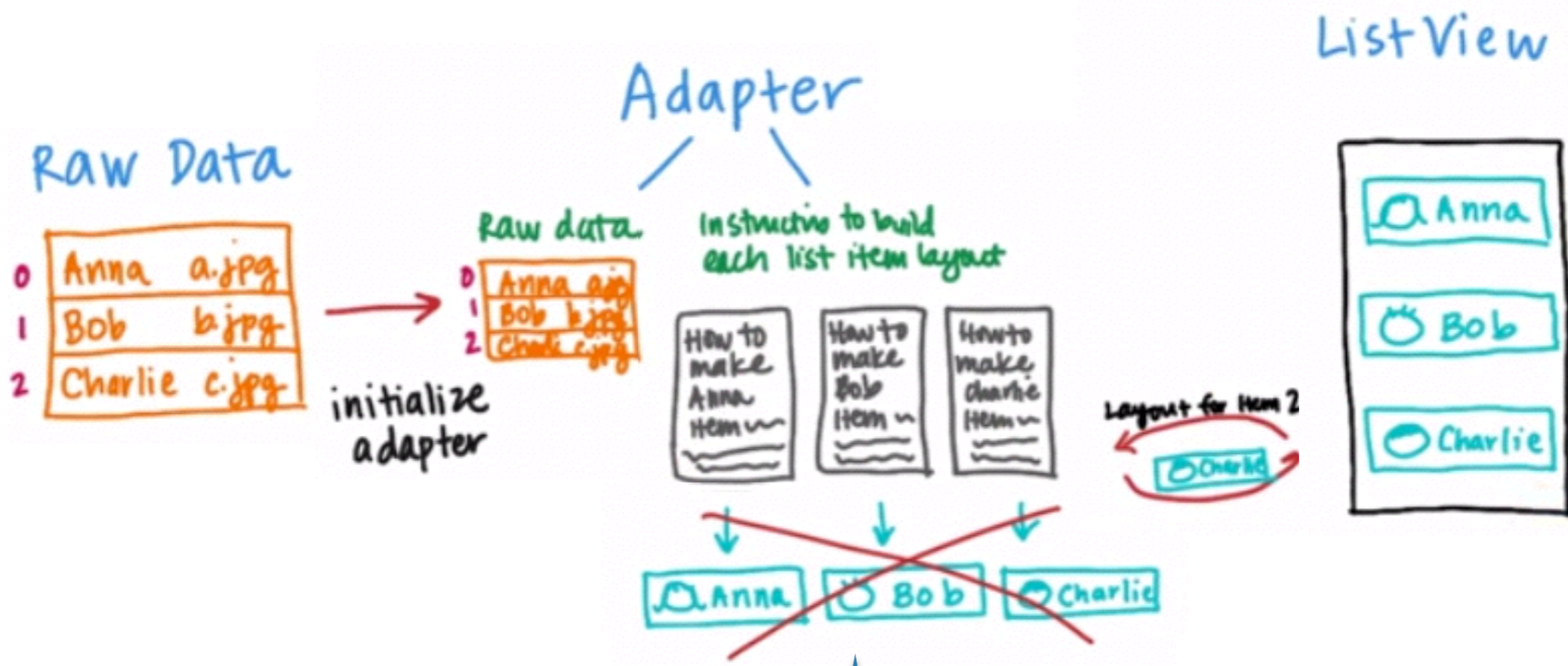
- Für jedes vom Adapter erstellte ListView-Item (!) wird ein ViewHolder-Objekt erstellt. Bei einem existierenden ListItem, welches wiederverwendet wird, wird auch das ViewHolder-Objekt wiederverwendet.

ViewHolder pattern

- A ViewHolder implementation allows to avoid the findViewById() method in an adapter.
- A ViewHolder class is typically a static inner class in your adapter which holds references to the relevant views in your layout. This reference is assigned to the row view as a tag via the setTag() method.
- If we receive a rowView object, we can get the instance of the ViewHolder via the getTag() method and assign the new attributes to the views via the ViewHolder reference.
- While this sounds complex this is approximately 15 % faster then using the findViewById() method.

