#io12 #AndroidMulti

Multiversioning Android User Interfaces

How to serve all desserts

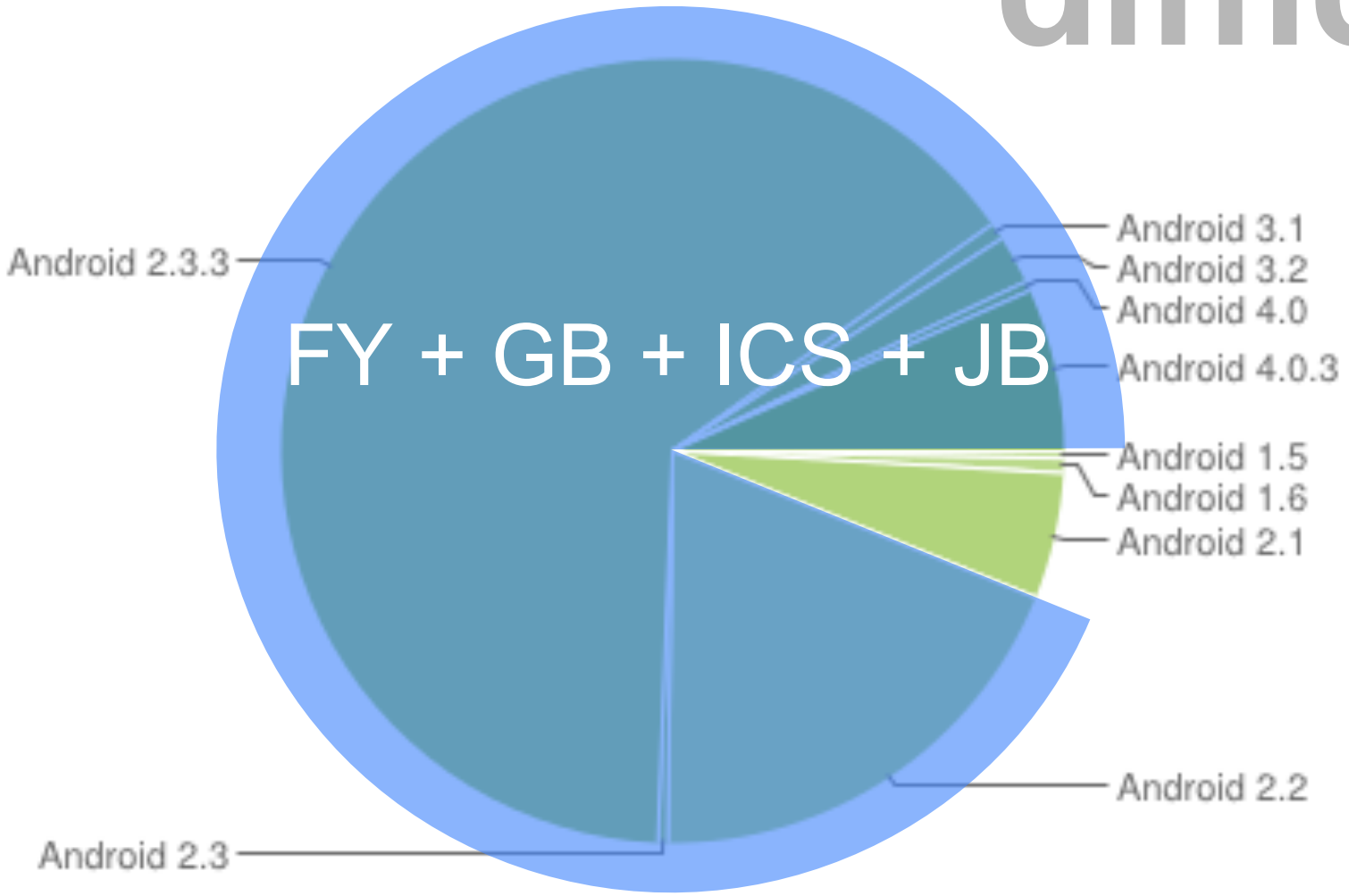
Bruno Oliveira
Android Developer Relations

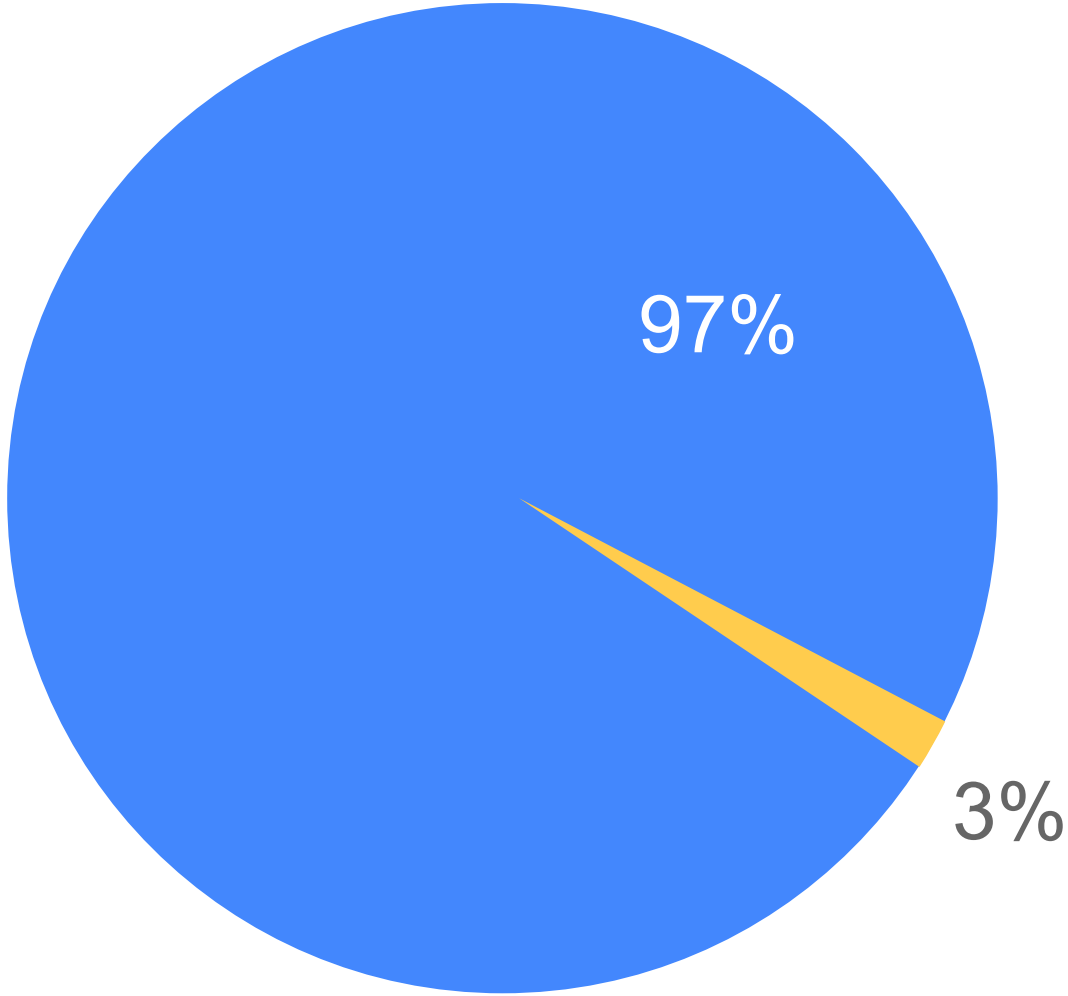
Adam Powell
Android Framework

y ?

Why should I?

difficult?





Warning: Percentages in this slide are 87% likely to be arbitrary

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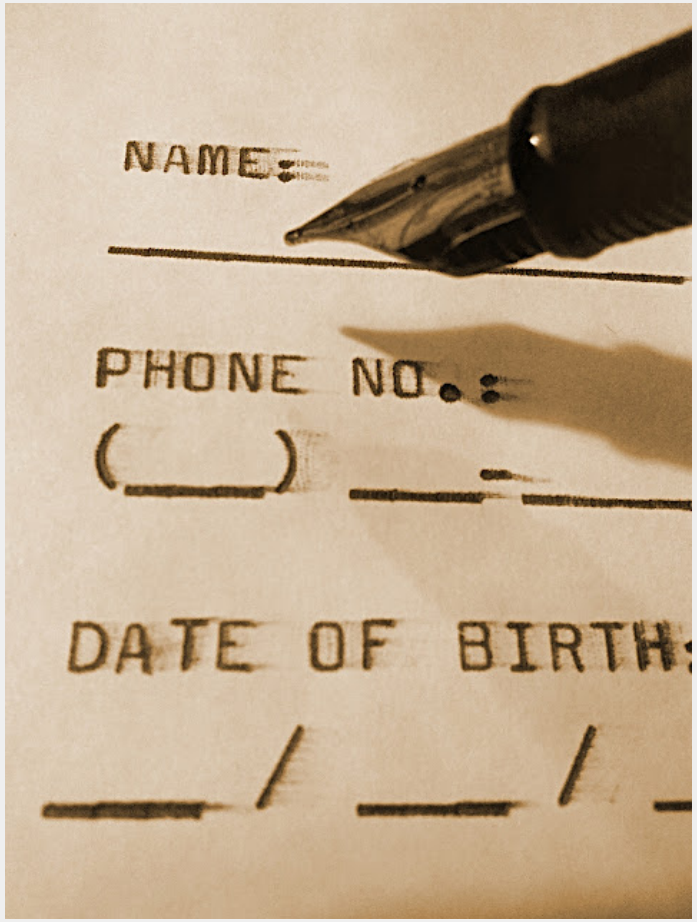
Being a n00b

Naïve approaches to multiversioning

naïve approach: avoid evolution



1950

Cupcake

ICS

naïve approach: We likes APKs. Want moar!

myapp_cupcake.apk

myapp_gingerbread.apk

myapp_ics_phones.apk

myapp_eclair.apk

myapp_ics_tablet.apk

myapp_froyo.apk

myapp_boss.apk

naïve approach: One APK, separate layouts/code

```
$ find res/layout -name mainscreen.xml
res/layout-v4/mainscreen.xml
res/layout-v4-land/mainscreen.xml
res/layout-v5/mainscreen.xml
res/layout-v5-land/mainscreen.xml
res/layout-v5-large/mainscreen.xml
res/layout-v8/mainscreen.xml
res/layout-v8-land/mainscreen.xml
res/layout-v8-large/mainscreen.xml
res/layout-v9/mainscreen.xml
res/layout-v9-land/mainscreen.xml
res/layout-v9-large/mainscreen.xml
res/layout-v11/mainscreen.xml
res/layout-v11-land/mainscreen.xml
res/layout-v14/mainscreen.xml
res/layout-v14-land/mainscreen.xml
res/layout-v14-sw600dp/mainscreen.xml
```

```
$ ls src/com/example/foo/bar
MainActivity_Cupcake.java
MainActivity_Donut.java
MainActivity_Eclair.java
MainActivity_Froyo.java
MainActivity_Gingerbread.java
MainActivity_GingerbreadMR1.java
MainActivity_Honeycomb.java
MainActivity_IceCreamSandwich.java
...
```

