



Android 예제 프로그램





학습 목표

교육 목표

- ❖ Android 예제 프로그램
- ❖ Android 애플리케이션 개발 과정
- ❖ Android 예제 프로그램 구조
- ❖ Android 예제 프로그램 Source Code 분석
- ❖ TextView 구현
- ❖ TextView Code로 구현
- ❖ EditText 구현
 - ◆ EditText Code로 구현
 - ◆ getText() 활용

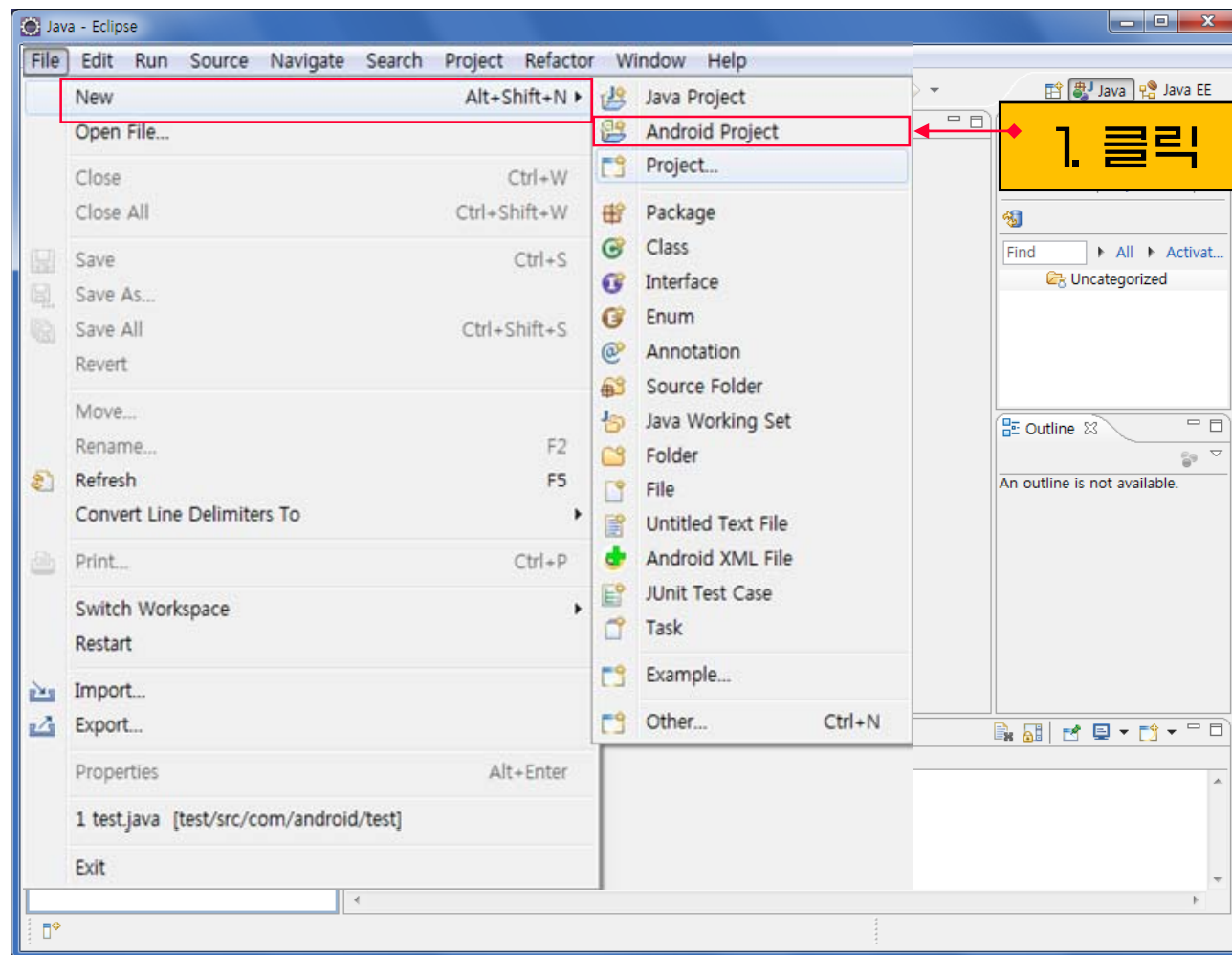




Android 예제 프로그램 (1)

■ Android 프로젝트 생성

❖ 프로젝트 명 : Welcome





Android 예제 프로그램 (2)

New Android Project

Creates a new Android Project resource.

Project name: Welcome

Contents

- ☒ Create new project in workspace
- ☐ Create project from existing source
- ☒ Use default location

Location: C:/Android/Workspace/Welcome

Samples: ApiDemos

Build Target

Target Name	Vendor	Platform	API ...
<input type="checkbox"/> Android 1.1	Android Open Source Project	1.1	2
<input type="checkbox"/> Android 1.5	Android Open Source Project	1.5	3
<input type="checkbox"/> Android 1.6	Android Open Source Project	1.6	4
<input type="checkbox"/> Android 2.0	Android Open Source Project	2.0	5
<input checked="" type="checkbox"/> Android 2.0.1	Android Open Source Project	2.0.1	6
<input type="checkbox"/> Google APIs	Google Inc.	1.5	3
<input type="checkbox"/> Google APIs	Google Inc.	1.6	4

Standard Android platform 2

Properties

Application name: Welcome

Package name: com.inhatec.welcome

☒ Create Activity: Welcome

Min SDK Version: 6

< Back Next > Finish Cancel

2. Welcome 입력

3. 클릭

4. Welcome 입력

5. com.inhatec.welcome 입력

6. Welcome 입력

7. 클릭





Android 예제 프로그램 (3)

■ New Android Project

❖ Project name

- ◆ 프로젝트 명(blank 없이 입력)

❖ Contents

- ◆ 신규 / 기존 프로젝트 지정

❖ Application name

- ◆ 응용프로그램 명

❖ Package name

- ◆ 2단계 이상 입력
- ◆ com.companyname.appname

- 폴더 구조 생성 : com\companyname\appname

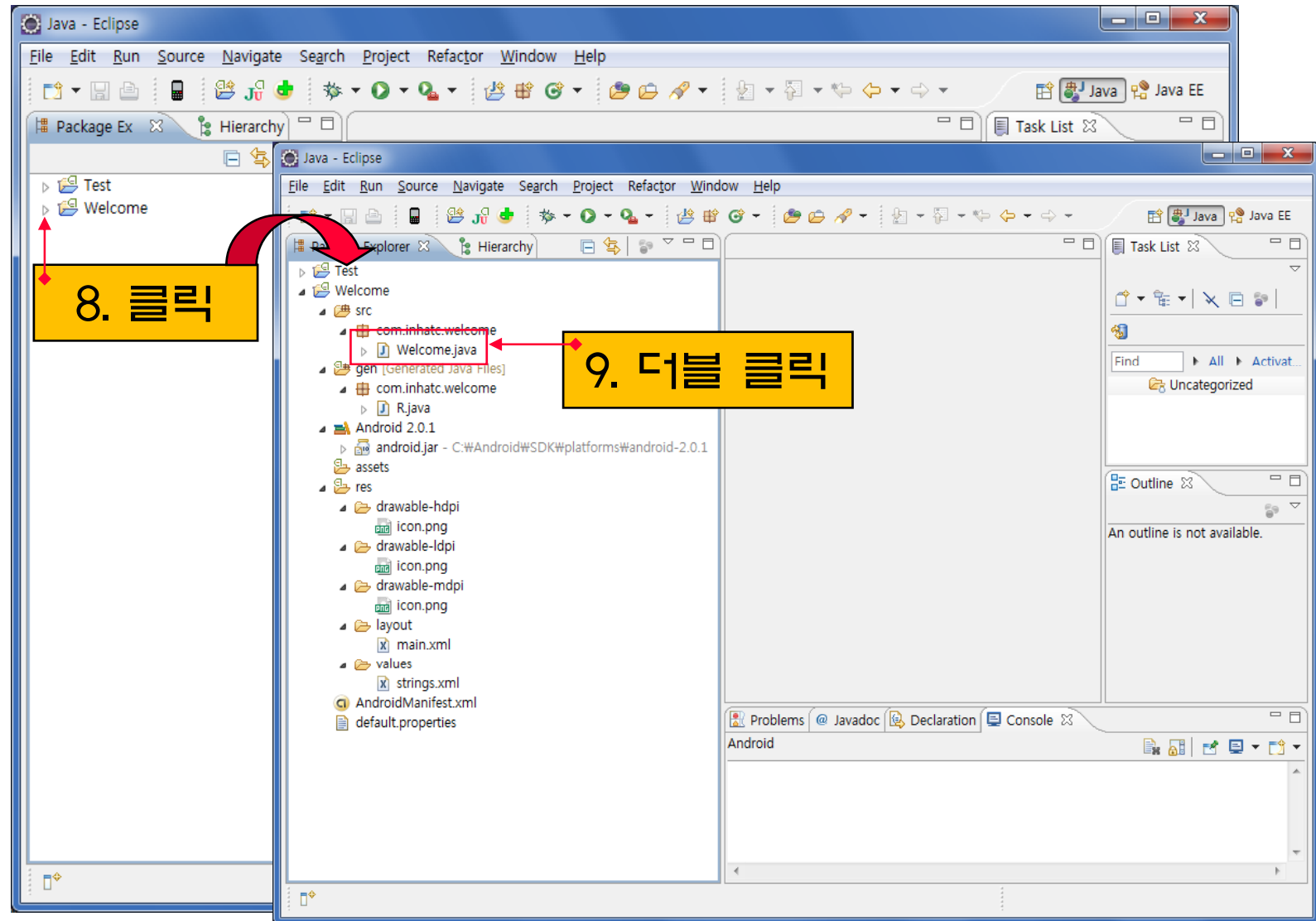
❖ Create Activity

- ◆ 클래스 명(blank 없이 입력) 생성





Android 예제 프로그램 (4)





Android 예제 프로그램 (5)

```
package com.inhatec.welcome;

import android.app.Activity;

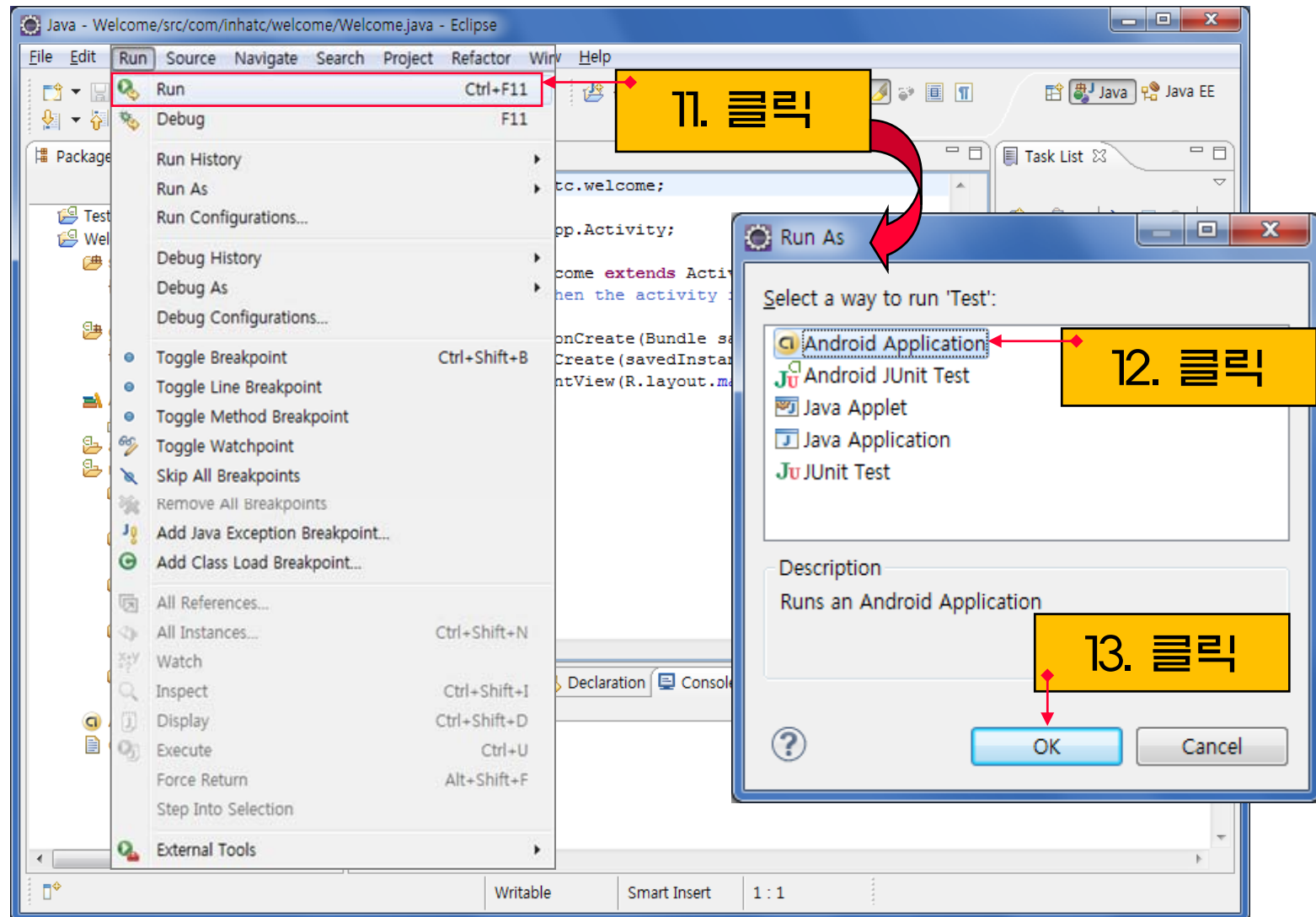
public class Welcome extends Activity {
    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);
    }
}
```