<http://www.vogella.com/tutorials/AndroidListView/article.html>

<http://developer.android.com/training/improving-layouts/smooth-scrolling.html>



Die TextViews werden erst erstellt, wenn sie von der ListView angefragt werden

WeatherArrayAdapter.java 2

```
// stores already downloaded Bitmaps for reuse
private Map<String, Bitmap> bitmaps = new HashMap<>();

// constructor to initilize superclass inherited members
public WeatherArrayAdapter(Context context, List<Weather> forecast) {
    super(context, -1, forecast);
}
```

- context ... the Activity in which the ListView is displayed
- -1 ... a layout resource id for a **layout that contains a TextView** in which a ListView item's data is displayed. The argument -1 indicates that we use a **custom layout** in this app, so we can display more than just one TextView
- forecast ... the List of data to display

getView() 1

gibt die View zurück,
die für jedes Item
erstellt wird

^0 – getView ↩

```
// creates the custom view for the ListView's items
@Override
public View getView(int position, View convertView, ViewGroup parent) {

    View rowView = convertView;

    // get Weather object for this specified ListView position
    Weather day = getItem(position);

    ViewHolder viewHolder; // object that references's list item's views

    // check for reusable ViewHolder from ListView item that scrolled
    // offscreen; otherwise create a new ViewHolder
    if (rowView == null) { // no reusable ViewHolder, so create one
        viewHolder = new ViewHolder();
        LayoutInflater inflater = LayoutInflater.from(getContext());
        rowView = inflater.inflate(R.layout.list_item, parent, false);
        viewHolder.conditionImageView =
            (ImageView) rowView.findViewById(R.id.conditionImageView);
        viewHolder.dayTextView =
            (TextView) rowView.findViewById(R.id.dayTextView);
        viewHolder.lowTextView =
            (TextView) rowView.findViewById(R.id.lowTextView);
        viewHolder.hiTextView =
            (TextView) rowView.findViewById(R.id.hiTextView);
        viewHolder.humidityTextView =
            (TextView) rowView.findViewById(R.id.humidityTextView);
        rowView.setTag(viewHolder); // assign the data to the item as a tag
    } else { // reuse existing ViewHolder stored as the list item's tag
        viewHolder = (ViewHolder) rowView.getTag();
    }
}
```

getView() 2

```
// if weather condition icon already downloaded use it;
// otherwise, download icon in a separate thread
if (bitmaps.containsKey(day.iconURL)) {
    viewHolder.conditionImageView.setImageBitmap(bitmaps.get(day.iconURL));
} else {
    // download and display weather condition image
    Log.d(LOG_TAG, "day.iconURL = " + day.iconURL);
    new LoadImageTask(viewHolder.conditionImageView).execute(day.iconURL);
}

// get other data from Weather object and place into views
Context context = getContext(); // for loading String resources
viewHolder.dayTextView.setText("{day.dayOfWeek}: {day.description}");
viewHolder.lowTextView.setText(
    "Low: {day.minTemp}");
viewHolder.hiTextView.setText(
    "High: {day.maxTemp}");
viewHolder.humidityTextView.setText(
    "Humidity: {day.humidity}");

return rowView; // return completed list item to display
```

}

LoadImageTask

```
// AsyncTask to load weather conditions icons in a separate thread
private class LoadImageTask extends AsyncTask<String, Void, Bitmap> {
    private ImageView imageView; // displays the thumbnail

    // store ImageView on which to set the download Bitmap
    public LoadImageTask(ImageView imageView) {
        this.imageView = imageView;
    }

    // load image: params[0] is the String URL representing the image
    @Override
    protected Bitmap doInBackground(String... params) {...}

    // set weather image in list item
    @Override
    protected void onPostExecute(Bitmap bitmap) {
        imageView.setImageBitmap(bitmap);
    }
}
```

```
// store ImageView on which to set the download Bitmap
@Override
protected Bitmap doInBackground(String... params) {
    Bitmap bitmap = null;
    HttpURLConnection connection = null;

    try {
        URL url = new URL(params[0]); // create URL for image

        // open an HttpURLConnection, get its InputStream
        // and download the image
        connection = (HttpURLConnection) url.openConnection();

        try (InputStream inputStream = connection.getInputStream()) {
            bitmap = BitmapFactory.decodeStream(inputStream);
            bitmaps.put(params[0], bitmap); // cache for later use
        } catch (Exception e) {
            e.printStackTrace();
        }
    } catch (Exception e) {
        e.printStackTrace();
    } finally {
        connection.disconnect();
    }

    return bitmap;
}
```



Software Engineering Observation 7.1

Every time an AsyncTask is required, you must create a new object of your AsyncTask type—each AsyncTask can be executed only once.