You are now a
Level 2 Multiversioner

Basic multiversioning

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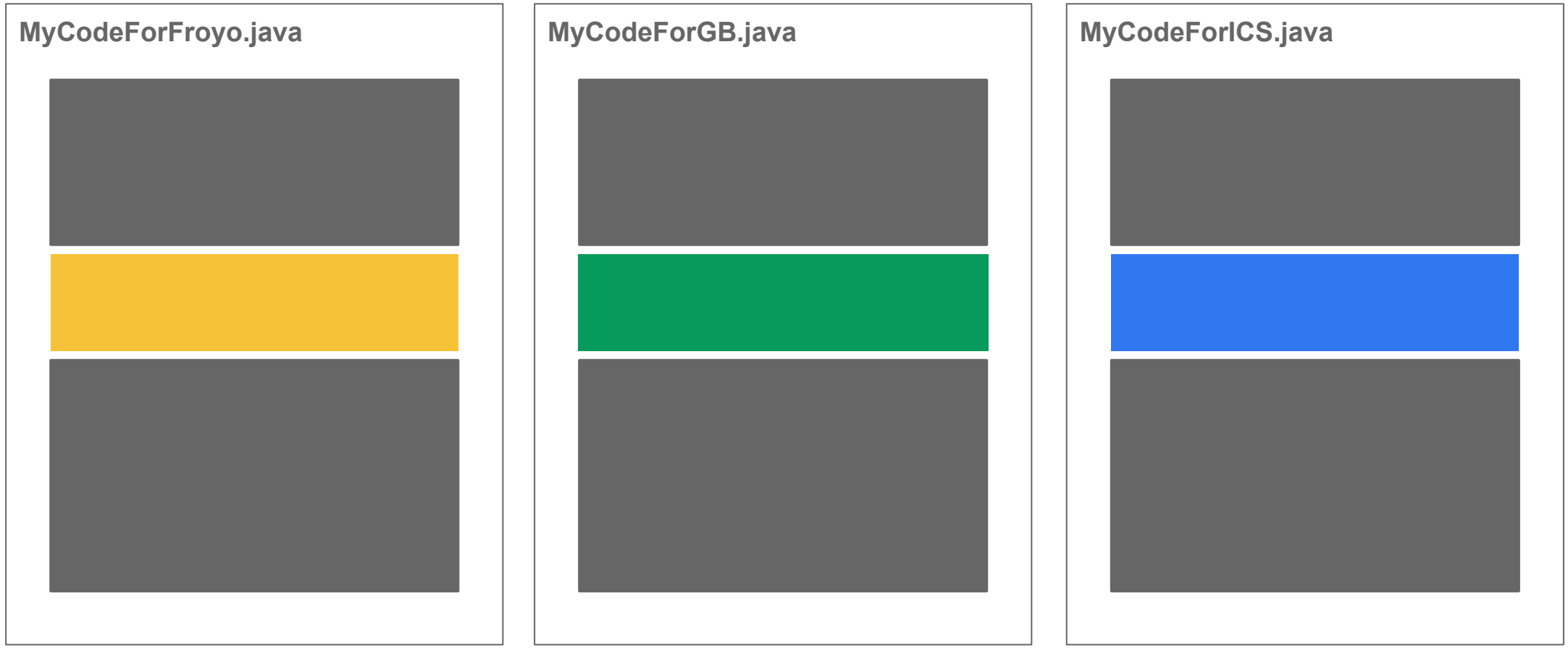
Parallel Activity Pattern

```
public void onCreate(Bundle savedInstanceBundle) {
    super.onCreate(savedInstanceBundle);
    Intent i = null;
    if (android.os.Build.VERSION.SDK_INT >=
        android.os.Build.VERSION_CODES.ICE_CREAM_SANDWICH)
 {
        i = new Intent(this, ShinyCoolActivity.class);
    }
    else {
        i = new Intent(this, LegacyActivity.class);
    }
    ...
```

watch out out for duplication duplication



if is your friend

- don't be afraid of if
- be afraid of if

MyCode.java

```
if (ver  >= ICE_CREAM_SANDWICH) {
        
else if (ver >= GINGERBREAD) {
        
else {
        
}
```

lazy

Abstraction and lazy loading

- abstract class
- implementations
- load when needed

Abstraction and lazy loading

```
public abstract class VersionedLoremIpsum {
    public abstract String doLorem();
    public abstract int doIpsum();
}
```

Abstraction and lazy loading

```
public class EclairLoremIpsum
                    extends VersionedLoremIpsum {
    public String doLorem() {
        // do lorem, Eclair-style
    }
    public abstract int doIpsum() {
        // deliver ipsum, a là Eclair
    }
}
```

Abstraction and lazy loading

```
public class FroyoLoremIpsum
                        extends EclairLoremIpsum {
    public String doLorem() {
        String l = super.doLorem();
        // additional processing
        return l;
    }
    public abstract int doIpsum() {
        ...
```

Abstraction and lazy loading

```
VersionedLoremIpsum li;
int sdk = Build.VERSION.SDK_INT;
if (sdk <= Build.VERSION_CODES.ECLAIR) {
    li = new EclairLoremIpsum();
} else if (sdk <= Build.VERSION_CODES.FROYO) {
    li = new FroyoLoremIpsum();
} else {
    li = new GingerbreadLoremIpsum();
}
```

</lazy>

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Using the Resource System

The -vN resource qualifier

res/layout-v11/foo.xml

res/layout/foo.xml

use boolean resources

res/values-v14/bools.xml

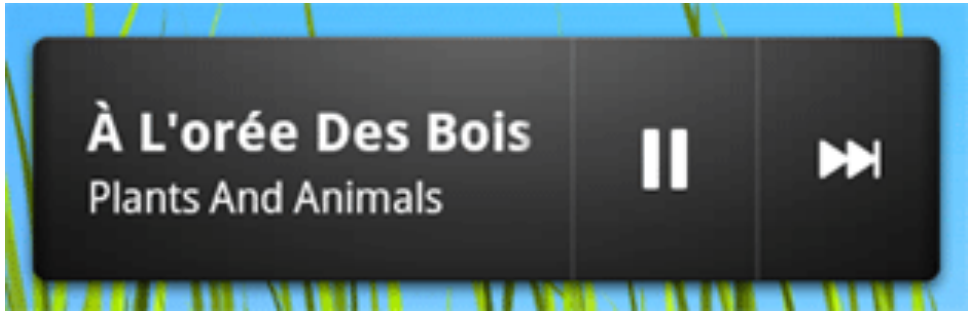
```
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <bool name="postICS">true</bool>
    <bool name="preICS">false</bool>
</resources>
```

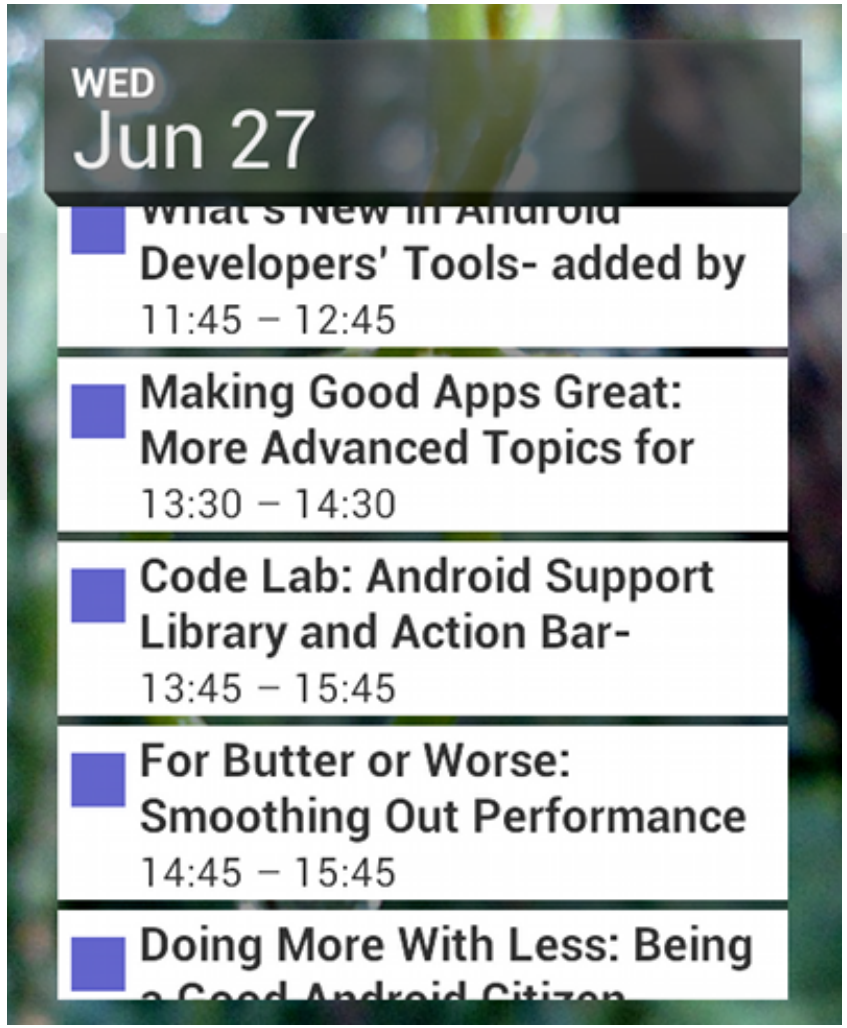
res/values/bools.xml

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <bool name="postICS">false</bool>
    <bool name="preICS">true</bool>
</resources>
```

```
Resources res = getResources();
boolean postICS =
          res.getBoolean(R.bool.postICS);

if (postICS) {
   // do something cool and cutting-edge
} else {
   // do something old-school but elegant!
}
```

App Widgets?


À L'orée Des Bois
Plants And Animals


WED
Jun 27
Developers' Tools- added by
11:45 – 12:45
Making Good Apps Great:
More Advanced Topics for
13:30 – 14:30
Code Lab: Android Support
Library and Action Bar-
13:45 – 15:45
For Butter or Worse:
Smoothing Out Performance
14:45 – 15:45
Doing More With Less: Being

Example: App Widget

```
<receiver android:name="MyAppWidget">
   <intent-filter>
      <action android:name=
           "android.appwidget.action.APPWIDGET_UPDATE" />
   </intent-filter>
   <meta-data android:name="android.appwidget.provider"
              android:resource="@xml/my_appwidget_info"
/>
</receiver>
```

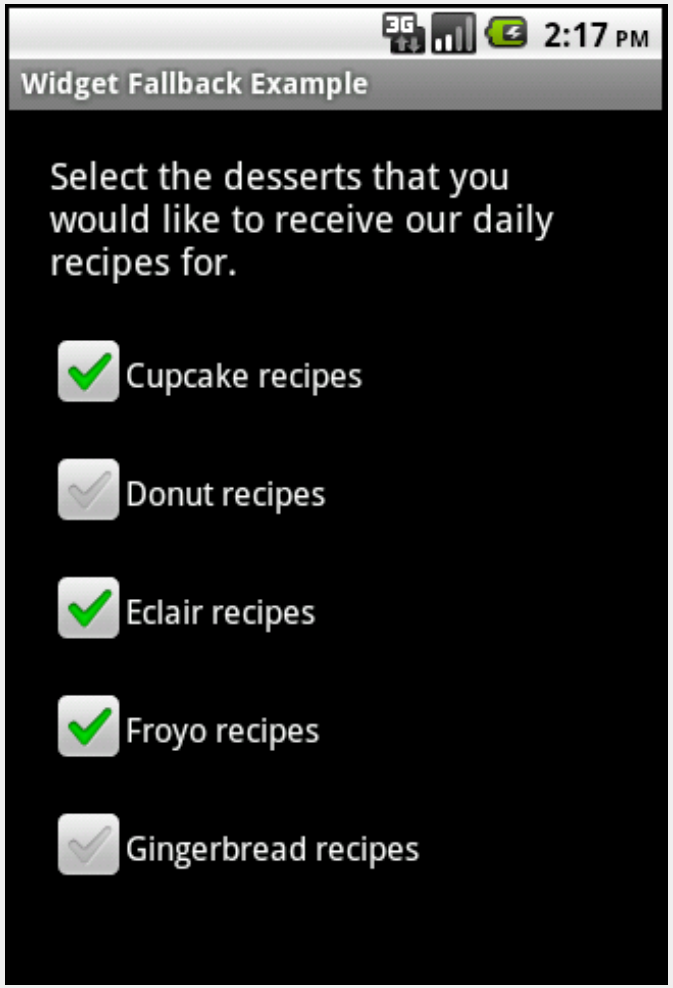
```
<receiver android:name="MyPreICSAppWidget"
          android:enabled="@bool/preICS">
   <intent-filter  ....
   <meta-data
    android:name="android.appwidget.provider"
    android:resource="@xml/my_pre_ics_info" />
</receiver>
```