10. Welcome.java 소스 코드



Android 예제 프로그램 (6)

❖ Android 프로젝트 실행





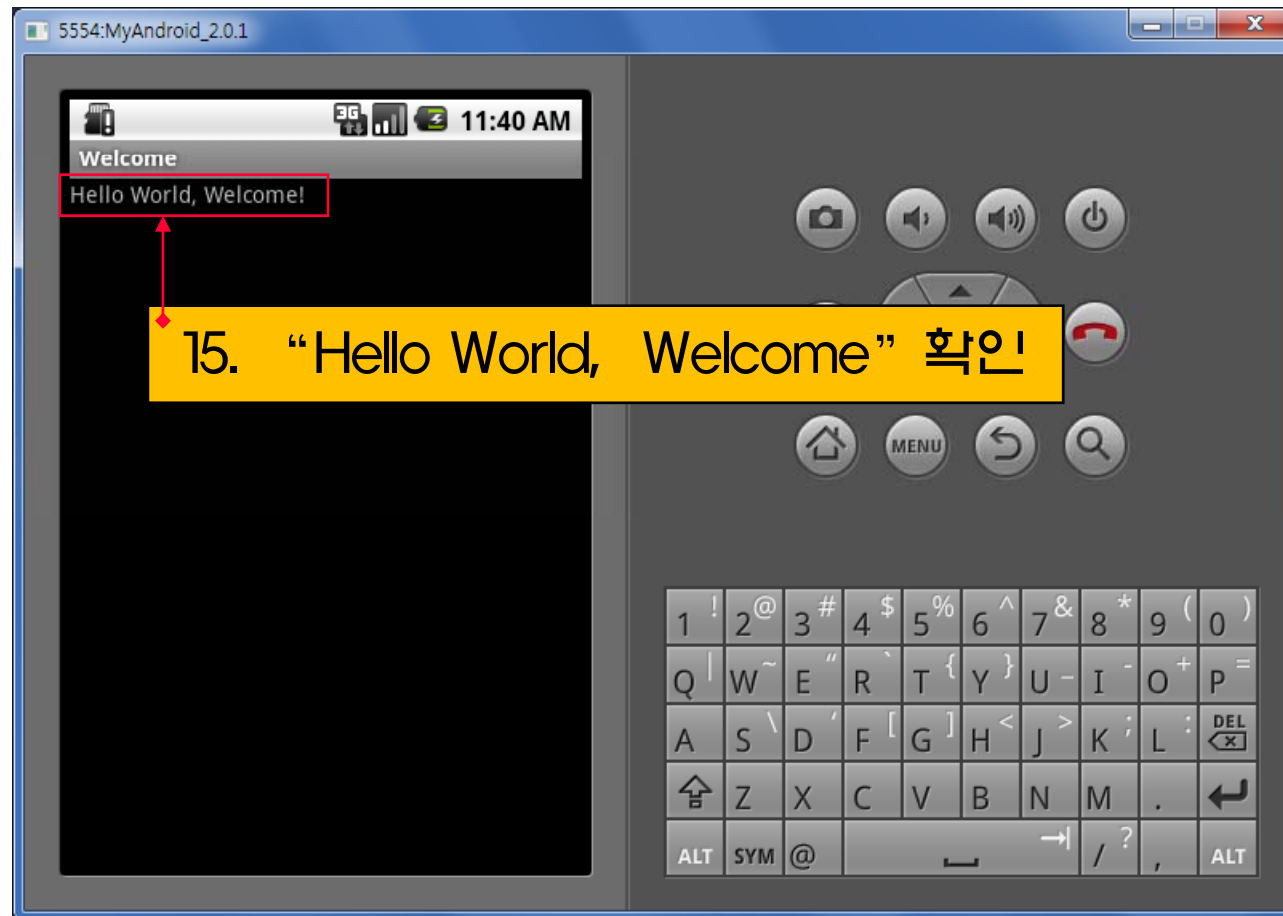
Android 예제 프로그램 (7)

❖ 실행 결과



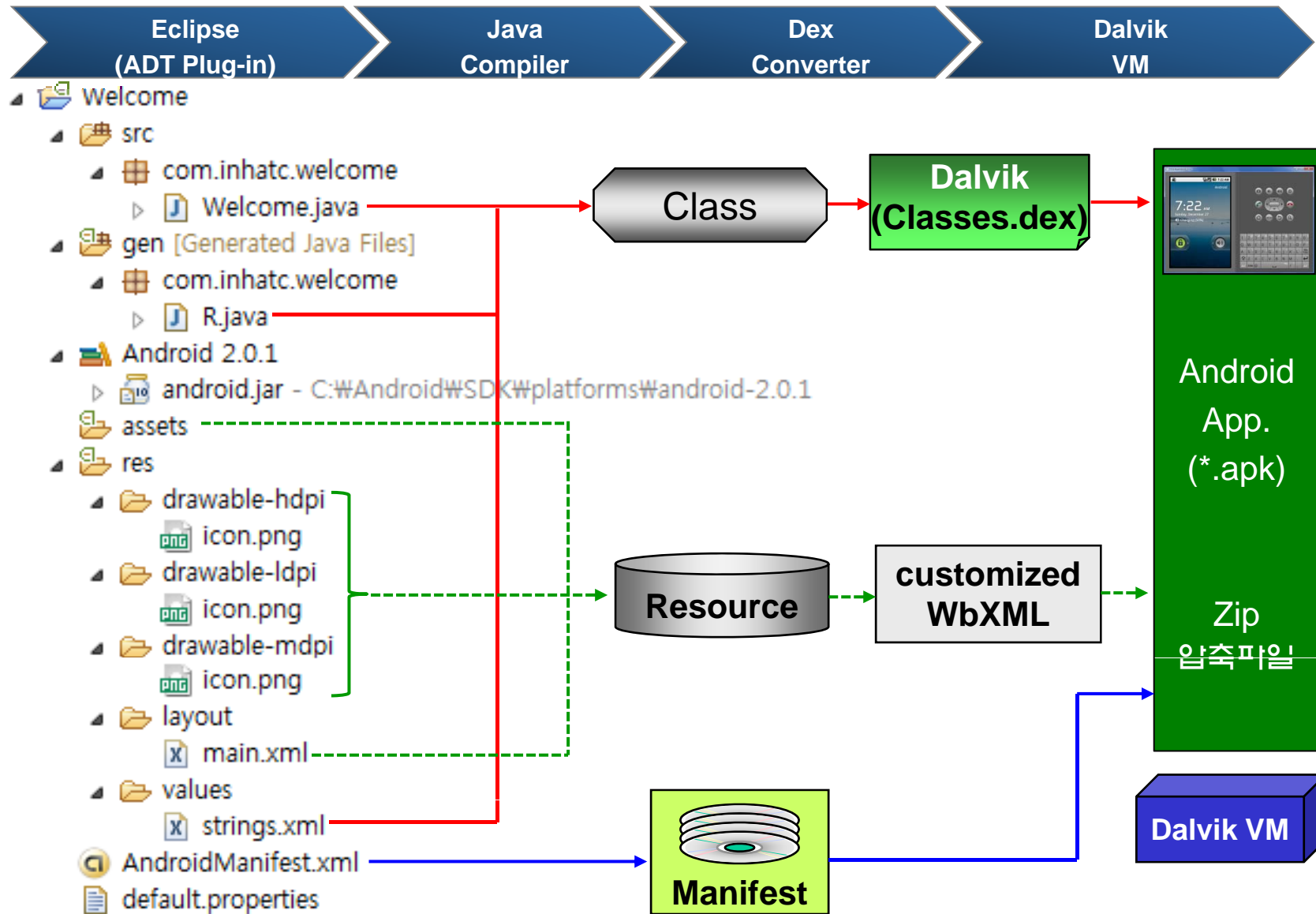


Android 예제 프로그램 (8)





Android 애플리케이션 개발 과정

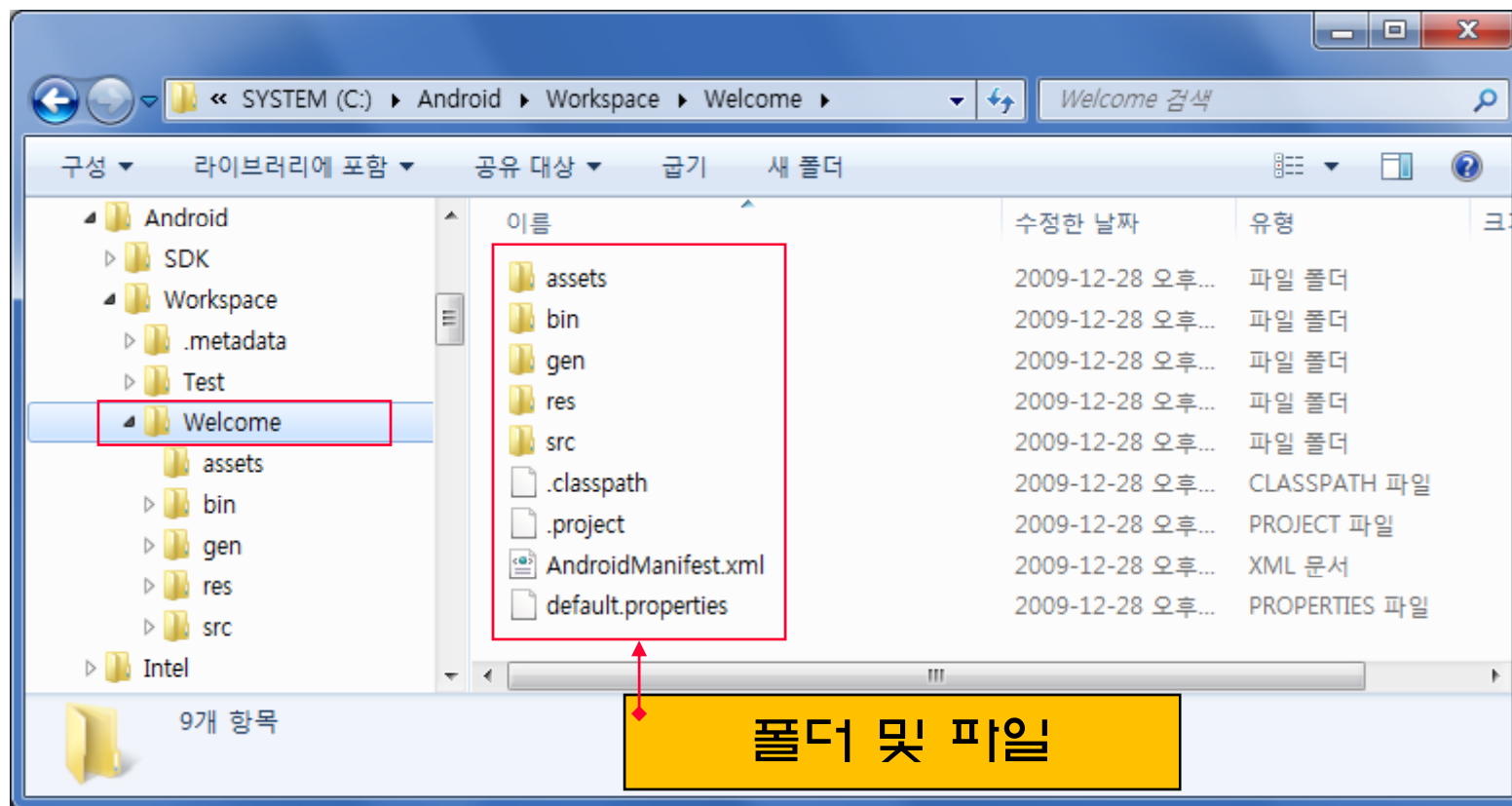




Android 예제 프로그램 구조 (1)