MainActivity.java 1

```
public class MainActivity extends AppCompatActivity {  
  
    private static final String LOG_TAG = MainActivity.class.getSimpleName();  
  
    // List of Weather objects representing the forecast  
    private List<Weather> weatherList = new ArrayList<>();  
  
    // ArrayAdapter for binding Weather objects to a ListView  
    private WeatherArrayAdapter weatherArrayAdapter;  
    private ListView weatherListView;
```

MainActivity.java 2 - onCreate() 1

```
// configure Toolbar, ListView and FAB
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    // autogenerated code to inflate layout and configure Toolbar
    setContentView(R.layout.activity_main);
    Toolbar toolbar = (Toolbar) findViewById(R.id.toolbar);
    setSupportActionBar(toolbar);

    // create ArrayAdapter to bind weatherList to the weatherListView
    weatherListView = (ListView) findViewById(R.id.weatherListView);
    weatherArrayAdapter = new WeatherArrayAdapter(this, weatherList);
    weatherListView.setAdapter(weatherArrayAdapter);

    weatherListView.setOnItemClickListener(new AdapterView.OnItemClickListener() {
        @Override
        public void onItemClick(AdapterView<?> parent, View view, int position, long id) {
            Toast.makeText(getBaseContext(), "Item clicked", Toast.LENGTH_SHORT).show();
            Snackbar.make(findViewById(R.id.coordinatorLayout), "item clicked", Snackbar.LENGTH_SHORT).show();
        }
    });
}
```