```
<receiver android:name="MyPostICSAppWidget"
          android:enabled="@bool/postICS">
   <intent-filter  ....
   <meta-data
    android:name="android.appwidget.provider"
    android:resource="@xml/my_post_ics_info" />
</receiver>
```

```
<receiver android:name="MyPreICSAppWidget"
          android:enabled="@bool/preICS">
...
</receiver>
<receiver android:name="MyPostICSAppWidget"
          android:enabled="@bool/postICS">
  ...
</receiver>
```

Activity UI fallbacks

Example: Switch / Checkbox fallback



res/layout/main.xml

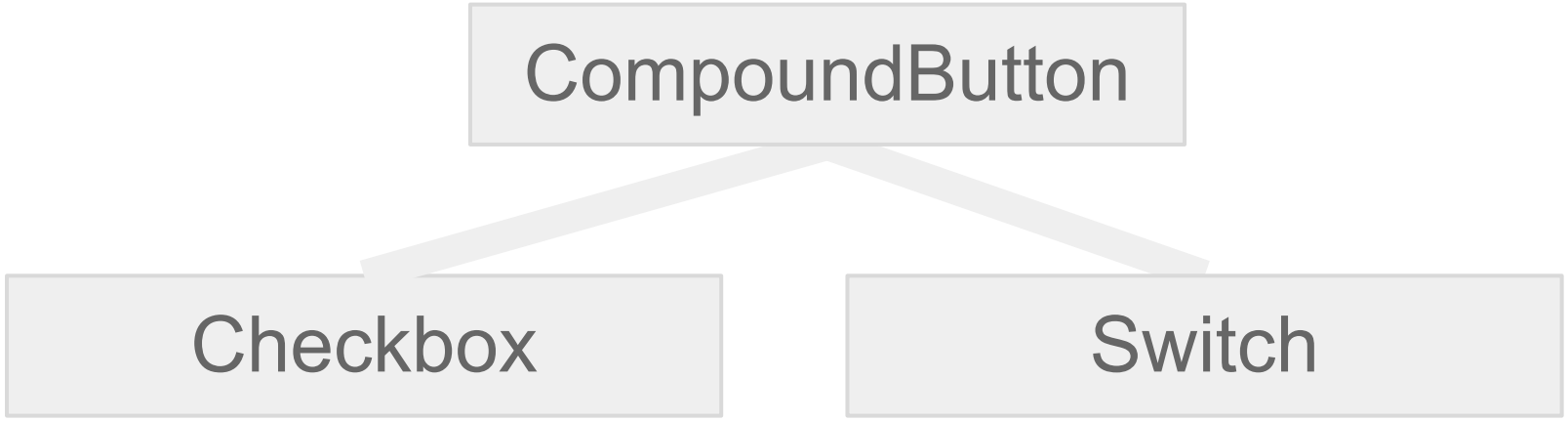
```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout ...
    <!-- non multi-versioned stuff here -->

    <include layout="@layout/desserts" />

    <!-- more non multi-versioned stuff here -->
</LinearLayout>
```

res/layout/desserts.xml

```
<?xml ... ?>
<merge xmlns:android="...">
    <CheckBox ... />
    <CheckBox ... />
    <CheckBox ... />
    ...
</merge>
```

res/layout-v11/desserts.xml

```
<?xml ... ?>
<merge xmlns:android="...">
    <Switch ... />
    <Switch ... />
    <Switch ... />
    ...
</merge>
```




```
CompoundButton cb =
  (CompoundButton)findViewById(R.id.myoption);

checked = cb.isChecked();
```

`<include>` is your friend.

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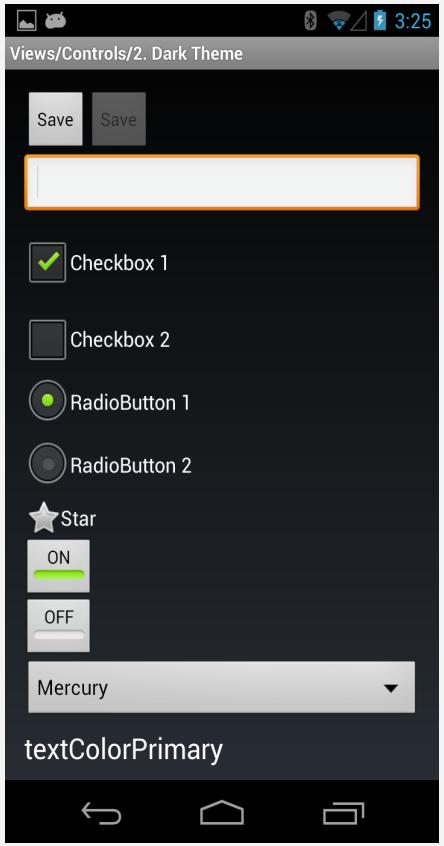
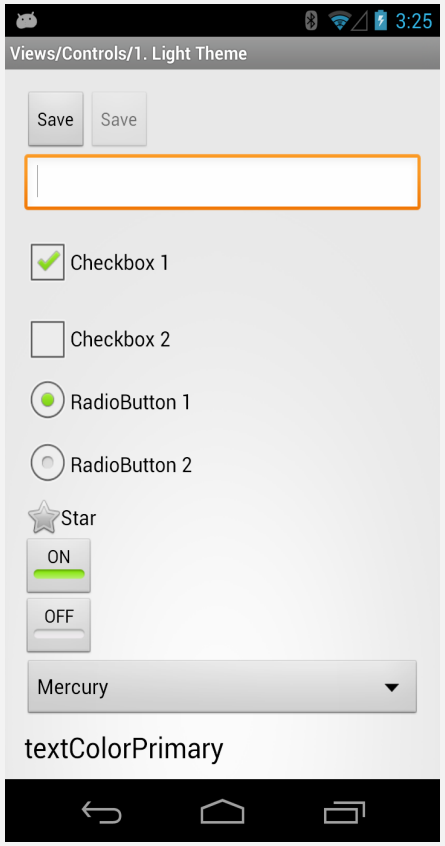
Multiversioning Themes

Android Themes

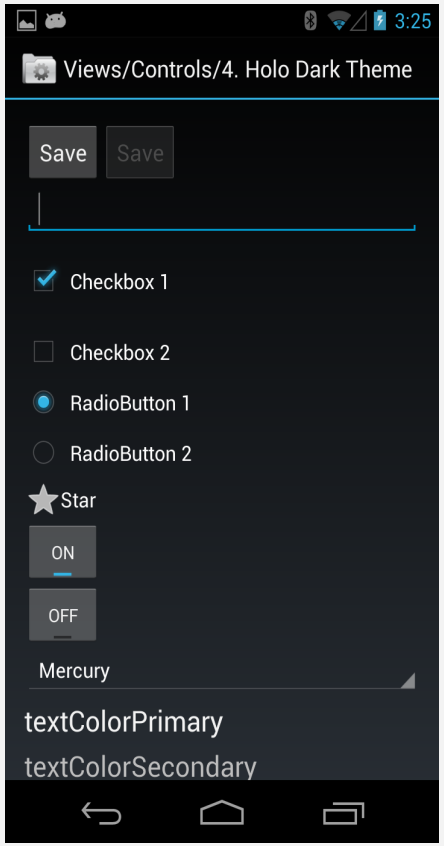
Theme



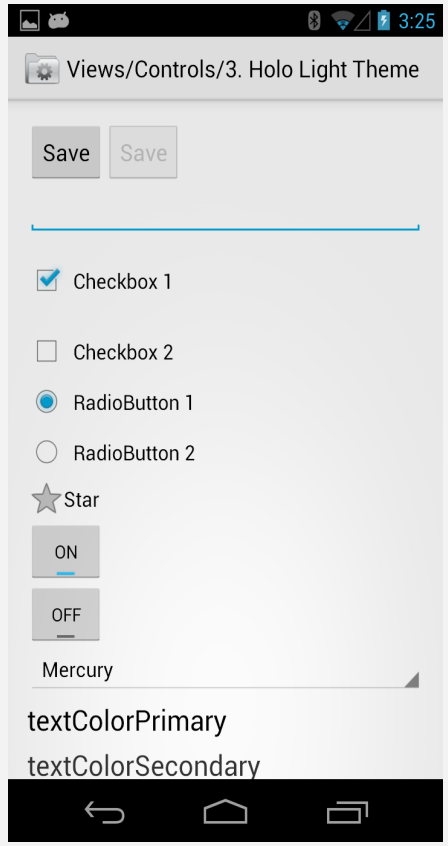
Theme.Light



Theme.Holo



Theme.Holo.Light



Don't hard-code, query!

```
android:textSize="20sp"
```

```
android:textAppearance=
    "?android:attr/textAppearanceLarge"
```

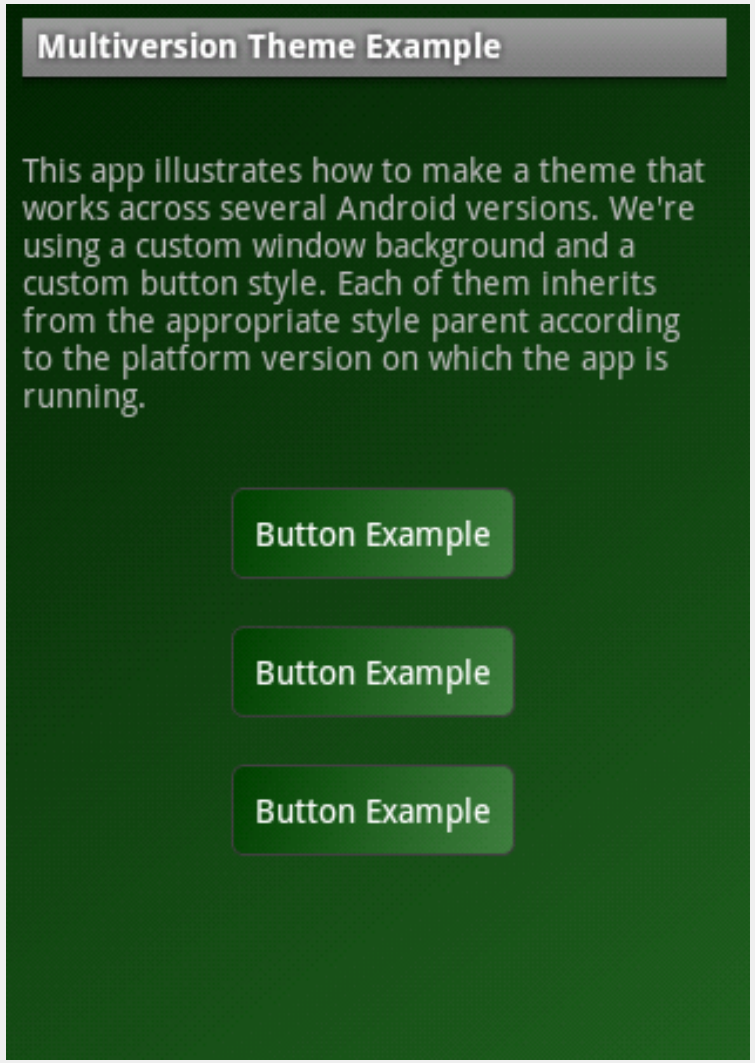
Don't reinvent, inherit!