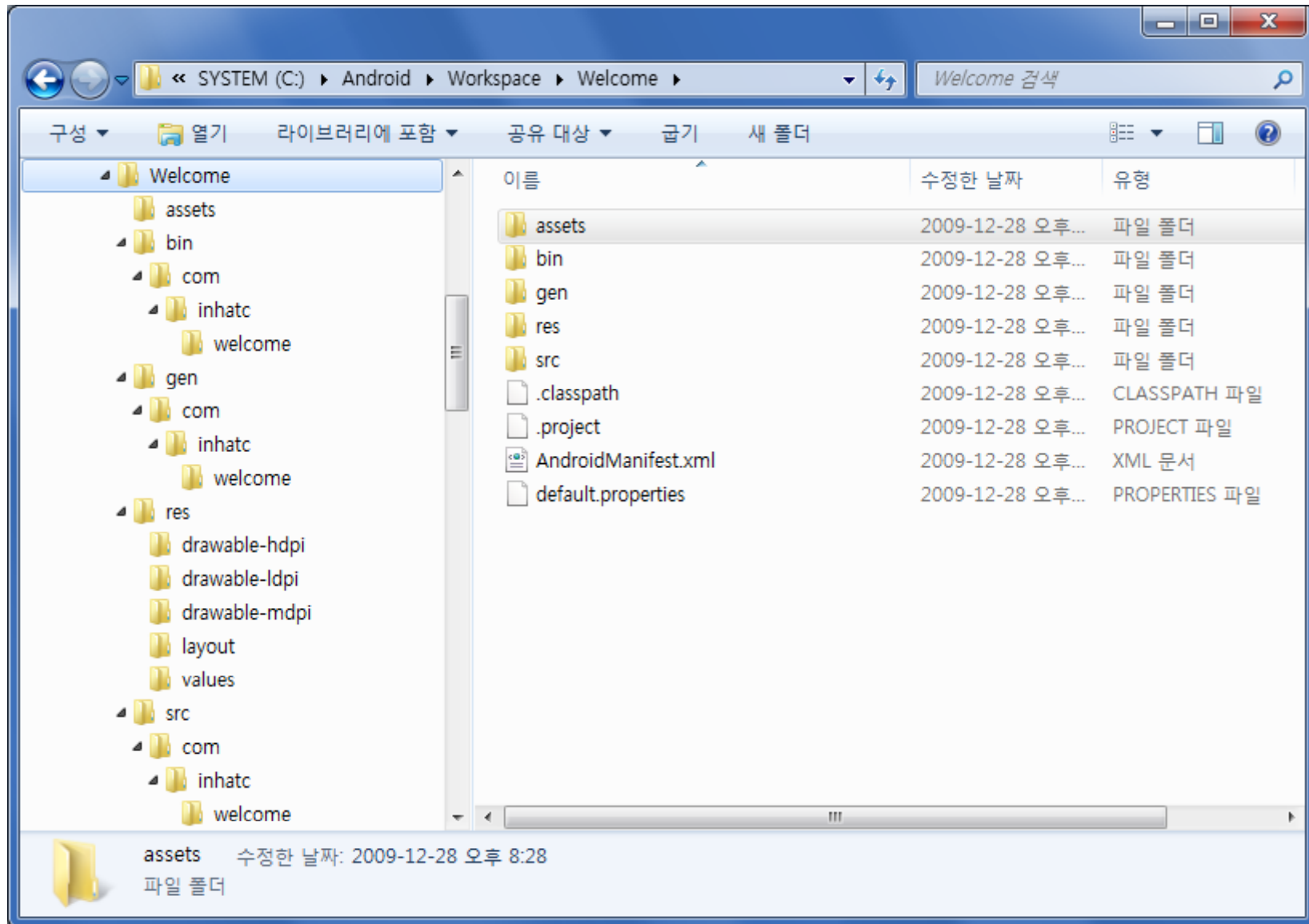
■ Android 프로젝트 생성 폴더

❖ C:\Android\Workspace\Welcome





Android 예제 프로그램 구조 (2)





Android 예제 프로그램 구조 (3)

❖ Android 프로젝트 생성 폴더

폴더	기능
assets	AssetManager로 접근할 수 있는 외부 데이터(DB, raw data) 저장
bin	Package name에 지정한 폴더 구조(com.inhatec.welcome)에 따라 컴파일 결과 생성되는 *.class 파일 저장
gen	Generated java file(R.java) 저장
res	<ul style="list-style-type: none">• drawable : image 파일• layout : 화면 구성 xml 파일• values : 프로그램에 사용되는 string 등의 값 저장
src	Source 파일
.classpath	Classpath 파일
.project	Project 파일
AndroidManifest.xml	애플리케이션을 구성하는 기본요소인 Activity, Service, Content Provider, Intents, Broadcast Receiver, Notifications를 정의하고 그 메타데이터들을 제공하는 XML 문서 파일
default.properties	기본 속성 파일





Android 예제 프로그램 구조 (4)

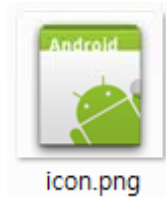
❖ Welcome\bin\com\inhatec\welcome 폴더

- R\$.attr.class
- R\$.drawable.class
- R\$.layout.class
- R\$.string.class
- R.class
- Welcome.class

❖ Welcome\gen\com\inhatec\welcome 폴더

- R.java

❖ Welcome\res\drawable 폴더





Android 예제 프로그램 구조 (5)

❖ Welcome\res\layout 폴더

◆ Main.xml

```
*main.xml ✕  
<?xml version="1.0" encoding="utf-8"?>  
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"  
    android:orientation="vertical"  
    android:layout_width="fill_parent"  
    android:layout_height="fill_parent"  
    >  
    <TextView  
        android:layout_width="fill_parent"  
        android:layout_height="wrap_content"  
        android:text="@string/hello"  
    />  
</LinearLayout>
```





Android 예제 프로그램 구조 (6)

❖ Welcome\res\values 폴더

◆ String.xml

```
<?xml version="1.0" encoding="utf-8" ?>
- <resources>
    <string name="hello">Hello World, Welcome!</string>
    <string name="app_name">Welcome</string>
</resources>
```

❖ Welcome\src\com\inhatec\welcome 폴더

📄 Welcome.java





Android 예제 프로그램 구조 (7)

❖ Welcome 폴더

◆ AndroidManifest.xml

- 애플리케이션을 구성하는 기본요소인 Activity, Service, Content Provider, Intents, Broadcast Receiver, Notifications를 정의하고 그 메타데이터를 제공하는 XML 문서 파일

```
<?xml version="1.0" encoding="utf-8" ?>
- <manifest xmlns:android="http://schemas.android.com/apk/res/android"
  package="com.inhatc.welcome" android:versionCode="1" android:versionName="1.0">
- <application android:icon="@drawable/icon" android:label="@string/app_name">
- <activity android:name=".Welcome" android:label="@string/app_name">
  - <intent-filter>
    <action android:name="android.intent.action.MAIN" />
    <category android:name="android.intent.category.LAUNCHER" />
  </intent-filter>
</activity>
</application>
<uses-sdk android:minSdkVersion="6" />
</manifest>
```





Android 예제 프로그램 구조 (8)

❖ Welcome 폴더

◆ Default.properties

```
*default.properties X
# This file is automatically generated by Android Tools.
# Do not modify this file -- YOUR CHANGES WILL BE ERASED!
#
# This file must be checked in Version Control Systems.
#
# To customize properties used by the Ant build system use,
# "build.properties", and override values to adapt the script to your
# project structure.
#
# Indicates whether an apk should be generated for each density.
split.density=false
# Project target.
target=android-6
```



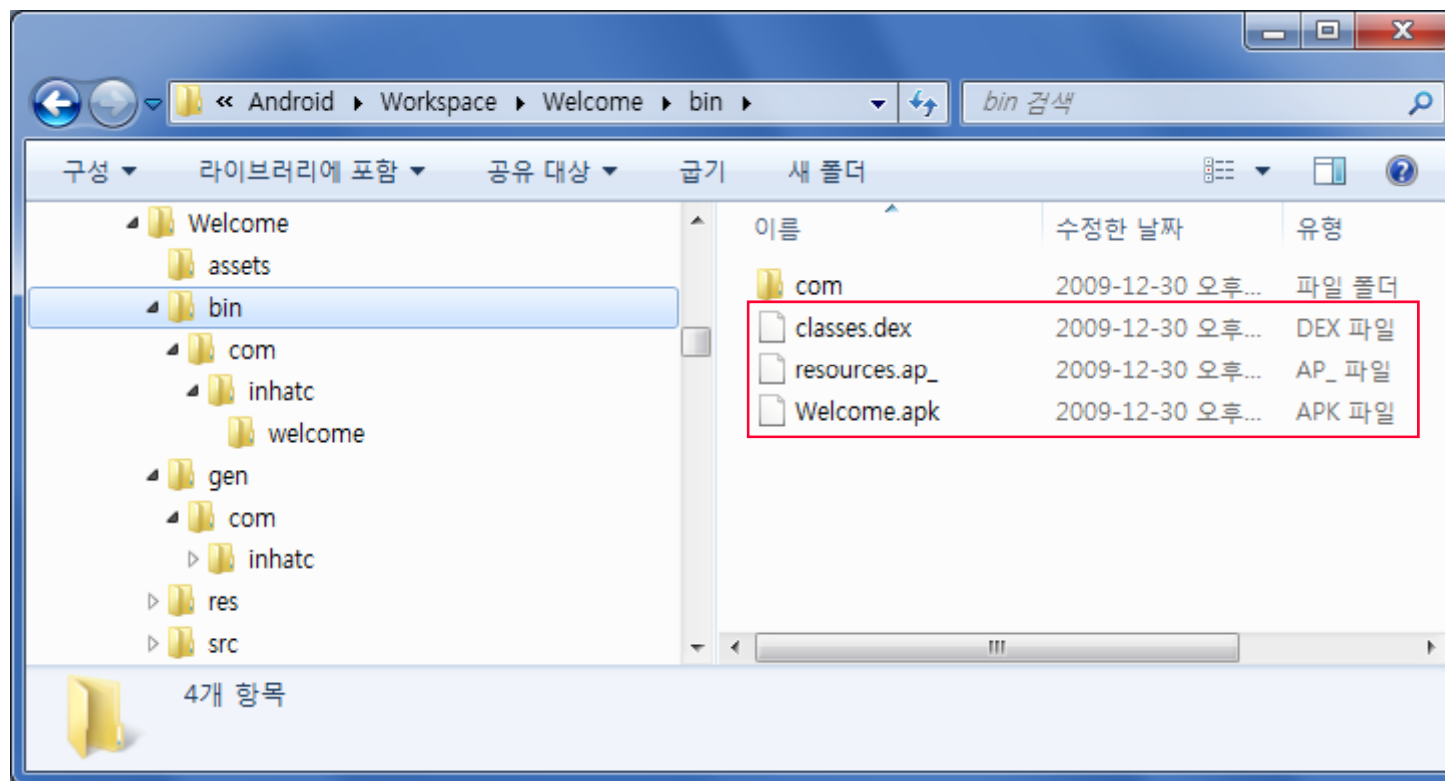


Android 예제 프로그램 구조 (9)

❖ /Welcome/bin 폴더

◆ Classes.dex 파일 생성

◆ Welcome.apk 파일 생성





Android 예제 프로그램 소스 분석 (1)

Welcome.java

The screenshot shows the source code of `Welcome.java` in an IDE. The code is as follows:

```
package com.inhatec.welcome;

import android.app.Activity;

public class Welcome extends Activity {
    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);
    }
}
```

Annotations in the code:

- A red arrow points from the `setContentView` method call to the `void android.app.Activity.setContentView(int layoutResID)` method signature in the tooltip.
- Green arrows point from the `setContentView` method call to the following labels: `field` (pointing to `R.layout.main`), `inner class` (pointing to `Activity` in the `extends` clause), and `class` (pointing to `Welcome`).