... see next slide

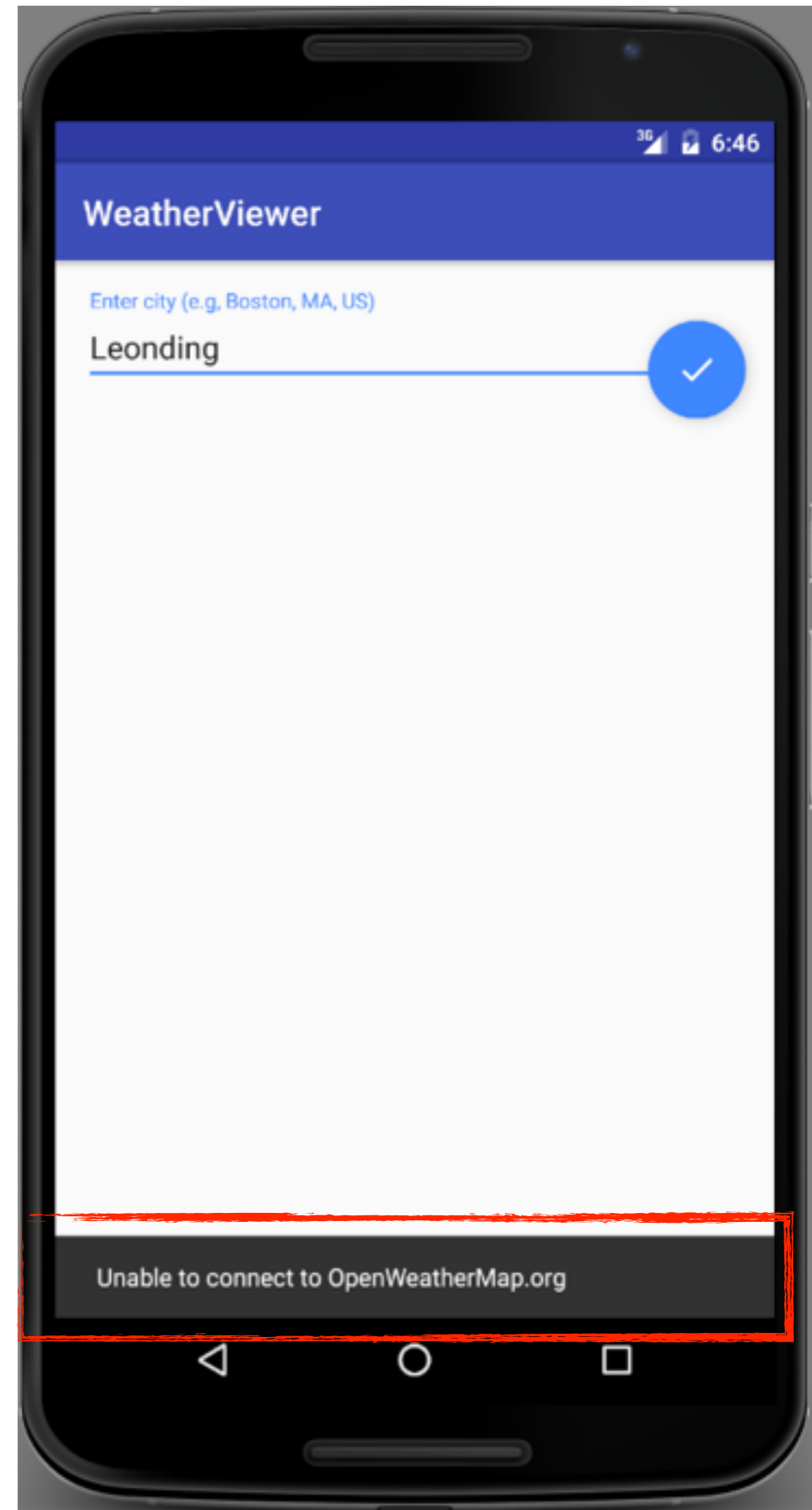
MainActivity.java 3 - onCreate() 2

```
// Configure FAB to hide keyboard and initiate web service request
FloatingActionButton fab = (FloatingActionButton) findViewById(R.id.fab);
fab.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View view) {
        // get next from locationEditText and create web service URL
        EditText locationEditText = (EditText) findViewById(R.id.locationEditText);
        URL url = createURL(locationEditText.getText().toString());

        // hide keyboard and initiate a GetWeatherTask to download
        // weather data from OpenWeatherMap.org in a separate thread
        if (url != null) {
            dismissKeyboard(locationEditText);
            GetWeatherTask getLocalWeatherTask = new GetWeatherTask();
            getLocalWeatherTask.execute(url);
        } else {
            Snackbar.make(findViewById(R.id.coordinatorLayout),
                "Invalid URL", Snackbar.LENGTH_LONG).show();
        }
    }
});
```