```
<style name="MyButtonStyle">
...
```

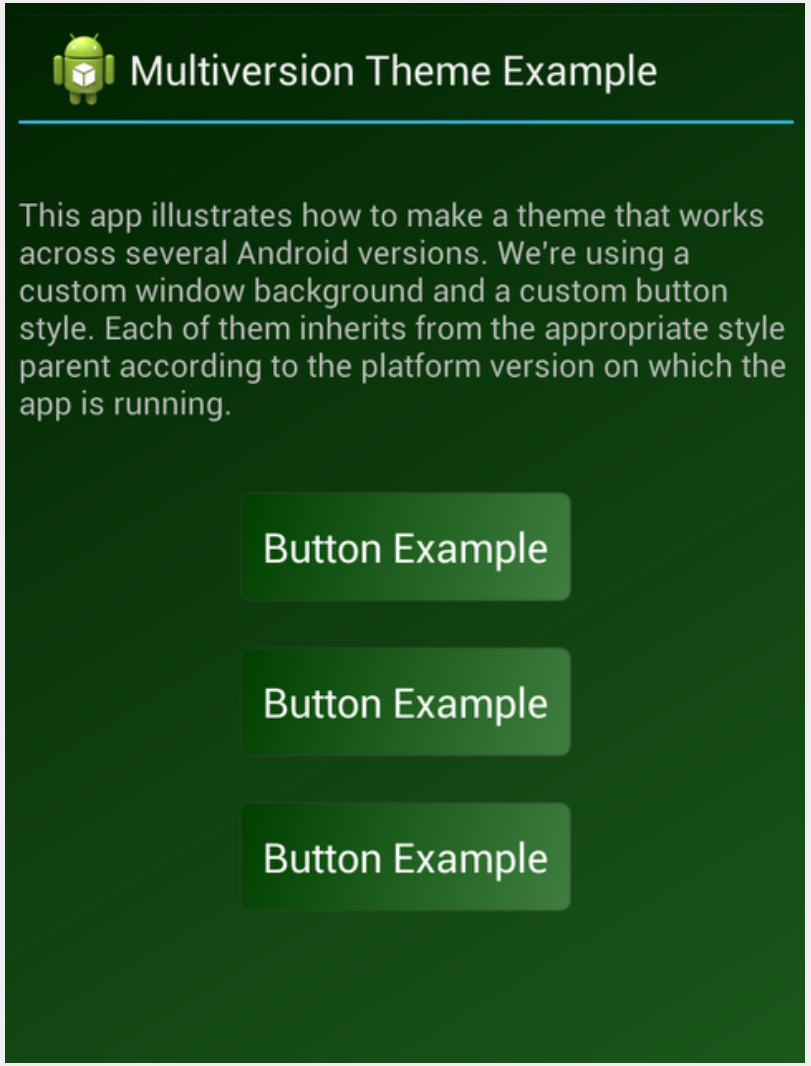
```
<style name="MyButtonStyle"
       parent="@android:style/Widget.Holo.Button">
...
```

backward-compatible themes?

Froyo


Multiversion Theme Example
This app illustrates how to make a theme that works across several Android versions. We're using a custom window background and a custom button style. Each of them inherits from the appropriate style parent according to the platform version on which the app is running.
Button Example
Button Example
Button Example

ICS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Button Example
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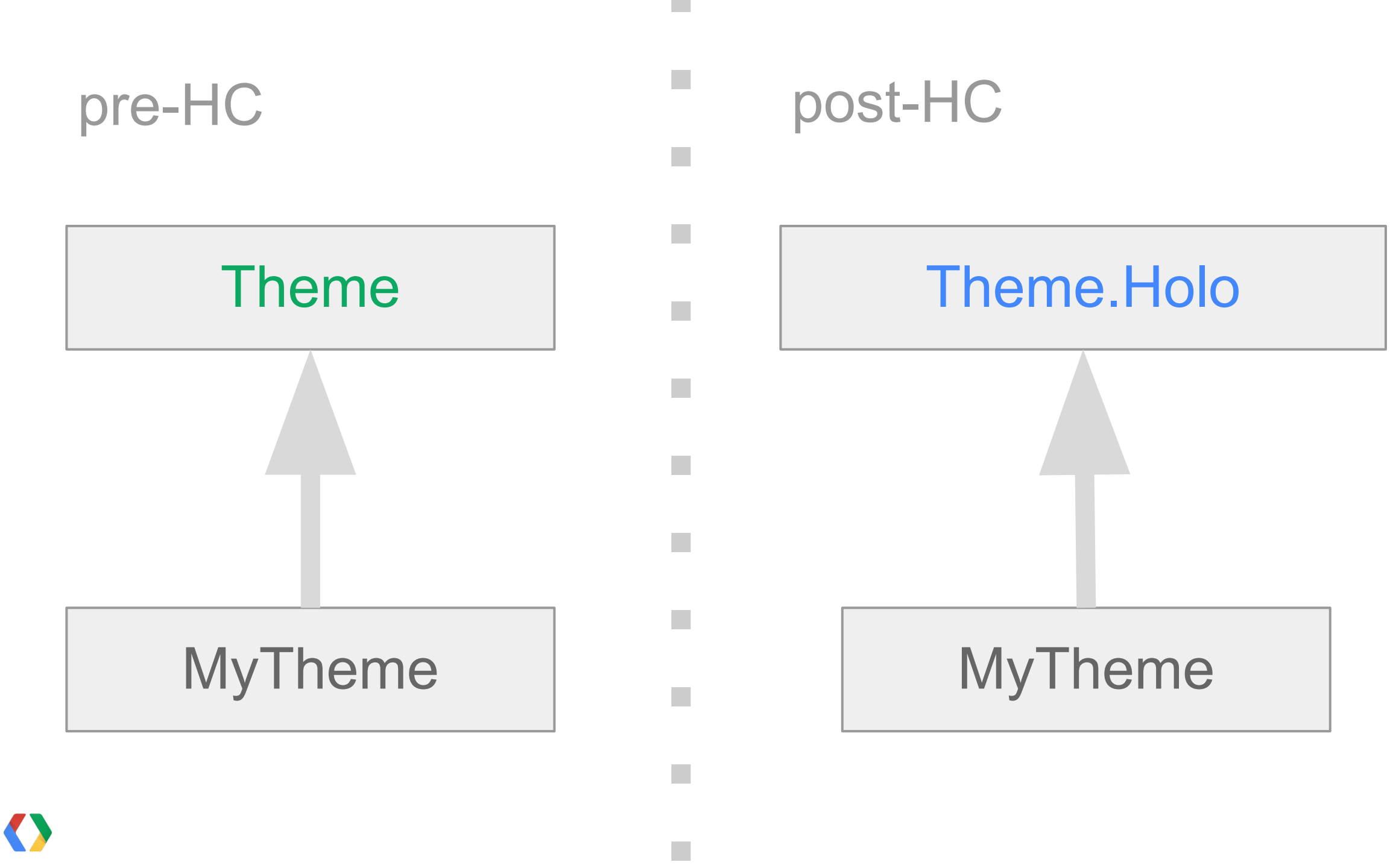
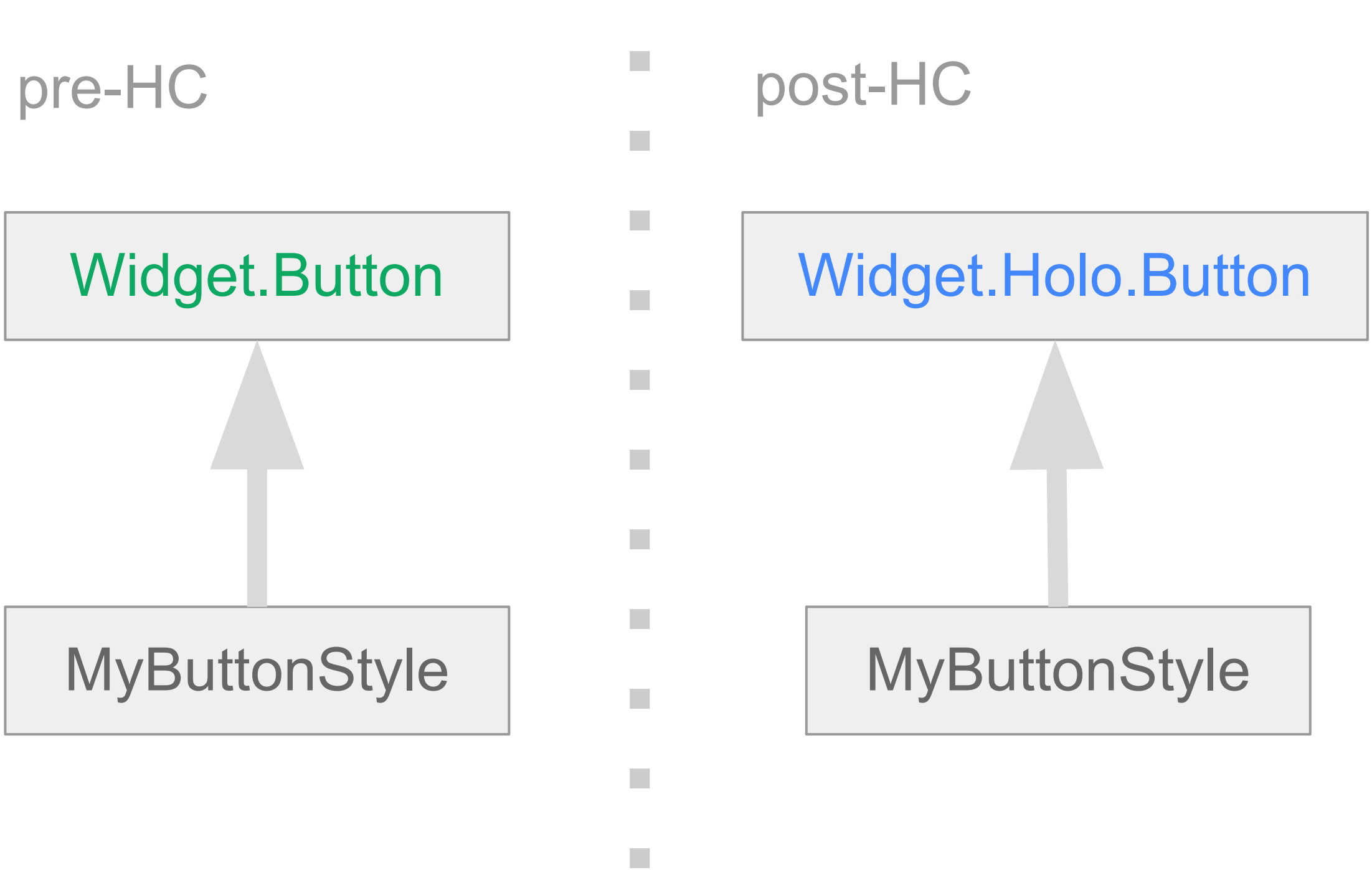

pre-HC
Theme
MyTheme
post-HC
Theme.Holo
MyTheme


pre-HC
Widget.Button
MyButtonStyle
post-HC
Widget.Holo.Button
MyButtonStyle

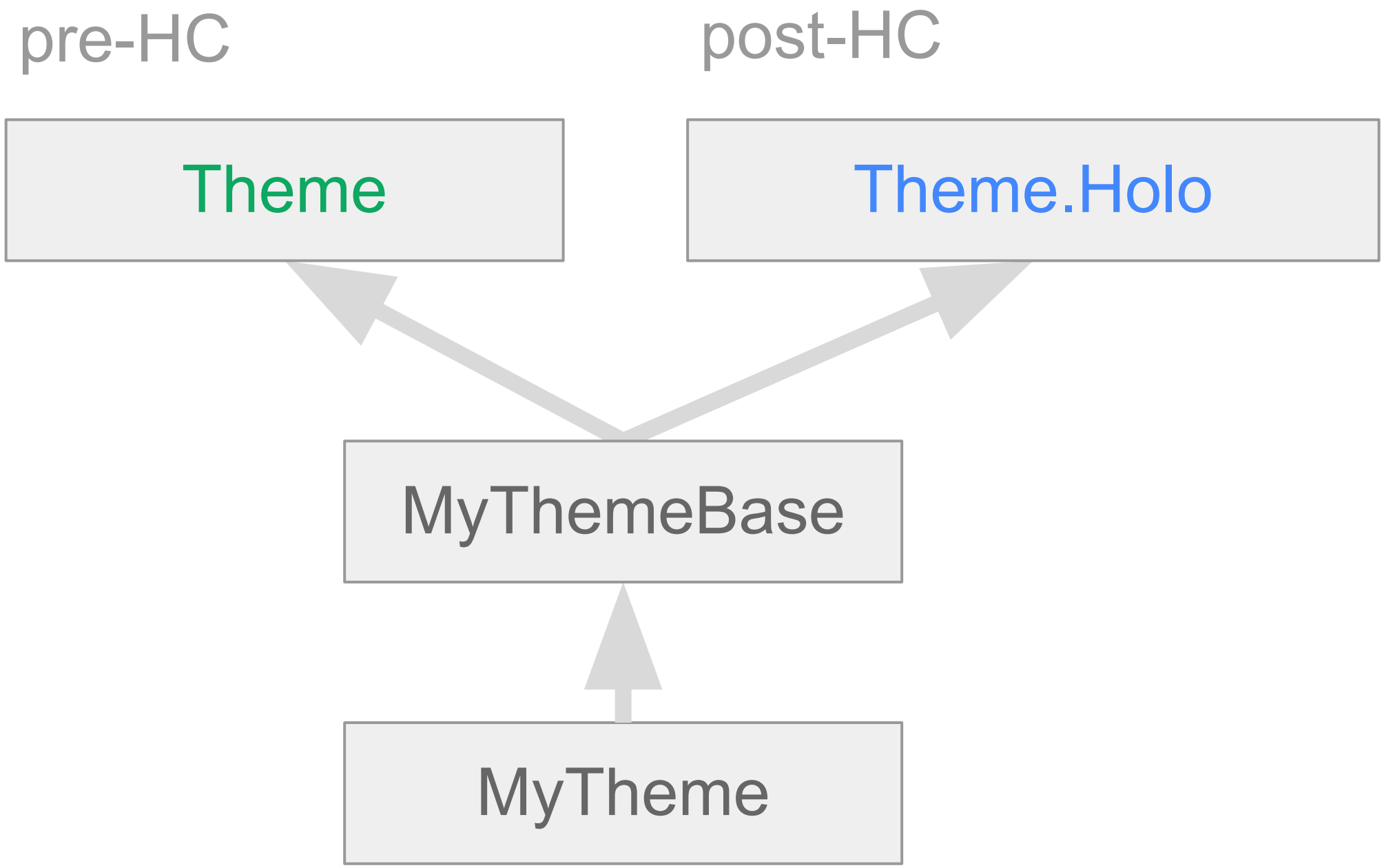
The naïve way:

res/values/styles.xml