Tooltip content for `void android.app.Activity.setContentView(int layoutResID)`:

```
public void setContentView (int layoutResID)
Since: API Level 1

Set the activity content from a layout resource. The resource will be inflated, adding all top-level views to the activity.
```



Android 예제 프로그램 소스 분석 (2)

R.java

❖ 자동 생성 파일 (source code 수정 불가)

```
/* AUTO-GENERATED FILE. DO NOT MODIFY.

package com.inhatec.welcome;

public final class R {
    public static final class attr {
    }
    public static final class drawable {
        public static final int icon=0x7f020000;
    }
    public static final class layout {
        public static final int main=0x7f030000;
    }
    public static final class string {
        public static final int app_name=0x7f040001;
        public static final int hello=0x7f040000;
    }
}
```

inner class

/* \res\layout\main.xml */

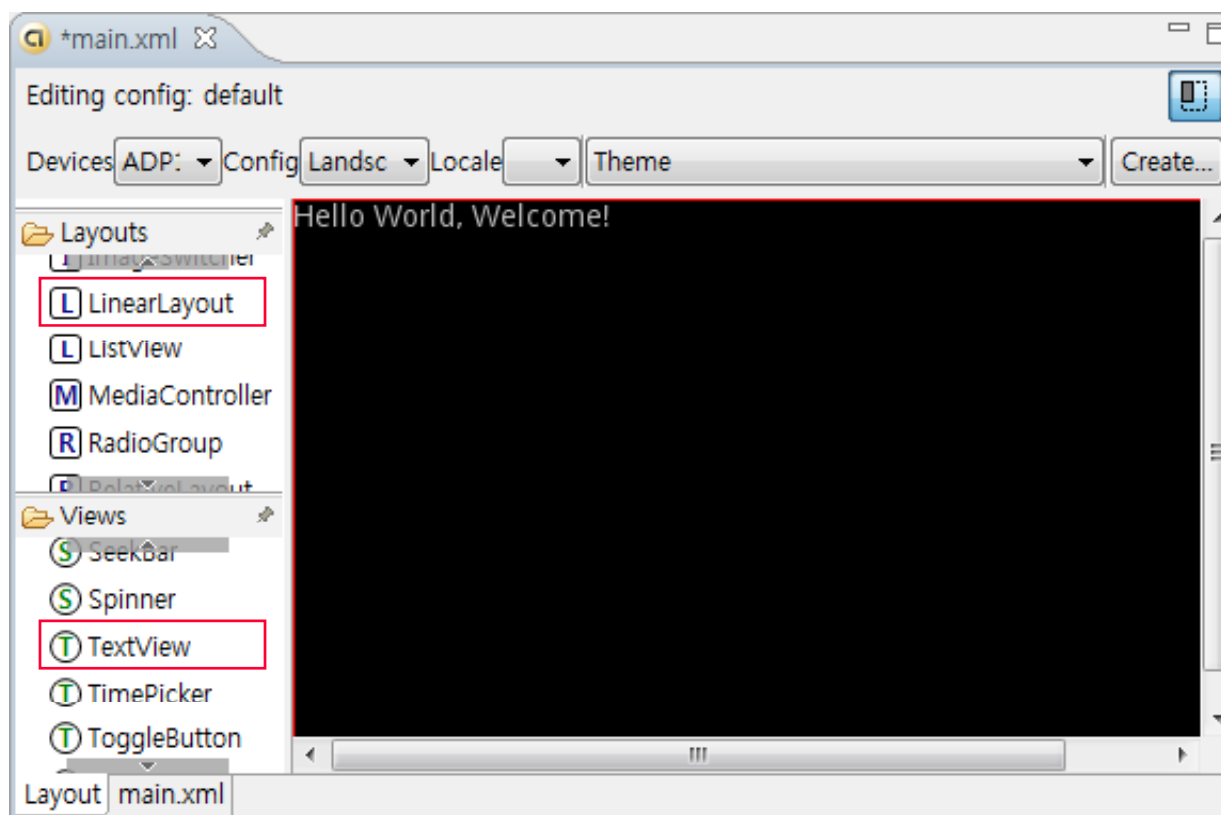


Android 예제 프로그램 소스 분석 (3)

■ Main.xml

❖ Layout

◆ Layouts / Views = LinearLayout / TextView





Android 예제 프로그램 소스 분석 (4)

■ Main.xml

❖ String 화면 출력 지정

```
*main.xml x
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    >
    <TextView
        android:layout_width="fill_parent"
        android:layout_height="wrap_content"
        android:text="@string/hello"
    />
</LinearLayout>
```





Android 예제 프로그램 소스 분석 (4)

■ Main.xml 구성 요소

❖ xmlns : android

◆ Namespace 선언부

❖ android : layout_width, android : layout_height

◆ View 영역의 크기(width, height) 선언

◆ fill_parent

- 상위 객체의 크기로 지정

◆ wrap_content

- 콘텐츠 전체가 보이는 최소 크기로 지정

❖ android : text

◆ TextView에 출력할 메시지 지정

◆ \res\values\strings.xml 파일

- hello attribute의 내용 출력





Android 예제 프로그램 소스 분석 (5)

■ String.xml

❖ resource





Android 예제 프로그램 소스 분석 (6)

■ String.xml

❖ String.xml

```
*strings.xml X
<?xml version="1.0" encoding="utf-8"?>
<resources>
  <string name="hello">Hello World, Welcome!</string>
  <string name="app_name">Welcome</string>
</resources>
```





Android 예제 프로그램 소스 분석 (7)

■ 예제 프로그램 실행 순서

Welcome.java

```
setContentView(R.layout.main);
```

R.java

```
public static final class layout {  
    → public static final int main=0x7f030000;  
}
```

Main.xml

```
<TextView  
    android:layout_width="fill_parent"  
    android:layout_height="wrap_content"  
    → android:text="@string/hello"  
/>
```

String.xml

```
<resources>  
    → <string name="hello">Hello World, Welcome!</string>  
    <string name="app_name">Welcome</string>  
</resources>
```



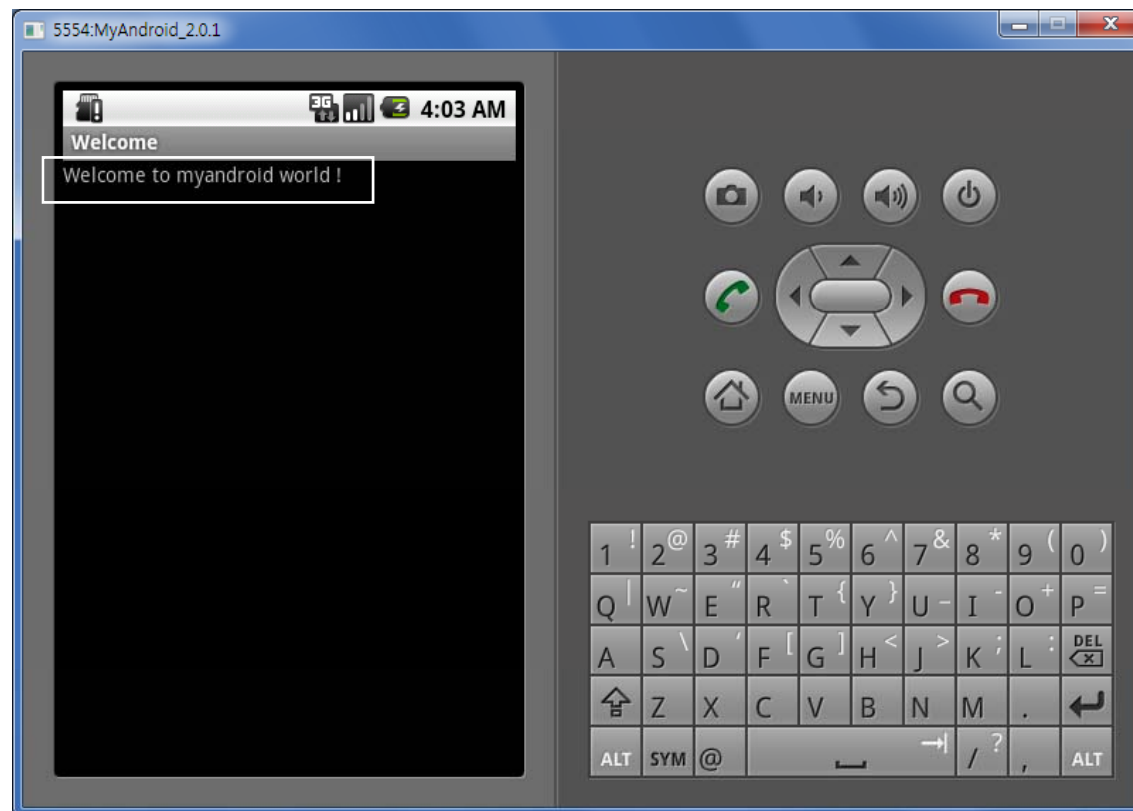


실습 1 : Android 예제 프로그램 (1)

■ Android 2.0.1 기반 예제 프로그램 (실습 시간 : 20분)

❖ Project Name: Welcome

◆ 아래 그림과 같이 “Welcome to myandroid world !” 문자열이 출력되도록 예제 프로그램을 수정하십시오.