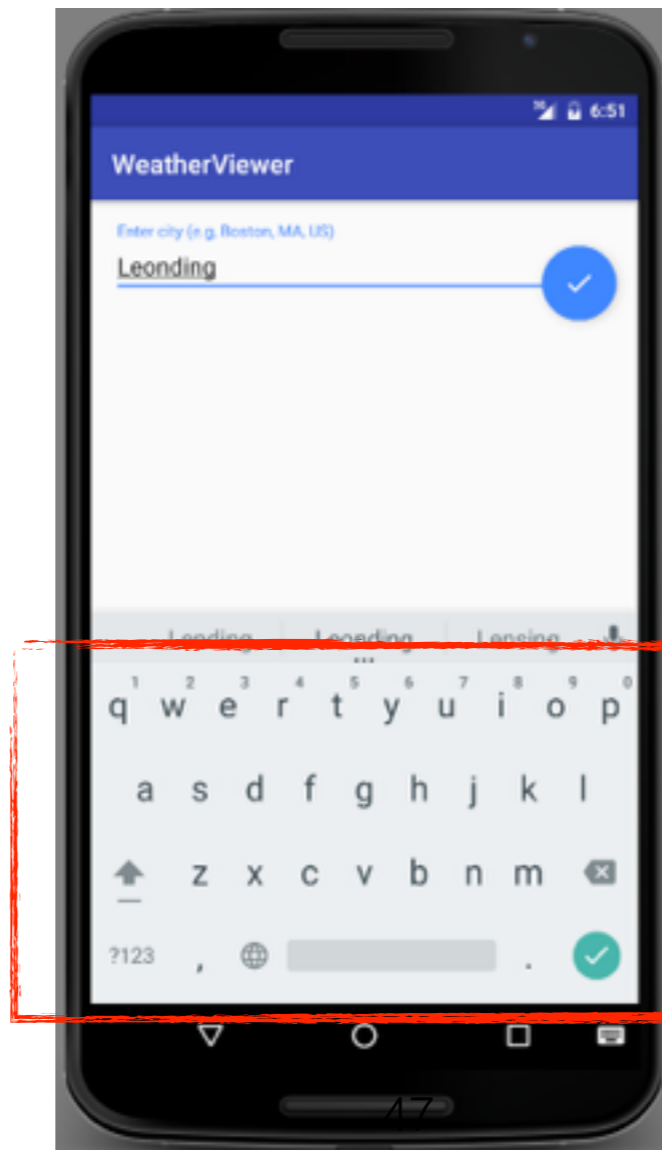

Snackbar

```
Snackbar.make(findViewById(  
    R.id.coordinatorLayout),  
    R.string.connect_error,  
    Snackbar.LENGTH_LONG  
).show();
```



MainActivity.java 4

```
private void dismissKeyboard(View view) {  
    InputMethodManager imm =  
        (InputMethodManager) getSystemService(Context.INPUT_METHOD_SERVICE);  
    imm.hideSoftInputFromWindow(view.getWindowToken(), 0);  
}
```



MainActivity.java 5

```
// create openweathermap.org web service URL using city
private URL createURL(String city) {
    String apiKey = getString(R.string.api_key);
    String baseUrl = getString(R.string.web_service_url);

    try {
        // create URL for specified city and metric units (Celsius)
        String urlString = baseUrl + URLEncoder.encode(city, "UTF-8") +
            "&units=metric&cnt=16&APPID=" + apiKey;
        return new URL(urlString);
    } catch (Exception e) {
        e.printStackTrace();
    }

    return null; // URL was malformed
}
```

- imperial ... Fahrenheit, metric ... Celsius, standard ... Kelvin
- cnt=16 ... Vorhersage für die nächsten 16 Tage
- deutsche Wettervorhersage

```
String urlString = baseUrl + URLEncoder.encode(city, "UTF-8") +
    "&units=metric&lang=de&cnt=16&APPID=" + apiKey;
```

MainActivity.java 6 - GetWeatherTask 1

```
// makes the REST web service call to get weather data and
// saves the data to a local HTML file
private class GetWeatherTask extends AsyncTask<URL, Void, JSONObject> {

    @Override
    protected JSONObject doInBackground(URL... params) {
        HttpURLConnection connection = null;

        try {
            ... see next slide

        } catch (Exception e) {
            Snackbar.make(findViewById(R.id.coordinatorLayout),
                R.string.connect_error, Snackbar.LENGTH_LONG).show();
            e.printStackTrace();
        } finally {
            connection.disconnect(); // close the HttpURLConnection
        }

        return null;
    }
}
```

Eingangs-Parameter

Ausgangs-Parameter

zur Anzeige des
Fortschritts -
onProgressUpdate()

MainActivity.java 7 - GetWeatherTask 2

```
connection = (URLConnection) params[0].openConnection();
int response = connection.getResponseCode();

if (response == HttpURLConnection.HTTP_OK) {
    StringBuilder builder = new StringBuilder();

    try (BufferedReader reader = new BufferedReader(
        new InputStreamReader(connection.getInputStream()))) {

        String line;

        while ((line = reader.readLine()) != null) {
            builder.append(line);
        }

    } catch (IOException e) {
        Snackbar.make(findViewById(R.id.coordinatorLayout),
            R.string.read_error, Snackbar.LENGTH_LONG).show();
        e.printStackTrace();
    }

    return new JSONObject(builder.toString());
} else {
    Snackbar.make(findViewById(R.id.coordinatorLayout),
        R.string.connect_error, Snackbar.LENGTH_LONG).show();
}
}
```