```
<style name="MyButtonStyle"
       parent="@android:style/Widget.Button">
...
```

res/values-v11/styles.xml

```
<style name="MyButtonStyle"
       parent="@android:style/Widget.Holo.Button">
...
```


pre-HC
post-HC
Theme
Theme.Holo
MyThemeBase
MyTheme

res/values/themes.xml

```
<style name="MyAppThemeBase"
parent="@android:style/Theme" />
```

res/values-v11/themes.xml

```
<style name="MyAppThemeBase"
parent="@android:style/Theme.Holo" />
```

res/values/themes.xml

```
<style name="MyAppTheme"
       parent="MyAppThemeBase">
...
```

creating your own
theme attributes

Creating your theme attributes

...and use app-side shims to support Android versions that don't have the attribute.

res/values/**attrs.xml**

```
<attr name="selectableItemBackground"
      format="drawable" />
```

res/values/**themes.xml**

```
<item name="selectableItemBackground">
    @drawable/fallback_item_background</item>
```

res/values**-v11**/**themes.xml**

```
<item name="selectableItemBackground">
    ?android:attr/selectableItemBackground</item>
```

which theme should I extend?

Themes:

- **Holo** - stable/easy
- **Device Default** - tighter integration
- **Activity Content:** holo-ish

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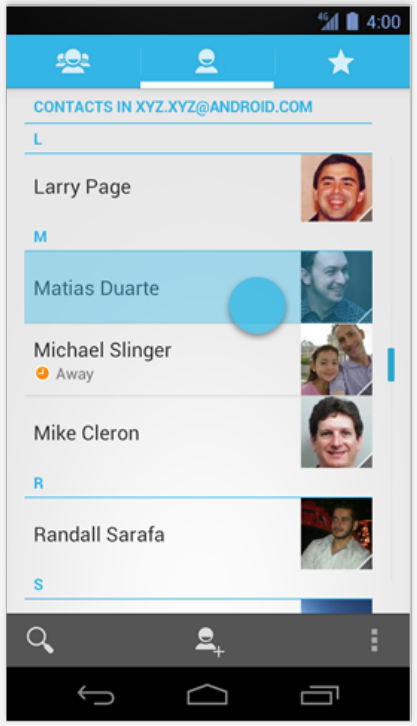
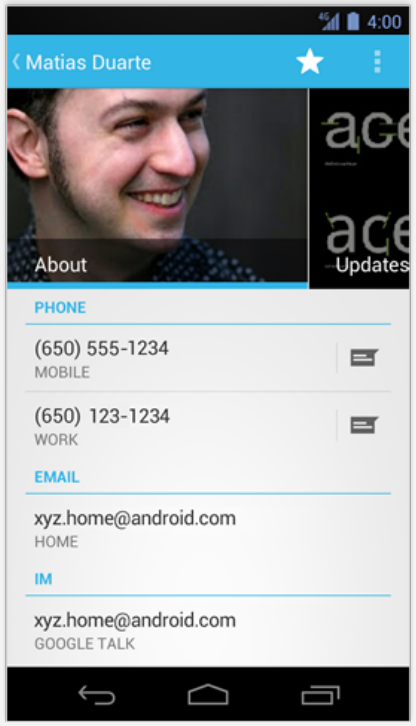
Support Library and Beyond

Fragments

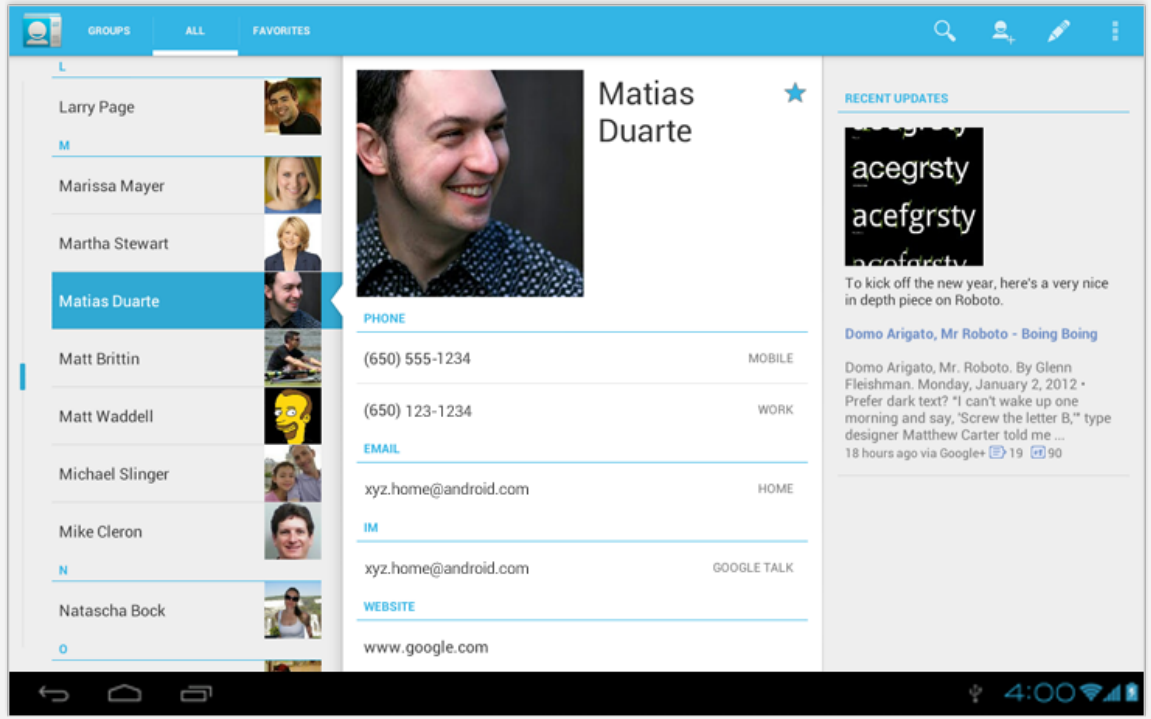
units of compositions



List view



Detail view



Fragments Availability

CC DO EC FY GB HC ICS

oh noes!

Fragments in the Support Library

1. add Support Library
2. import classes
3. receive happiness

```
import android.support.v4.app.Fragment;
import android.support.v4.app.FragmentManager;
```

Implementing the Fragment

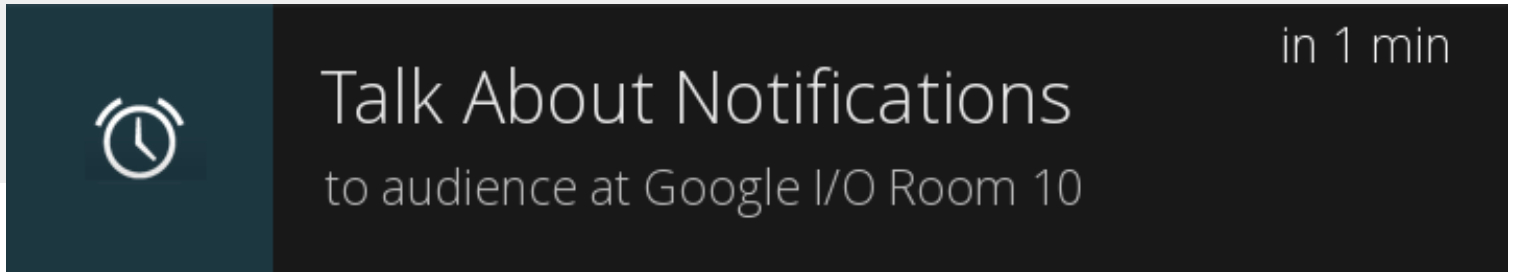
```
public class FooFragment extends Fragment {
    @Override
    public View onCreateView(LayoutInflater inflater,
                             ViewGroup container,
                             Bundle savedInstanceState) {
        // Inflate the layout for this fragment
        return inflater.inflate(
                R.layout.foo_view, container, false);
    }
}
```

Adding Fragments to the Layout

```
<LinearLayout ...>
    <fragment android:name="com.example.foo.FooFragment"
              android:id="@+id/headlines_fragment"
              android:layout_weight="1"
              android:layout_width="0dp"
              android:layout_height="match_parent" />

    <fragment android:name="com.example.foo.BarFragment"
              ... />
</LinearLayout>
```

Extend FragmentActivity, not Activity!