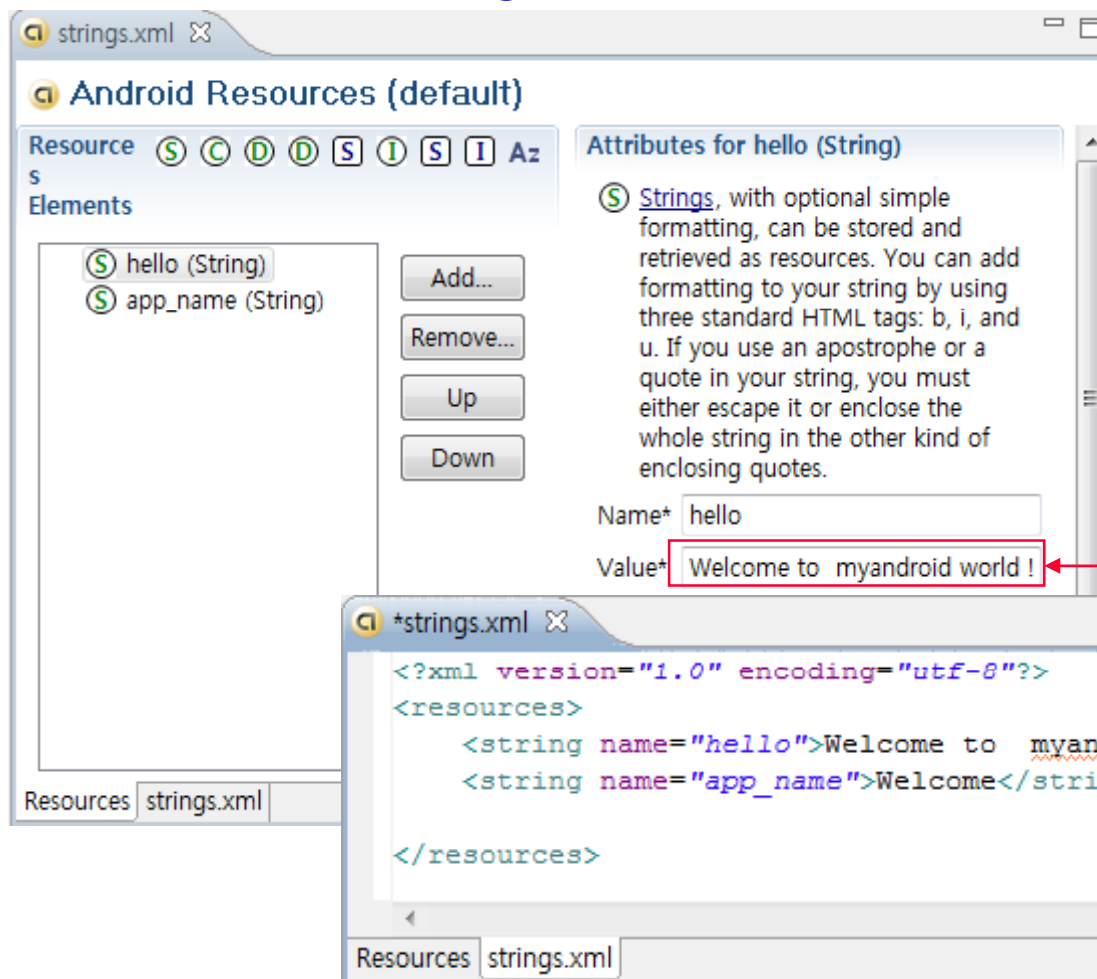




실습 1 : Android 예제 프로그램 (2)

■ Solution

❖ \res\values\String.xml 파일 수정 후 실행



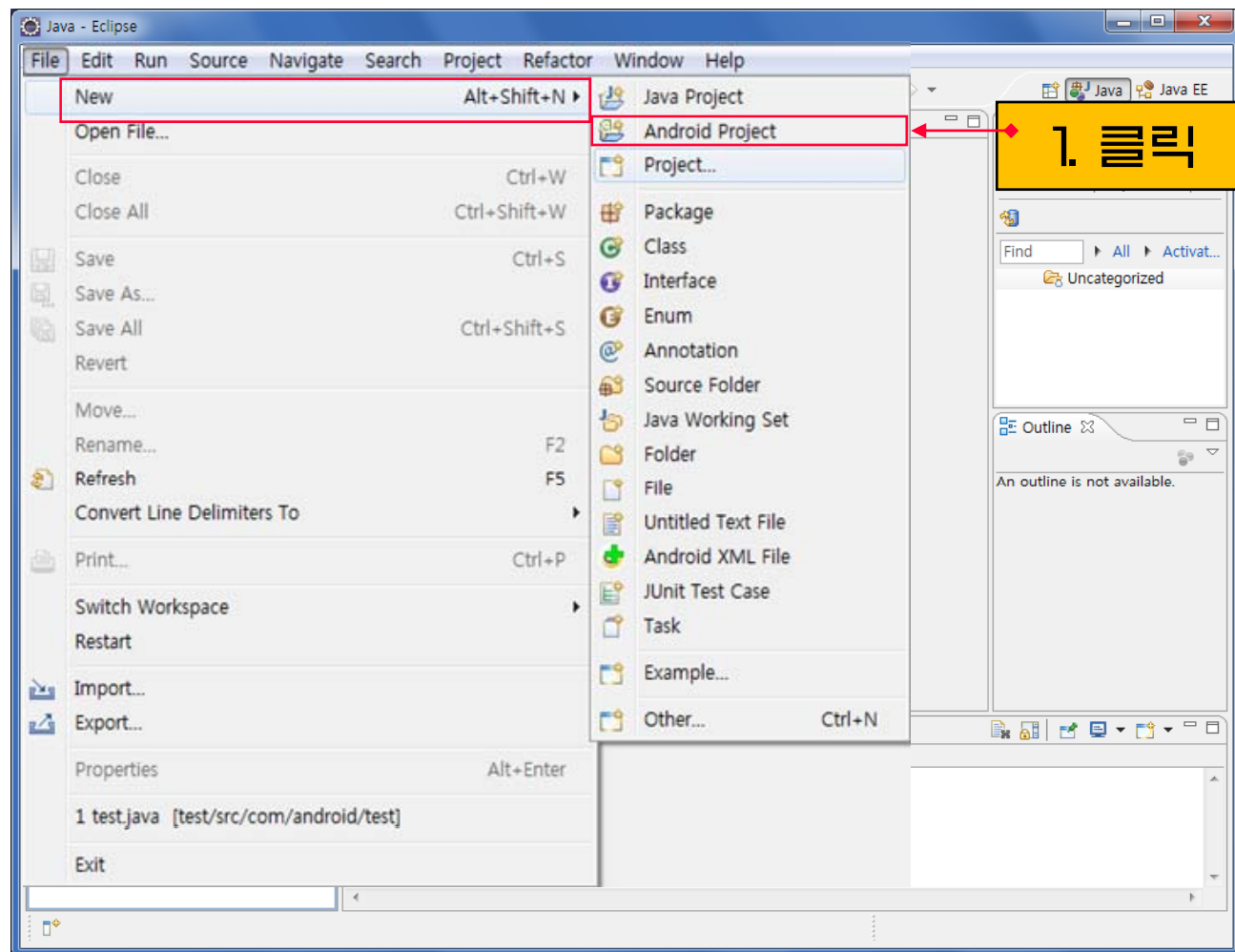
Value 수정



TextView 구현 (1)

■ Android 프로젝트 생성

❖ 프로젝트 명 : Android_TextView





TextView 구현 (2)

New Android Project

Creates a new Android Project resource.

Project name:

Contents

☒ Create new project in workspace
☐ Create project from existing source
☒ Use default location

Location:

☐ Create project from existing sample

Samples:

Build Target

Target Name	Vendor	Platform	API ...
<input type="checkbox"/> Android 1.1	Android Open Source Project	1.1	2
<input type="checkbox"/> Android 1.5	Android Open Source Project	1.5	3
<input type="checkbox"/> Android 1.6	Android Open Source Project	1.6	4
<input type="checkbox"/> Android 2.0	Android Open Source Project	2.0	5
<input checked="" type="checkbox"/> Android 2.0.1	Android Open Source Project	2.0.1	6
<input type="checkbox"/> Google APIs	Google Inc.	1.5	3
<input type="checkbox"/> Google APIs	Google Inc.	1.6	4
<input type="checkbox"/> Google APIs	Google Inc.		
<input type="checkbox"/> Google APIs	Google Inc.		

Standard Android platform 2.0.1

Properties

Application name:

Package name:

☒ Create Activity:

Min SDK Version:

2. Android_TextView 입력

3. 클릭

4. Android_TextView 입력

5. com.inhatec.android_TextView 입력

6. Android_TextView 입력

7. 클릭

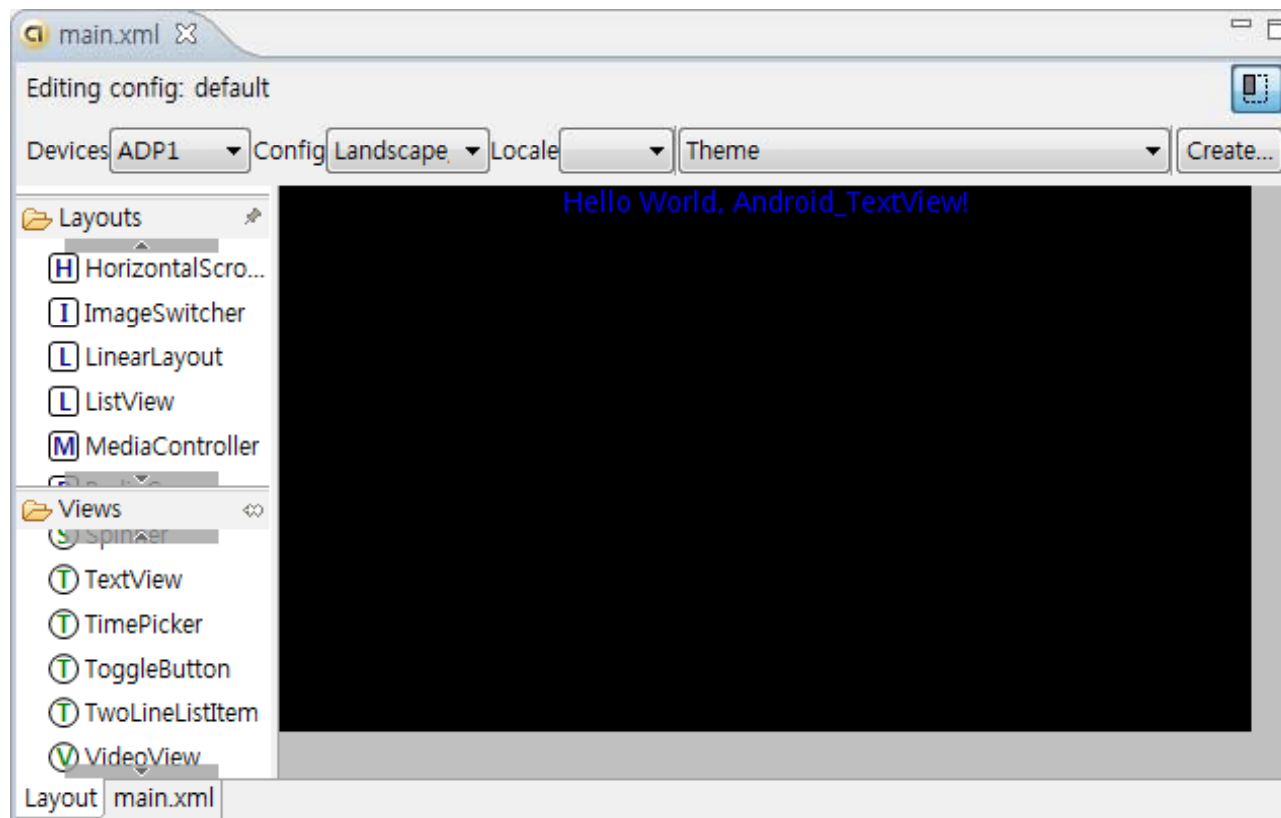




TextView 구현 (3)

■ UI 설계

컨트롤	속성 지정
TextView	<ul style="list-style-type: none">• gravity : Center• textColor : #0000FF