MainActivity.java 8 - GetWeatherTask 3

```
// process JSON response and update ListView
@Override
protected void onPostExecute(JSONObject weather) {
    convertJSONtoArrayList(weather); // repopulate weatherList
    weatherArrayAdapter.notifyDataSetChanged(); // rebind to ListView
    weatherListView.smoothScrollToPosition(0); // scroll to top
}
```

MainActivity.java 9

```
// create Weather objects from JSONObject containing the forecast
private void convertJSONtoArrayList(JSONObject forecast) {
    weatherList.clear(); // clear old weather data

    try {
        // get forecast's "list" JSONArray
        JSONArray list = forecast.getJSONArray("list");

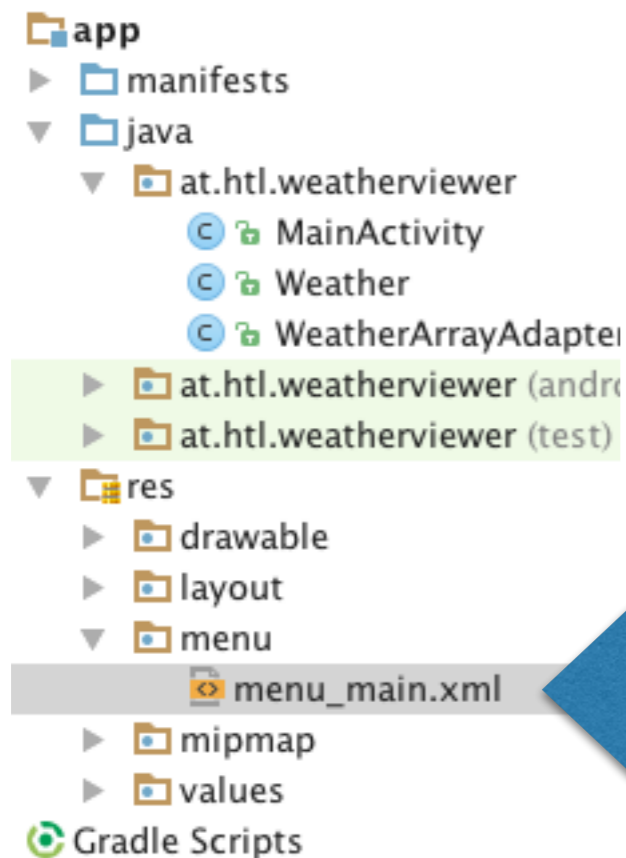
        // convert each element of list to a Weather object
        for (int i = 0; i < list.length(); ++i) {
            JSONObject day = list.getJSONObject(i); // get one day's data

            // get the day's temperatures ("temp") JSONObject
            JSONObject temperatures = day.getJSONObject("temp");

            // get day's "weather" JSONObject for the description and icon
            JSONObject weather =
                day.getJSONArray("weather").getJSONObject(0);

            // add new Weather object to weatherList
            weatherList.add(new Weather(
                day.getLong("dt"), // date/time timestamp
                temperatures.getDouble("min"), // minimum temperature
                temperatures.getDouble("max"), // maximum temperature
                day.getDouble("humidity"), // percent humidity
                weather.getString("description"), // weather conditions
                weather.getString("icon"))); // icon name
        }
    } catch (JSONException e) {
        e.printStackTrace();
    }
}
```