```
import android.support.v4.app.FragmentActivity;

public class MainActivity extends FragmentActivity {
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.news_articles);
    }
}
```



Notifications

stuff that matters to the user

Alex 12:03 PM

Hey, want to grab lunch?

talk

Gym with Dan 4:10 PM

4:30pm

Notifications: pre-HC

```
Notification notif =
      new Notification(icon, tickerText, when);

notif.setLatestEventInfo(
    context, contentTitle,
    contentText, contentIntent);

mNotificationManager.notify(
    MY_NOTIF_ID, notification);
```

Notifications: post-HC

```
Notification notif =  new Notification.Builder(this)
    .setSmallIcon(R.drawable.ic_stat_notify_example)
    .setAutoCancel(true)
    .setTicker(getString(R.string.notification_text))
    .setContentIntent(myContentIntent)
    .setNumber(7)
    .setContentTitle(getString(R.string.app_name))
    .setContentText(getString(R.string.notif_text))
    .getNotification();
```

Notification.Builder <3

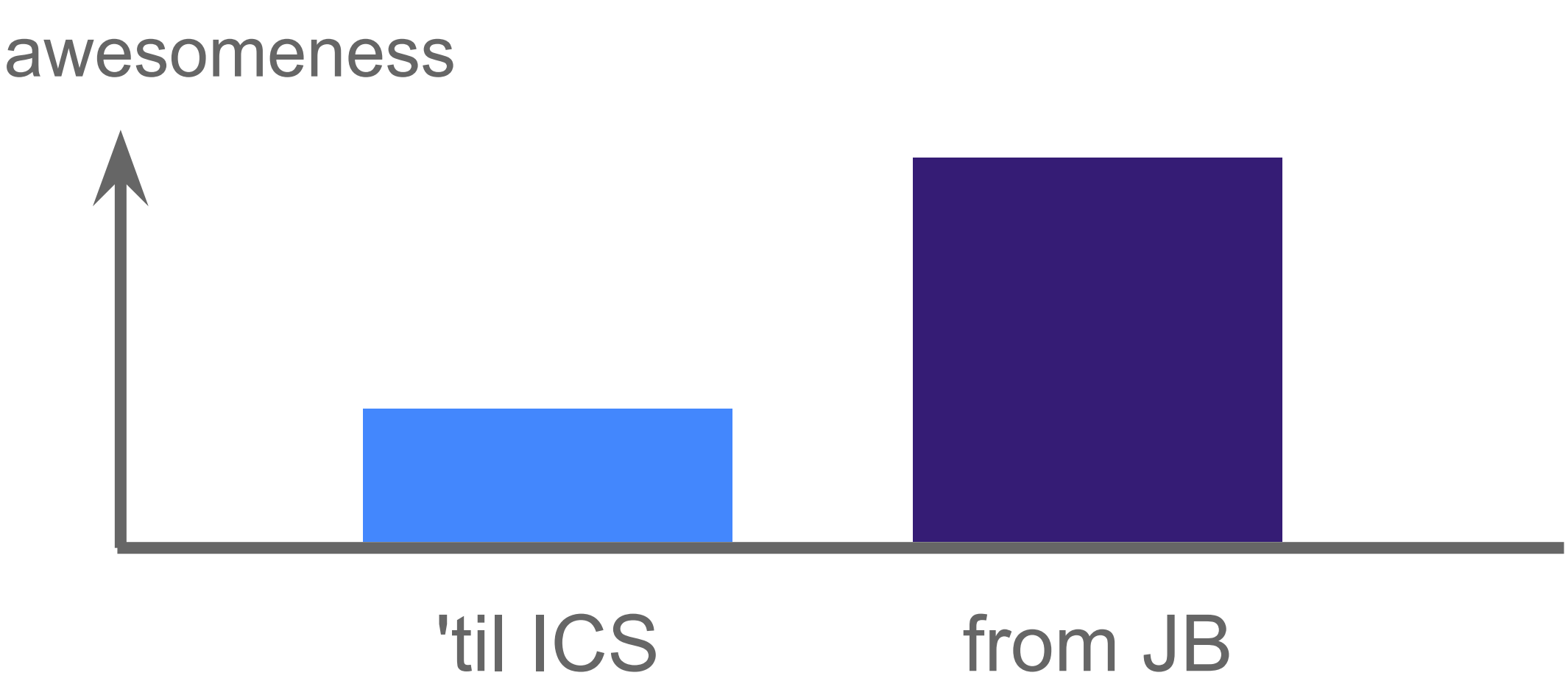
only on API 11+ :'(

Support Lib! :-D

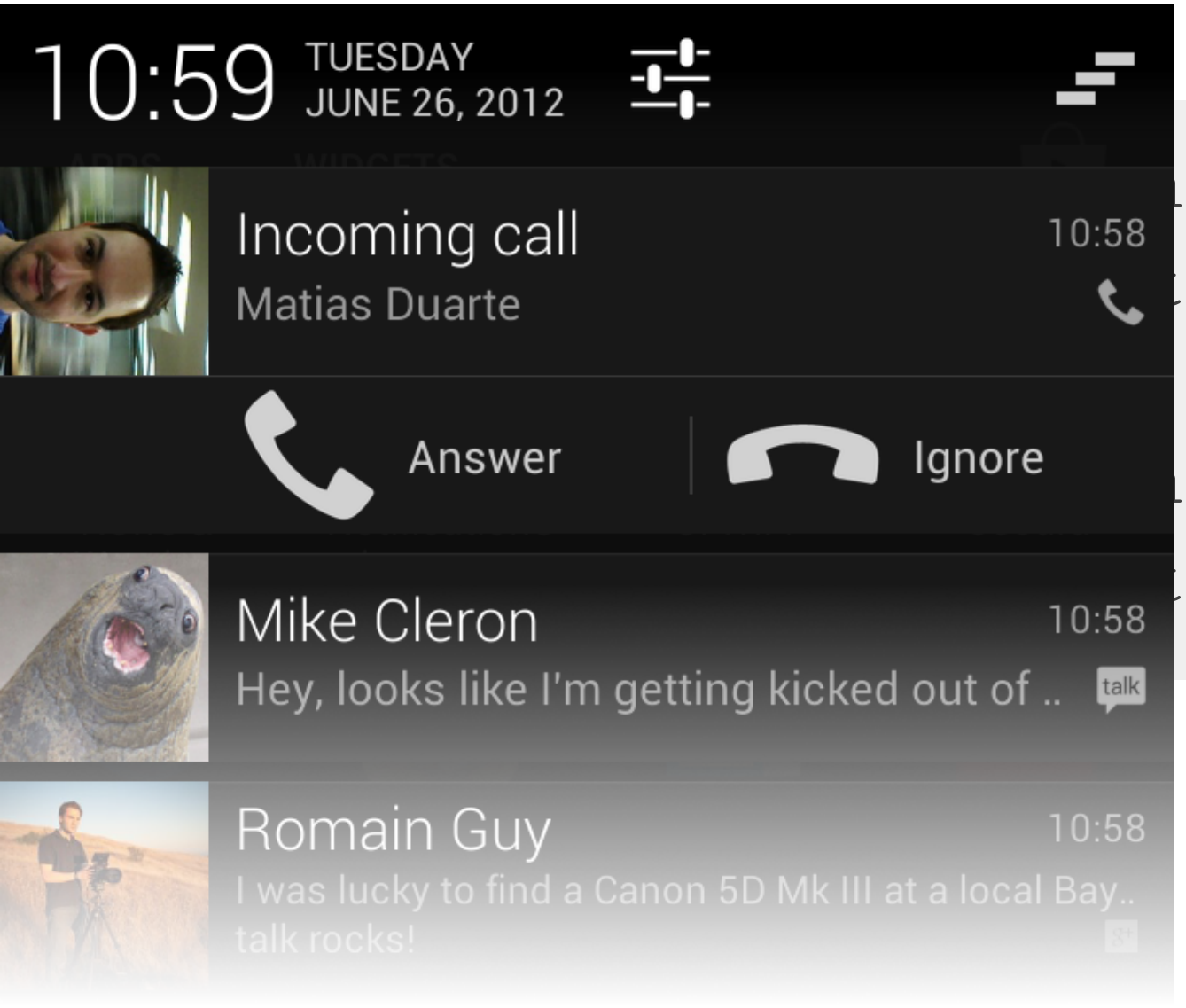
```
android.support.v4.app.NotificationCompat.Builder
```

But what about **JellyBean**?

Notification Builder in Jellybean



Notification.Builder in JellyBean

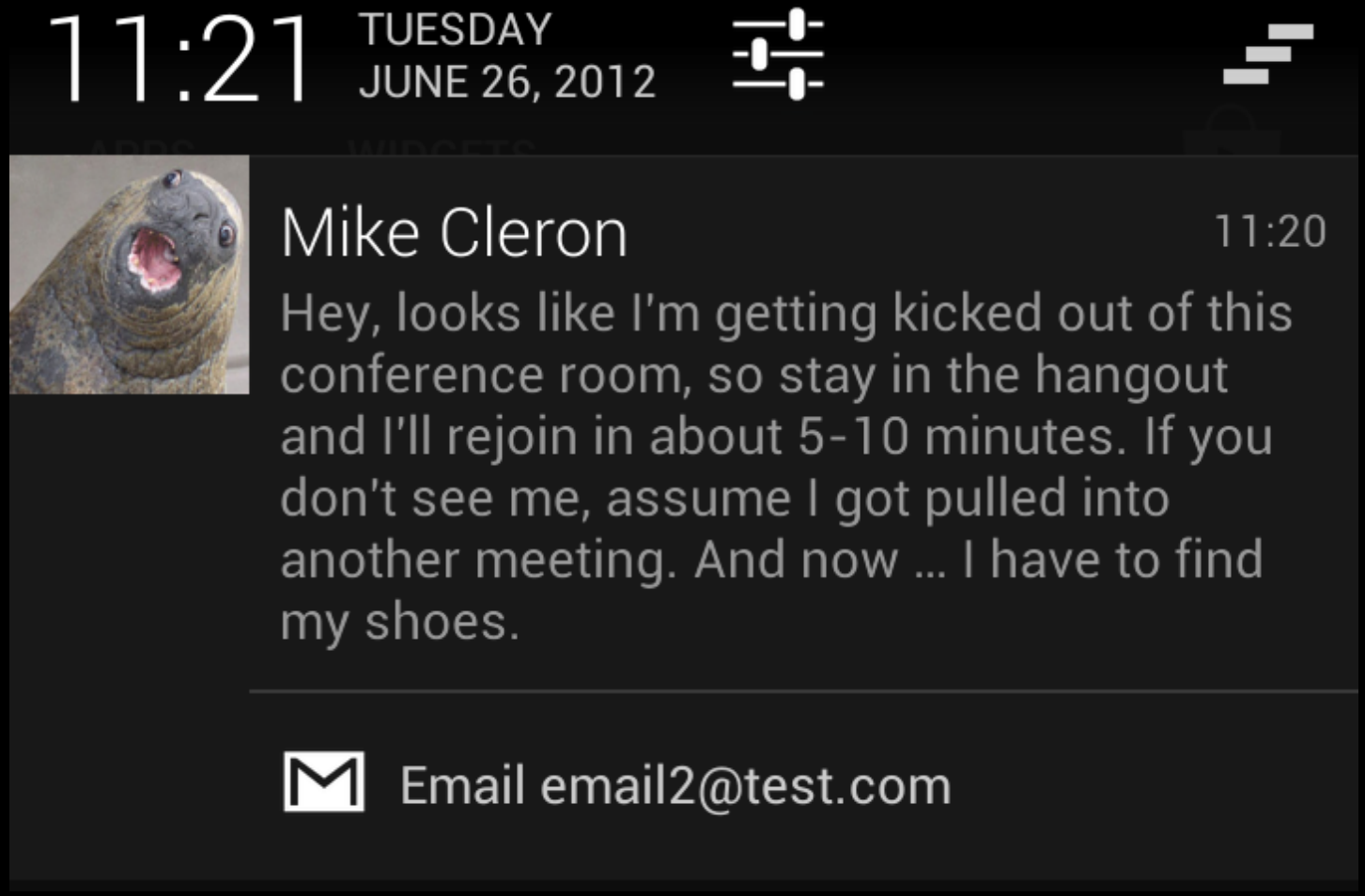