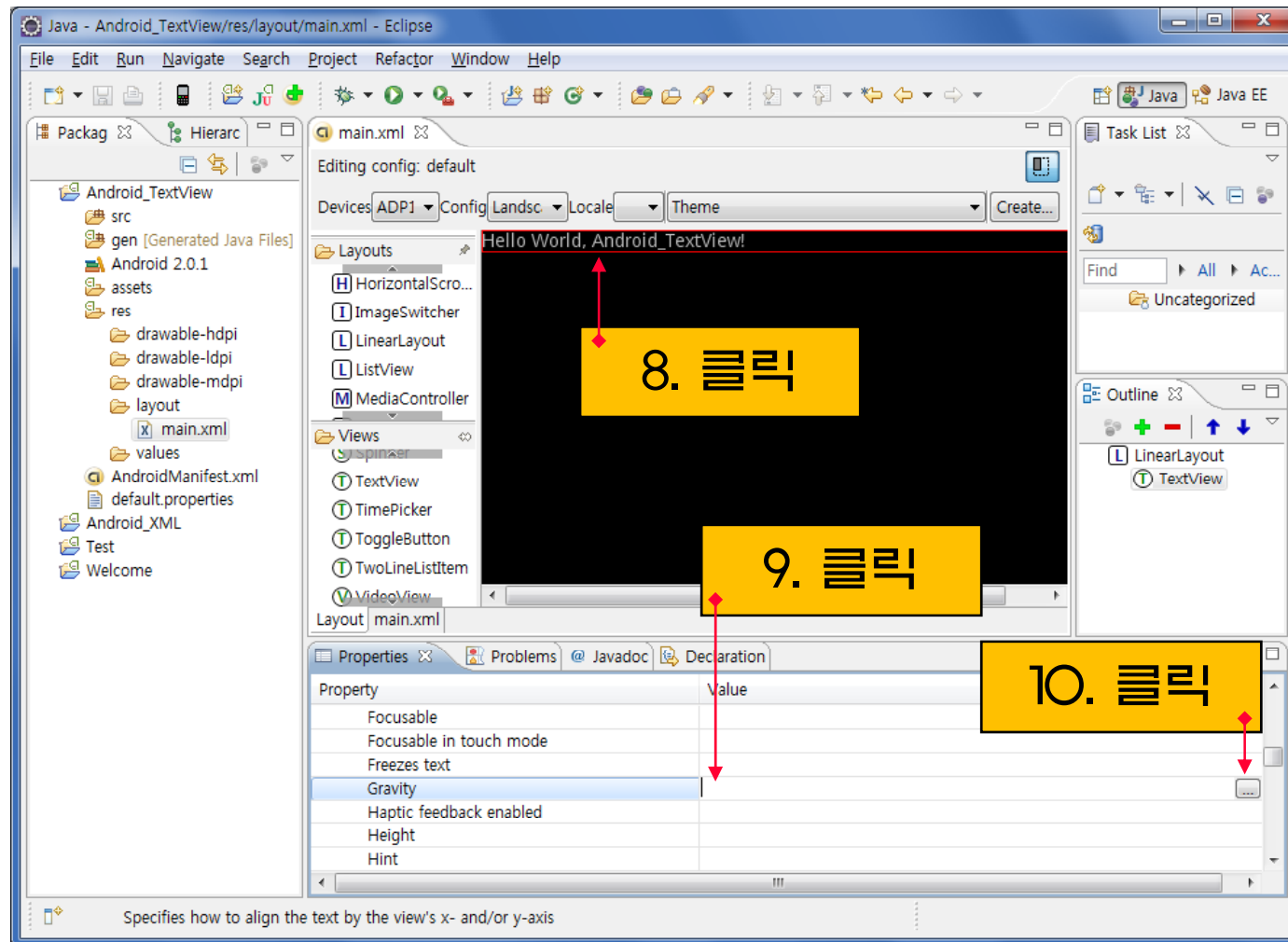




TextView 구현 (4)

Linear Layouts

❖ TextView 속성 지정

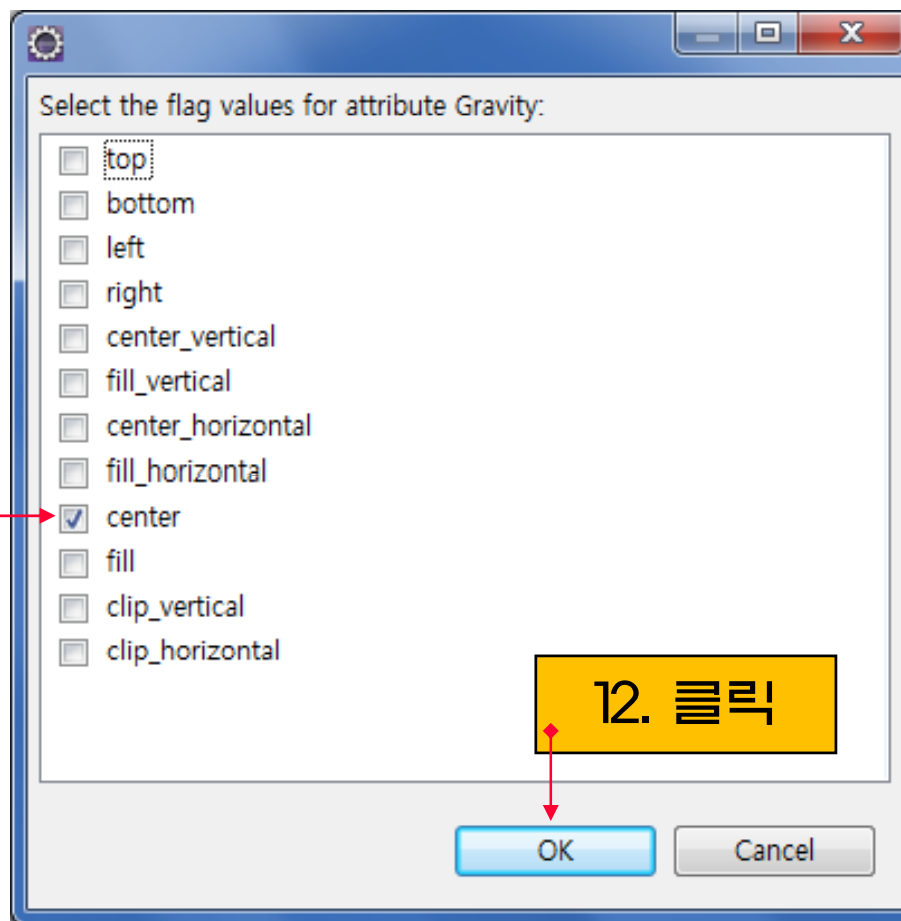




TextView 구현 (5)

❖ Gravity 속성

◆ center 지정



11. 클릭

12. 클릭





TextView 구현 (6)

❖ Text Color 속성

◆ Blue : #0000FF 입력

Java - Android_TextView/res/layout/main.xml - Eclipse

File Edit Run Navigate Search Project Refactor Window Help

Editing config: default

Devices: ADP1 Config: Landsc Locale: Theme: Create...

Layouts:

- HorizontalScro...
- ImageSwitcher
- LinearLayout
- ListView
- MediaController

Views:

- Spinner
- TextView
- TimePicker
- ToggleButton
- TwoLineListItem
- VideoView

Properties:

Property	Value
Text appearance	
Text color	#0000FF
Text color highlight	
Text color hint	
Text color link	
Text scale X	
Text size	

Task List: Find All Ac... Uncategorized

LinearLayout

TextView

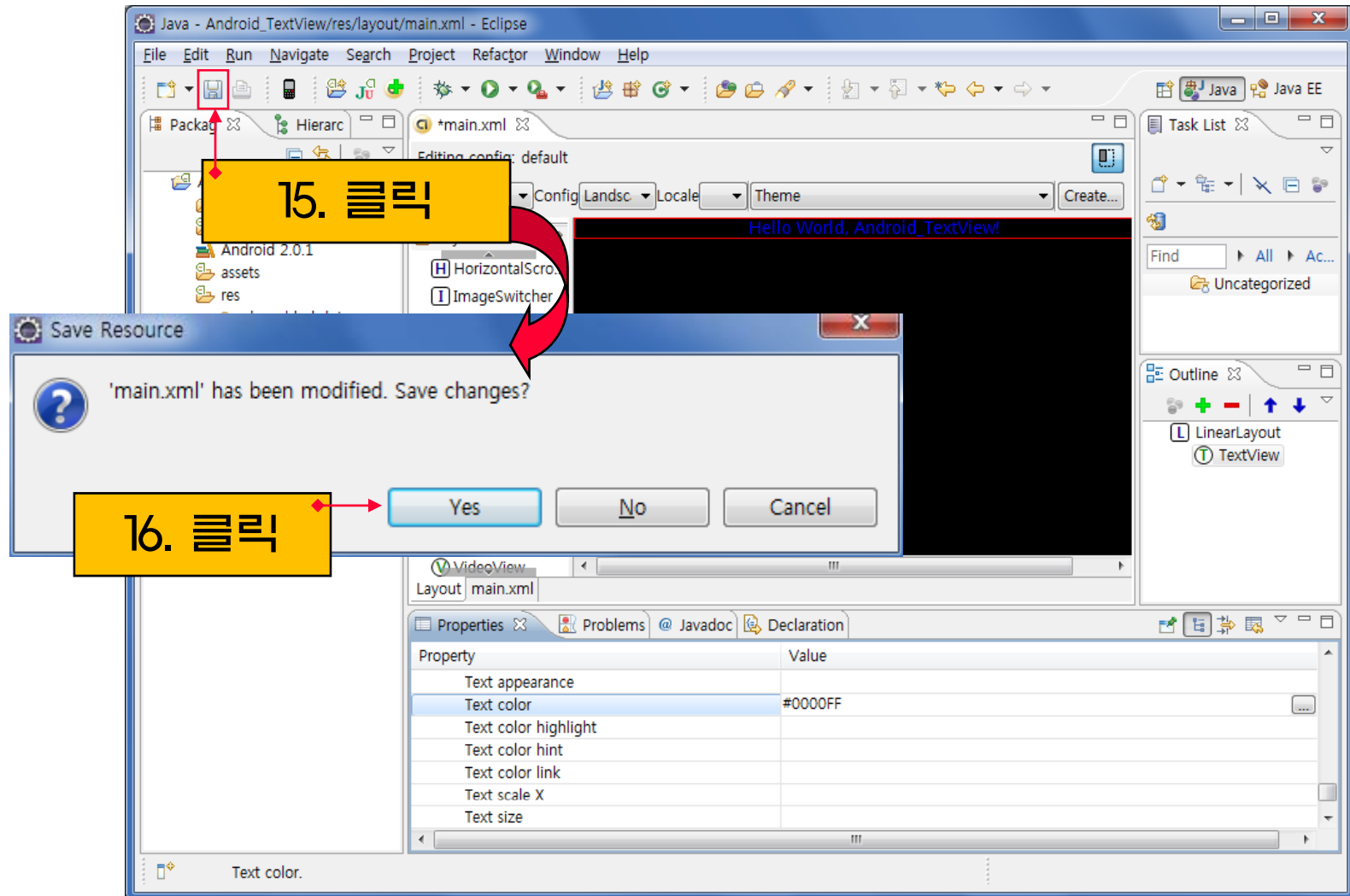
14. 색 변환 확인

13. #0000FF 입력



TextView 구현 (7)

❖ Main.xml 저장





TextView 구현 (8)