Menu wird nicht benötigt



löschen

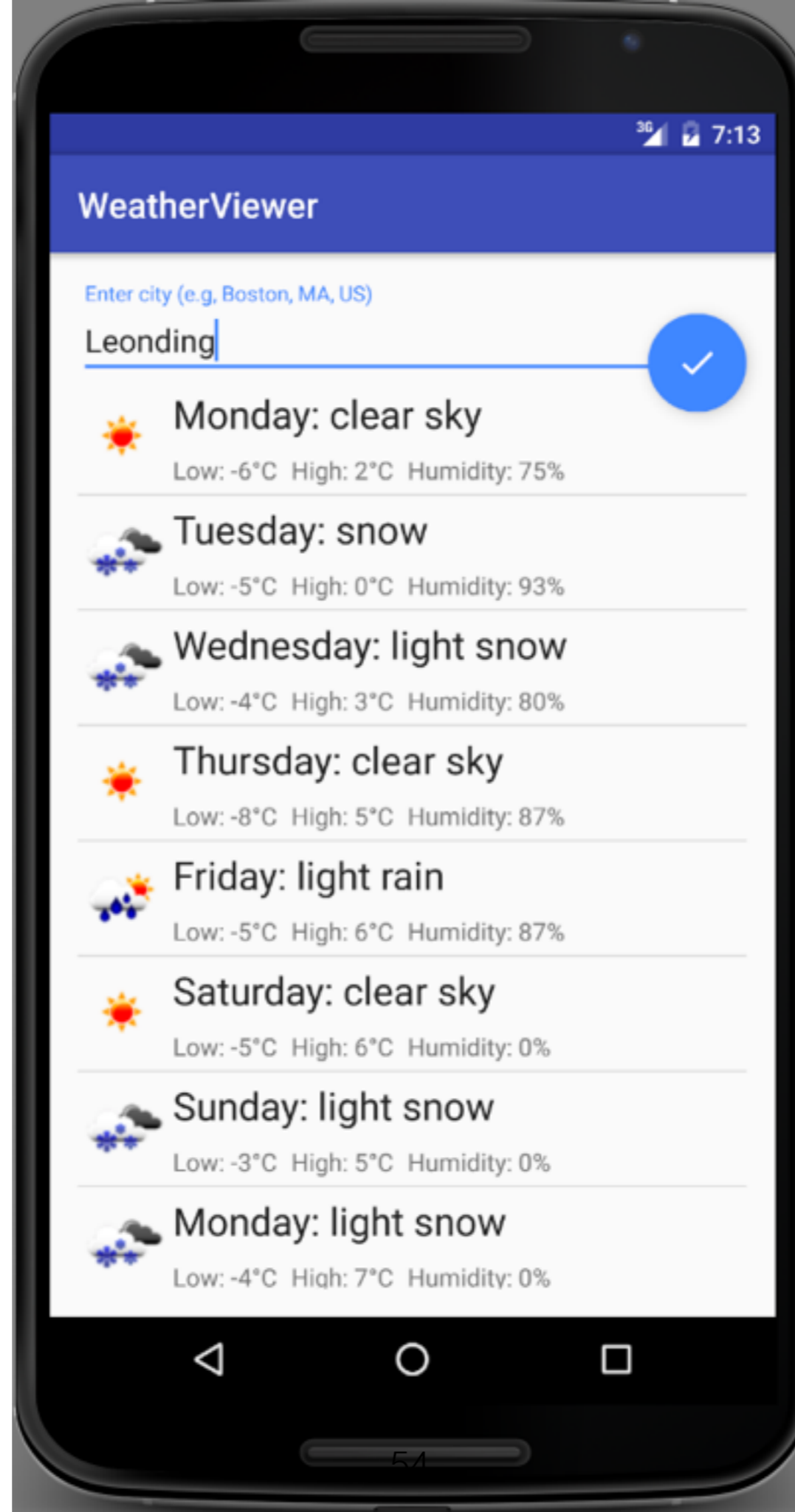
löschen

```
@Override
public boolean onCreateOptionsMenu(Menu menu) {
    // Inflate the menu; this adds items to the action bar if it is present.
    getMenuInflater().inflate(R.menu.menu_main, menu);
    return true;
}

@Override
public boolean onOptionsItemSelected(MenuItem item) {
    // Handle action bar item clicks here. The action bar will
    // automatically handle clicks on the Home/Up button, so long
    // as you specify a parent activity in AndroidManifest.xml.
    int id = item.getItemId();

    //noinspection:SimplifiableIfStatement
    if (id == R.id.action_settings) {
        return true;
    }

    return super.onOptionsItemSelected(item);
}
```



Aufgabe

- Internationalisieren Sie die Ausgabe für Deutsch
- Verwenden Sie die Wetterengine:
<https://www.wunderground.com/>



Noch
Fragen?