```
awable.ic_dial,
ent);

awable.ic_end_call,
ent);
```

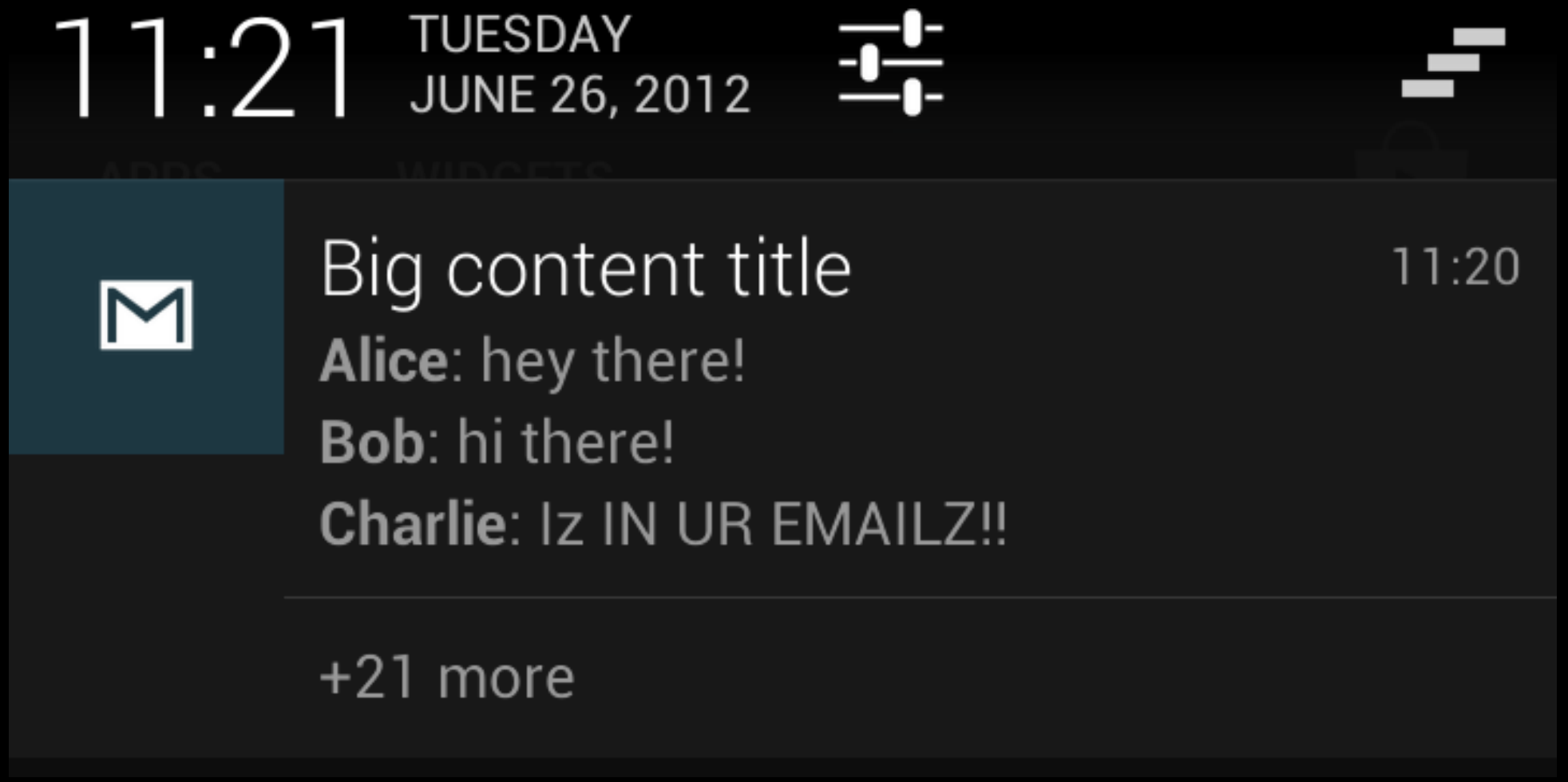
Notification.Builder in JellyBean

```
builder.setStyle(style);
```

- Notification.BigTextStyle
- Notification.InboxStyle
- Notification.BigPictureStyle



Notification.BigTextStyle



Notification.InboxStyle

Notification.BigPictureStyle

Notification.Builder in JellyBean

- setPriority
- setUsesChronometer
- setSubText
- etc.

Multi-versioning Notification.Builder

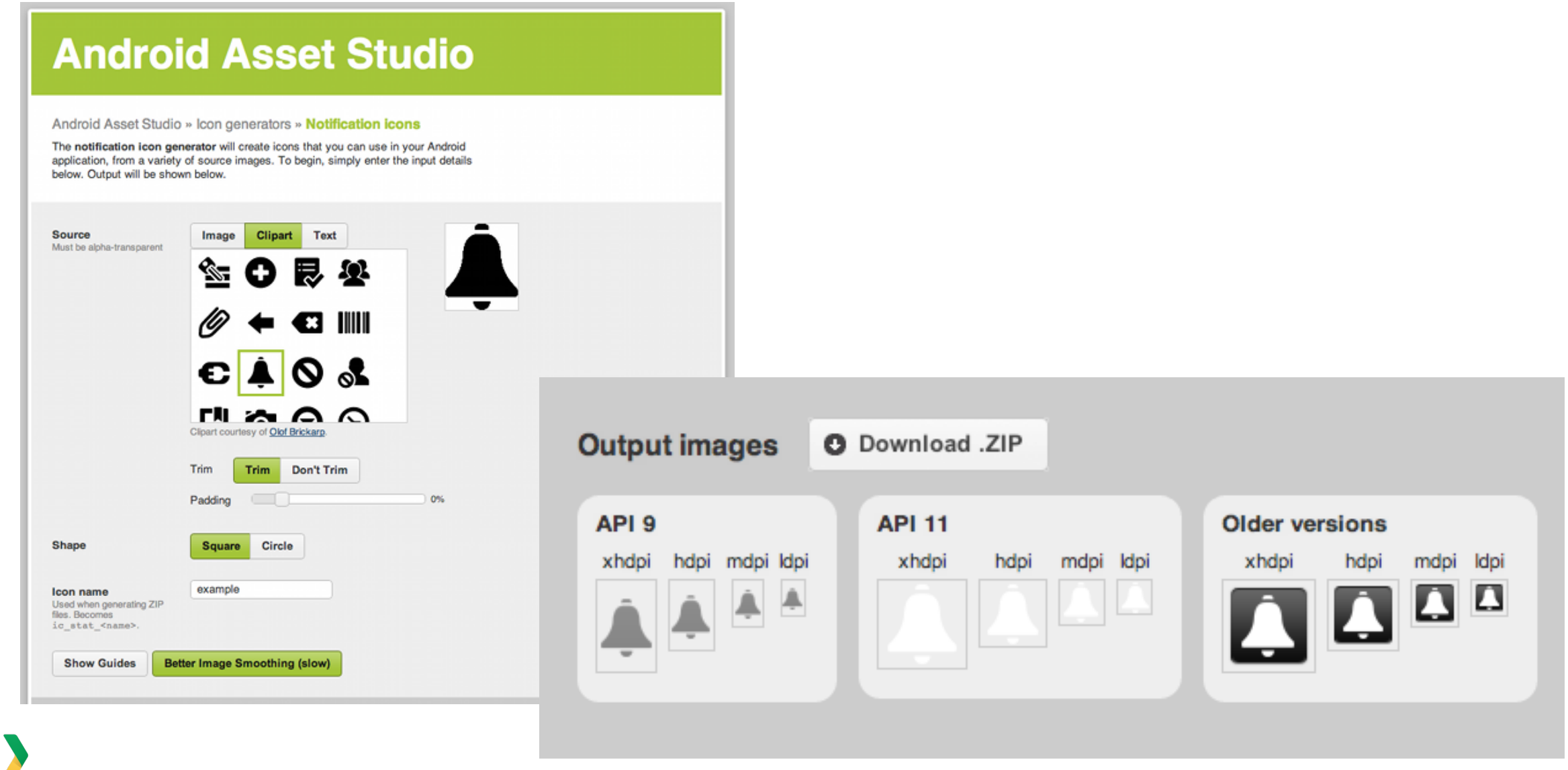
- if version >= JellyBean
  - use Notification.Builder
- else
  - use NotificationCompat.Builder

API 8 and older

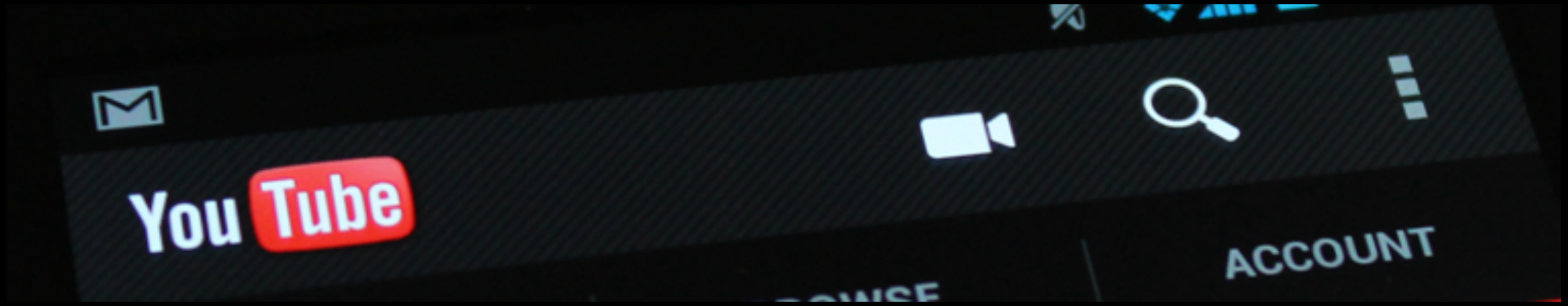
API 9, 10

API 11+

Use Android Asset Studio j.mp/androidassetstudio



Action Bar



- navigation
- actions
- **FIT** rule

Action Bar: Compatibility

- Native: **Honeycomb (3.0)+**
- Pre-HC:
  - ActionBarCompat sample
  - 3rd party libraries

Coming soon to AppCompat library

Action Bar through AppCompat Library

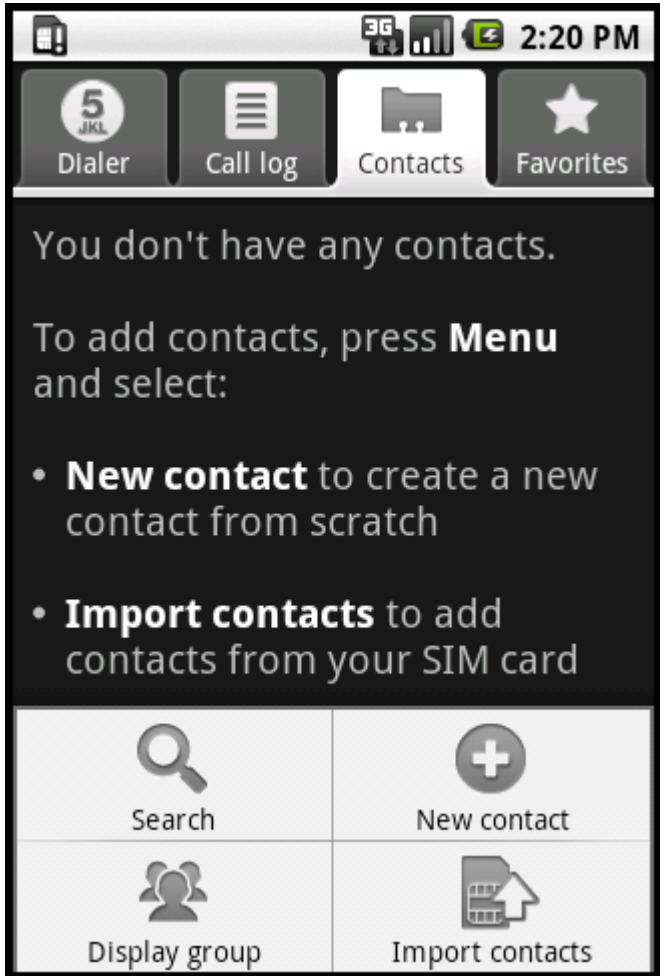
```
import android.support.appcompat.app.ActionBarActivity;
import android.support.appcompat.app.ActionBar;