❖ Main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    >
    <TextView
        android:layout_width="fill_parent"
        android:layout_height="wrap_content"
        android:text="@string/hello"
        android:gravity="center"
        android:textColor="#0000FF"/>
    </LinearLayout>
```

18. XML code 추가 확인

17. 클릭

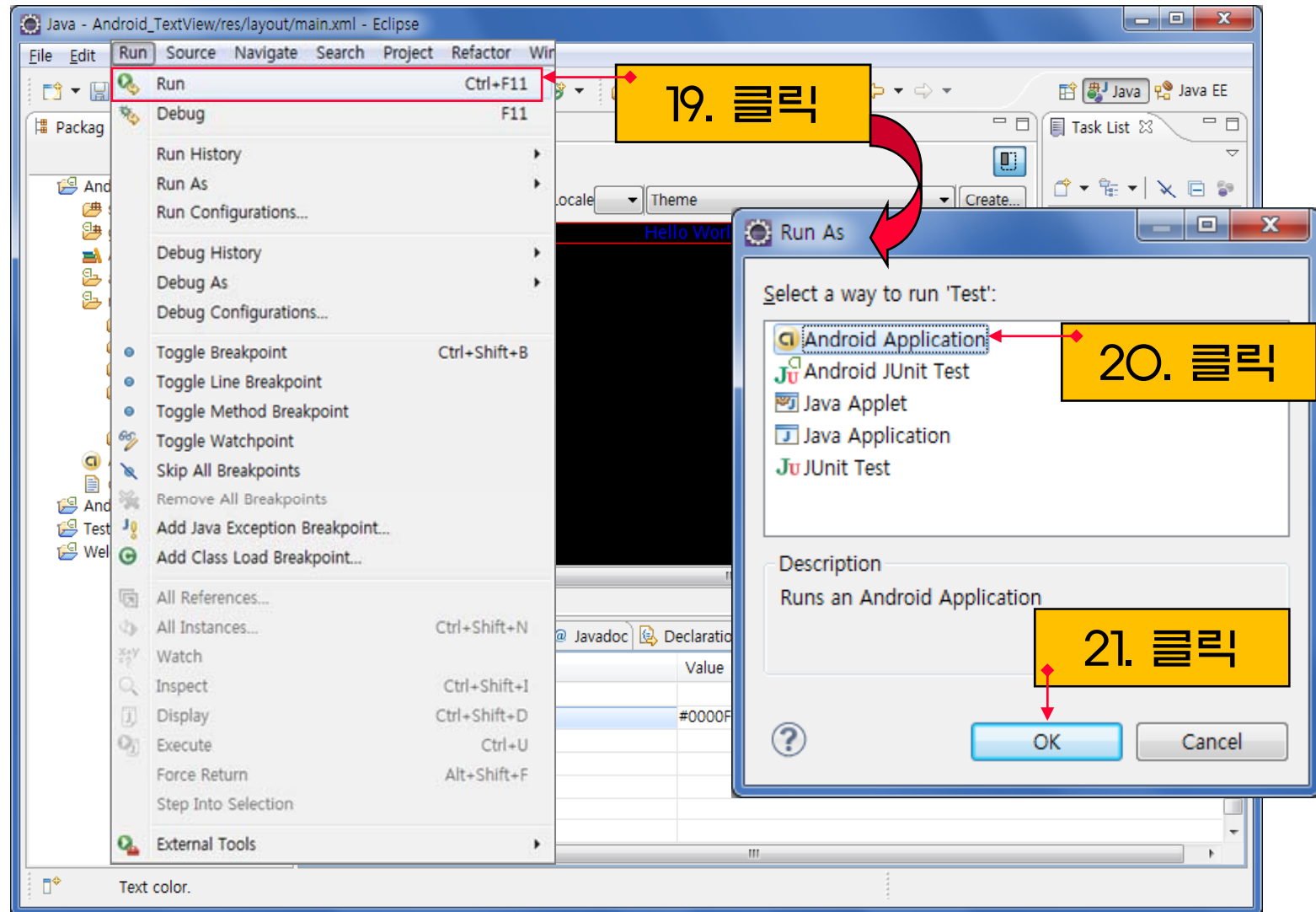
Property	value
Text appearance	
Text color	#0000FF
Text color highlight	
Text color hint	
Text color link	
Text scale X	
Text size	

Text color.



TextView 구현 (9)

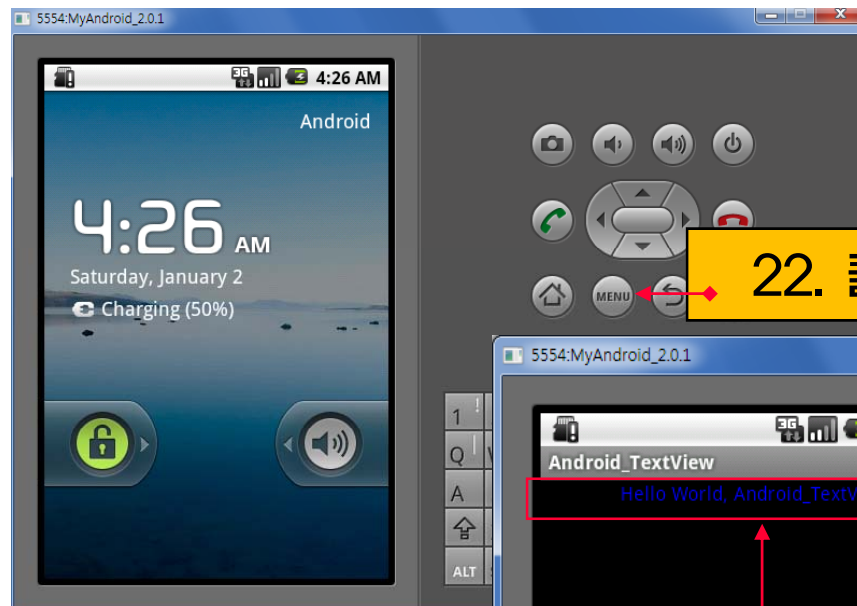
❖ Android 프로젝트 실행



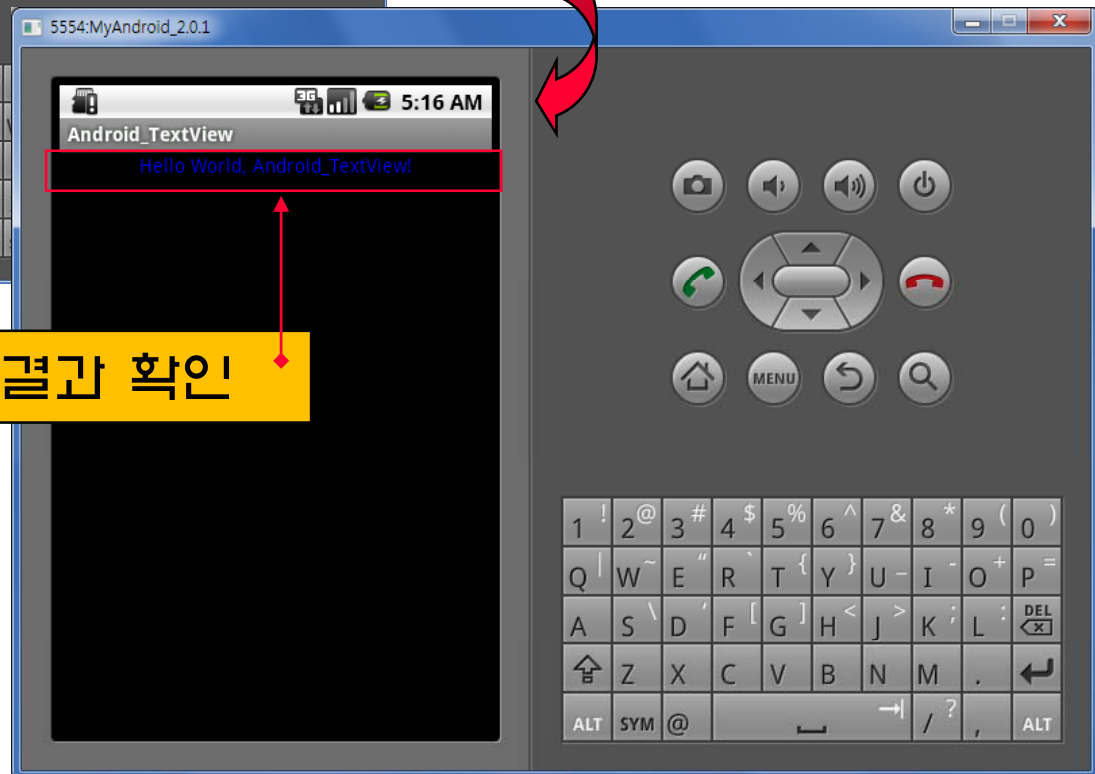


TextView 구현 (10)

실행 결과



22. 클릭



23. 결과 확인





TextView Code로 구현 (1)

■ Android_TextView.Java

```
*Android_TextView.java X
package com.inhatc.android_TextView;

import android.app.Activity;
import android.os.Bundle;

public class Android_TextView extends Activity {
    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        //setContentView(R.layout.main);

        TextView objTV = new TextView(this);
        objTV.setText("20100001, 홍길동");
        setContentView(objTV);
    }
}
```

1. Coding





TextView Code로 구현 (2)

❖ `import android.widget.TextView;`

```
*Android_TextView.java X
package com.inhatec.android_TextView;

import android.app.Activity;
import android.os.Bundle;

public class Android_TextView extends Activity {
    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        // setContentView(R.layout.main);

        TextView objTV = new TextView(this);
        objTV.setText("20100001 홍길동");
        setContentView(objTV);
    }
}
```

2. 클릭

3. [Ctrl + Shift + O] key 누름

TextView cannot be resolved to a type

8 quick fixes available:

- Import 'TextView' (android.widget)
- Create class 'TextView'
- Create interface 'TextView'
- Change to 'Text' (org.w3c.dom)
- Create enum 'TextView'
- Add type parameter 'TextView' to 'Android_TextView'
- Add type parameter 'TextView' to 'onCreate(Bundle)'
- Fix project setup...

Press 'F2' for focus



TextView Code로 구현 (3)

❖ import android.widget.TextView 결과 화면

```
*Android_TextView.java X

import android.app.Activity;
import android.os.Bundle;
import android.widget.TextView;

public class Android_TextView extends Activity {
    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        //setContentView(R.layout.main);