public class MainActivity extends ActionBarActivity {
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.news_articles);
        ActionBar bar = getSupportActionBar();
        // ...
    }
}
```

But that's just the beginning

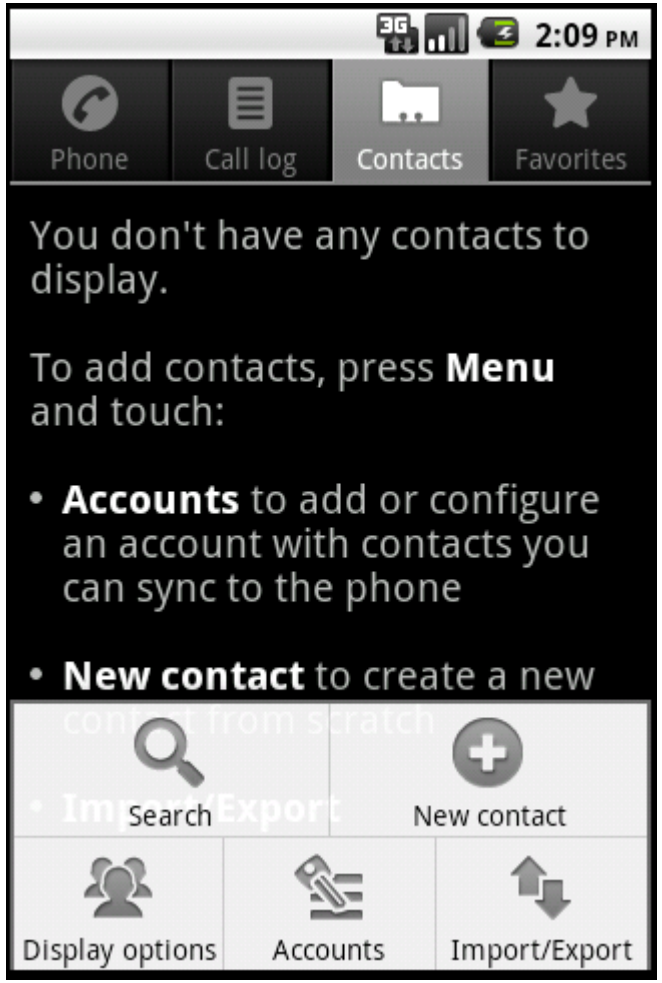
- Styles and themes
- Common layouts
- Extra theme attributes to query

Misc Tips

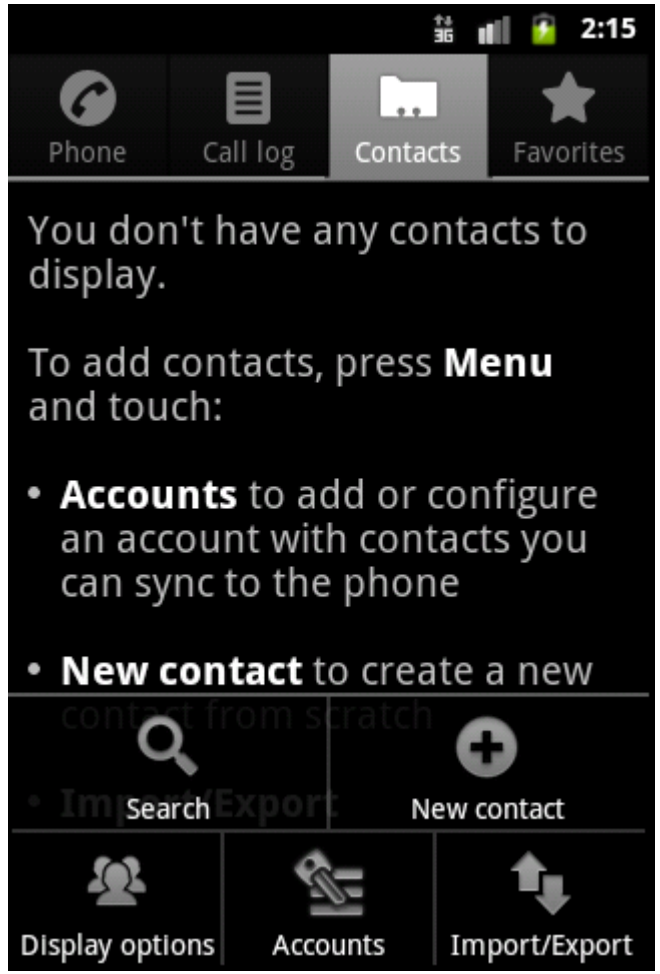
Don't style the options panel



Cupcake



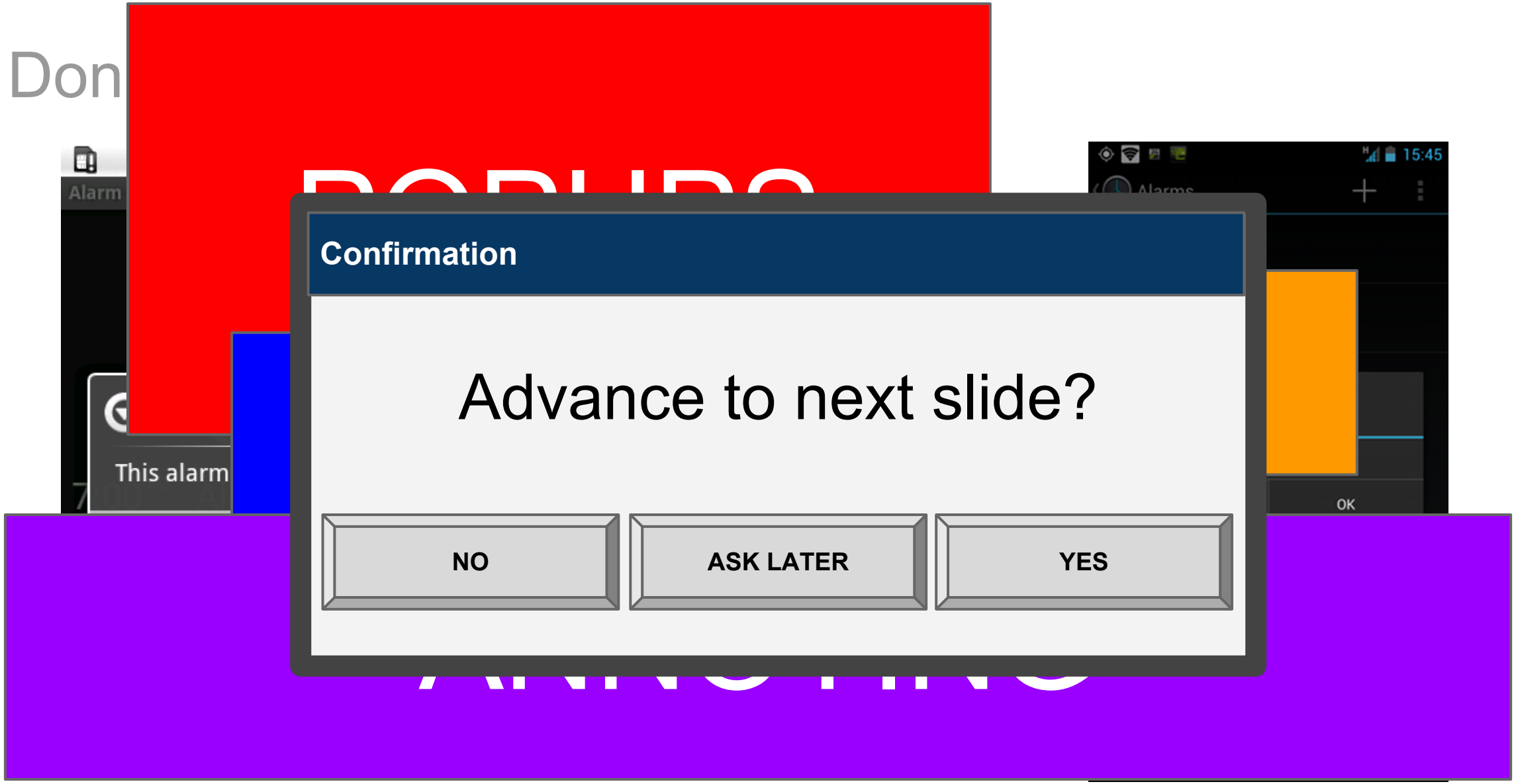
Froyo



Gingerbread

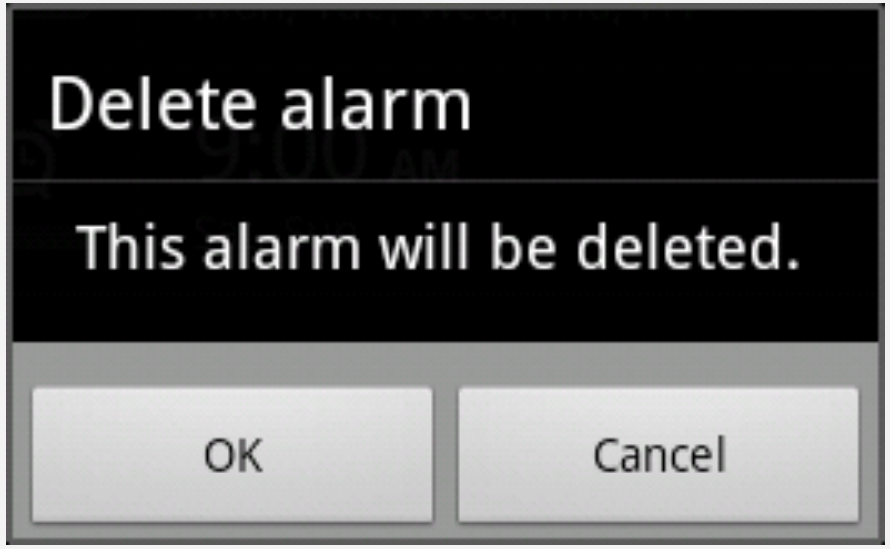
Options menu = Action Overflow

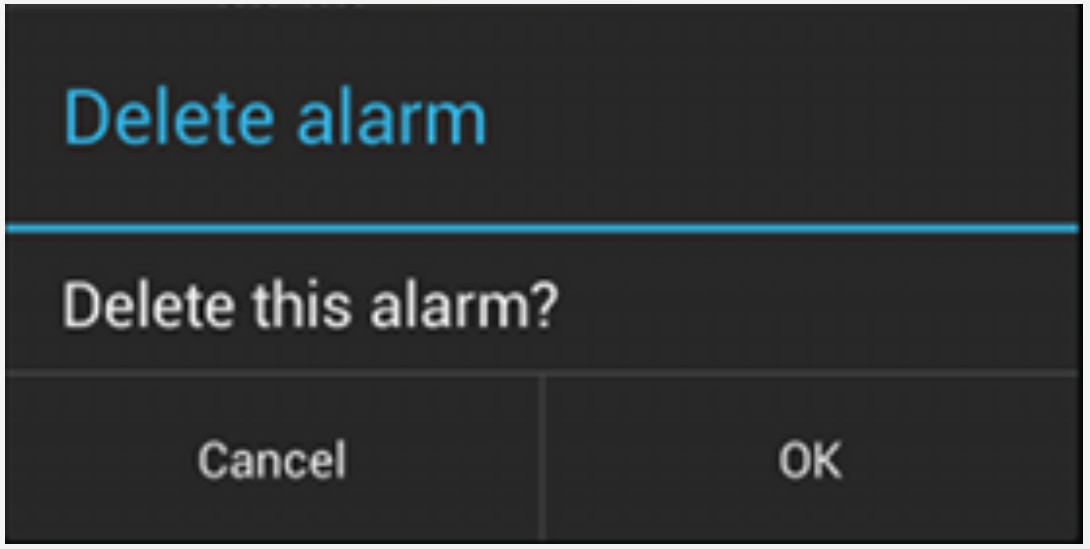
Don



Cupcake Gingerbread ICS

Button order matters!





pre-ICS

+ 0 -

post-ICS

- 0 +

Set min and target SDK versions

- android:minSdkVersion
- android:targetSdkVersion

#io12 #AndroidMulti

Questions?

+Adam Powell

+Bruno Oliveira bit.ly/brunooliveira @btco

Don't forget to **+1** **the session** (if you liked it, of course!)

#io12 #AndroidMulti

Thank You!

+Adam Powell

+Bruno Oliveira **bit.ly/brunooliveira** **@btco**

Don't forget to **+1 the session** (if you liked it, of course!)


Google
Developers