        TextView objTV = new TextView(this);
        objTV.setText("20100001, 홍길동");
        setContentView(objTV);
    }
}
```

4. Import 결과





TextView 구현 Code로 (4)

❖ Android 프로젝트 실행

The screenshot shows the Eclipse IDE interface. The 'Run' menu is open, and the 'Run As' option is selected. A yellow box with the text '5. 클릭' (Click) points to the 'Run' menu item. The 'Run As' dialog box is open, showing the 'Select a way to run 'Test':' list. A yellow box with the text '6. 클릭' (Click) points to the 'Android Application' option. The 'Description' section shows 'Runs an Android Application'. A yellow box with the text '7. 클릭' (Click) points to the 'OK' button.

5. 클릭

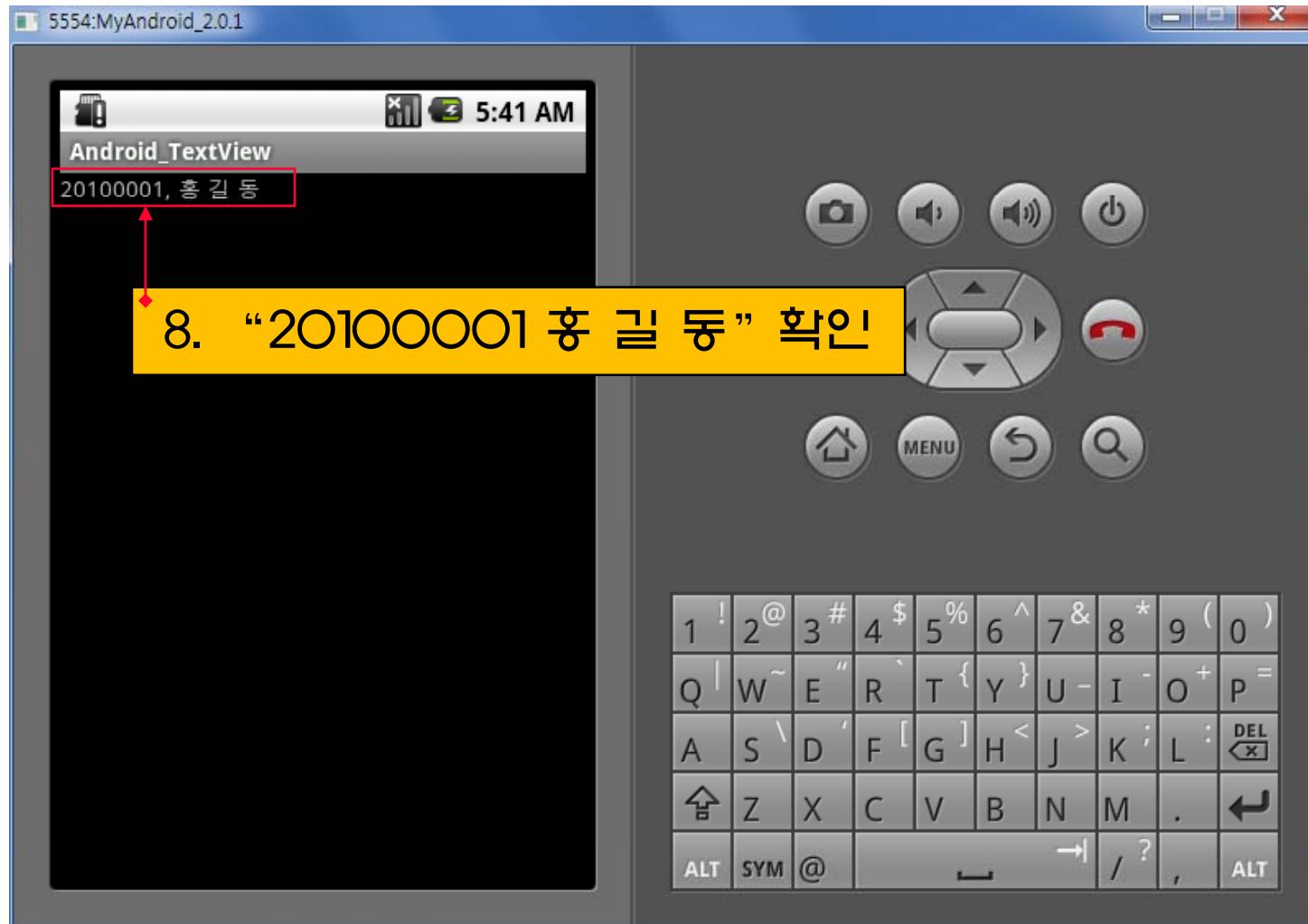
6. 클릭

7. 클릭



TextView Code로 구현 (5)

❖ 실행 결과



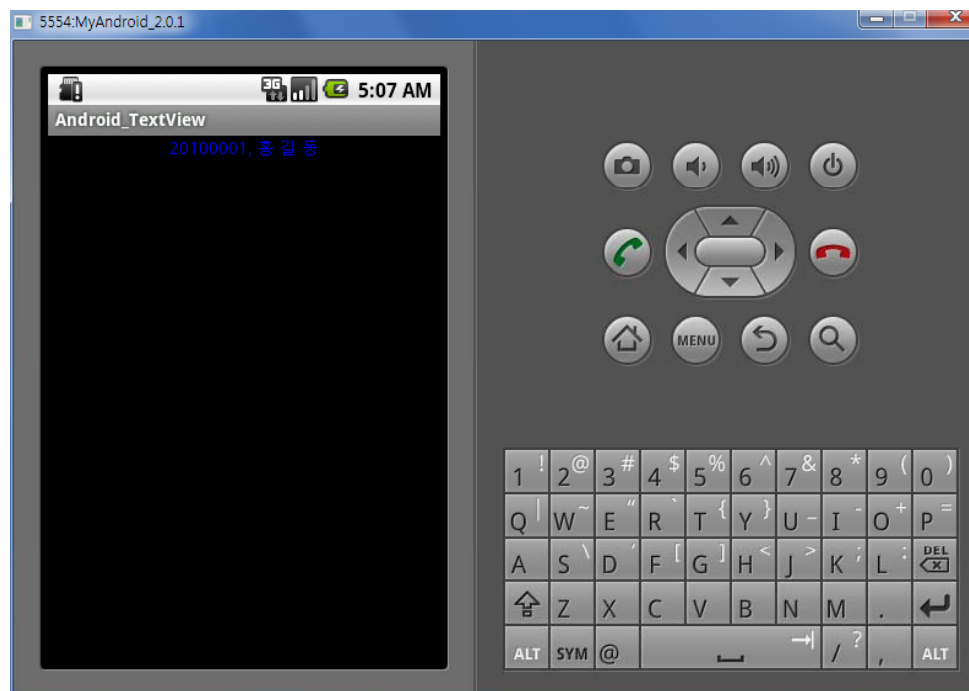


실습 2 : TextView Code로 속성 지정 (1)

■ Android_TextView 프로젝트 (실습 시간 : 20분)

❖ 아래 그림과 같이 TextView의 속성을 code로 지정하시오.

컨트롤	속성 지정
TextView	<ul style="list-style-type: none">• gravity : Center• textColor : #0000FF





실습 2 : TextView Code로 속성 지정 (2)

■ gravity

android:gravity

Since: API Level

Specifies how to align the text by the view's x- and/or y-axis when the text is smaller than the view.

Must be one or more (separated by '|') of the following constant values.

Constant	Value	Description
<code>top</code>	0x30	Push object to the top of its container, not changing its size.
<code>bottom</code>	0x50	Push object to the bottom of its container, not changing its size.
<code>left</code>	0x03	Push object to the left of its container, not changing its size.
<code>right</code>	0x05	Push object to the right of its container, not changing its size.
<code>center_vertical</code>	0x10	Place object in the vertical center of its container, not changing its size.
<code>fill_vertical</code>	0x70	Grow the vertical size of the object if needed so it completely fills its container.
<code>center_horizontal</code>	0x01	Place object in the horizontal center of its container, not changing its size.
<code>fill_horizontal</code>	0x07	Grow the horizontal size of the object if needed so it completely fills its container.
<code>center</code>	0x11	Place the object in the center of its container in both the vertical and horizontal axis, not changing its size.
<code>fill</code>	0x77	Grow the horizontal and vertical size of the object if needed so it completely fills its container.
<code>clip_vertical</code>	0x80	Additional option that can be set to have the top and/or bottom edges of the child clipped to its container's bounds. The clip will be based on the vertical gravity: a top gravity will clip the bottom edge, a bottom gravity will clip the top edge, and neither will clip both edges.
<code>clip_horizontal</code>	0x08	Additional option that can be set to have the left and/or right edges of the child clipped to its container's bounds. The clip will be based on the horizontal gravity: a left gravity will clip the right edge, a right gravity will clip the left edge, and neither will clip both edges.

This corresponds to the global attribute resource symbol [gravity](#).

Related Methods

[setGravity\(int\)](#)





실습 2 : TextView Code로 속성 지정 (3)

■ Solution

```
Android_TextView.java ✕  
  
package com.inhatc.android_TextView;  
  
import android.app.Activity;  
import android.graphics.Color;  
import android.os.Bundle;  
import android.widget.TextView;  
  
public class Android_TextView extends Activity {  
    /** Called when the activity is first created. */  
    @Override  
    public void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        //setContentView(R.layout.main);  
  
        TextView objTV = new TextView(this);  
        objTV.setText("20100001, 홍길동");  
        objTV.setTextColor(Color.BLUE);  
        objTV.setGravity(0x01);  
        setContentView(objTV);  
    }  
}
```

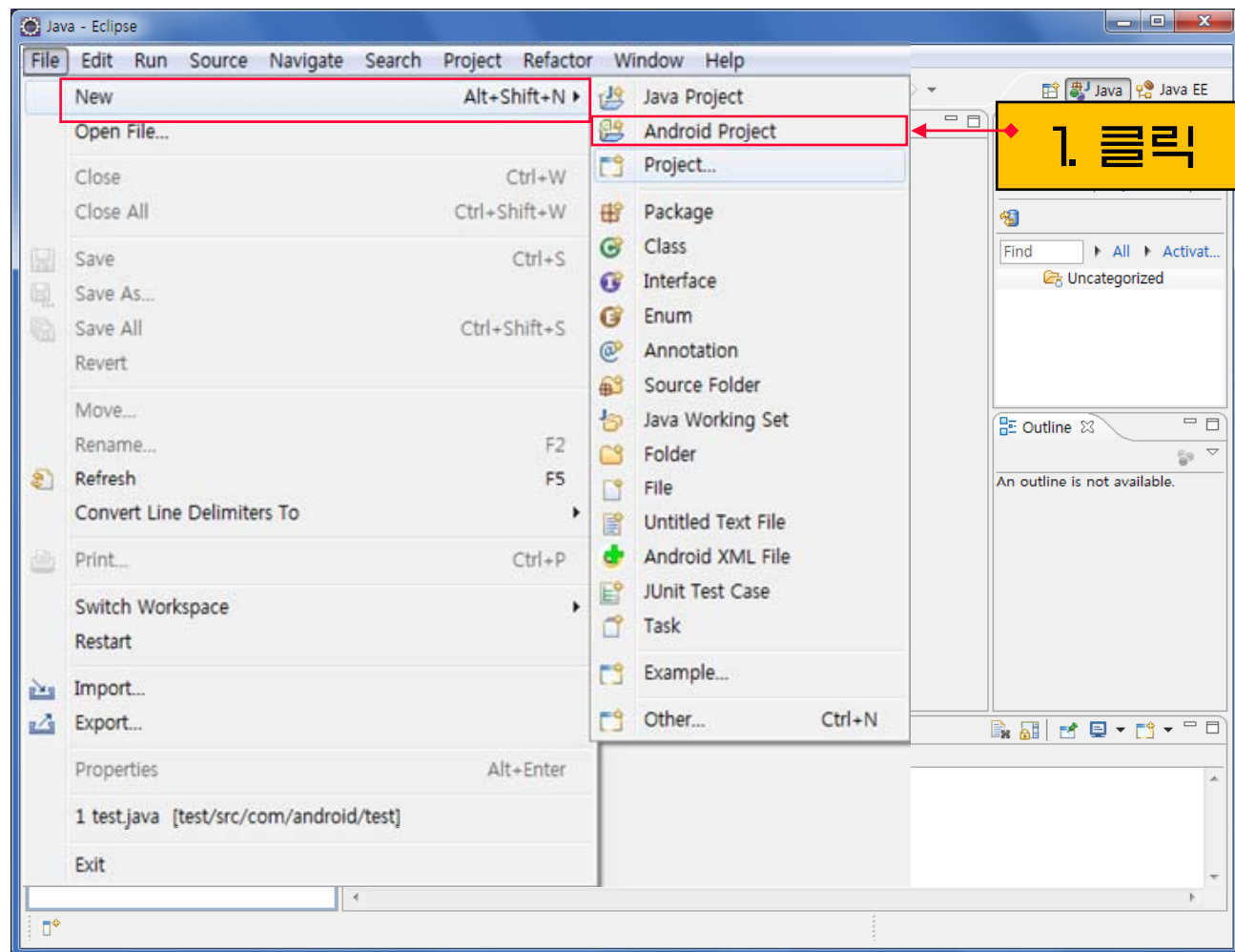
Coding



EditText 구현 (1)

■ Android 프로젝트 생성

❖ 프로젝트 명 : Android_EditText





EditText 구현 (2)

New Android Project

Creates a new Android Project resource.

Project name:

Contents

☒ Create new project in workspace
☐ Create project from existing source
☒ Use default location

Location:

☐ Create project from existing sample

Samples:

Build Target

Target Name	Vendor	Platform	API ...
<input type="checkbox"/> Android 1.1	Android Open Source Project	1.1	2
<input type="checkbox"/> Android 1.5	Android Open Source Project	1.5	3
<input type="checkbox"/> Android 1.6	Android Open Source Project	1.6	4
<input type="checkbox"/> Android 2.0	Android Open Source Project	2.0	5
<input checked="" type="checkbox"/> Android 2.0.1	Android Open Source Project	2.0.1	6
<input type="checkbox"/> Google APIs	Google Inc.	1.5	3
<input type="checkbox"/> Google APIs	Google Inc.	1.6	4
<input type="checkbox"/> Google APIs	Google Inc.		
<input type="checkbox"/> Google APIs	Google Inc.		

Standard Android platform 1.5

Properties

Application name:

Package name:

☒ Create Activity:

Min SDK Version:

2. Android_EditText 입력

3. 클릭

4. Android_EditText 입력

5. com.inhatec.android_EditText 입력

6. Android_EditText 입력

7. 클릭

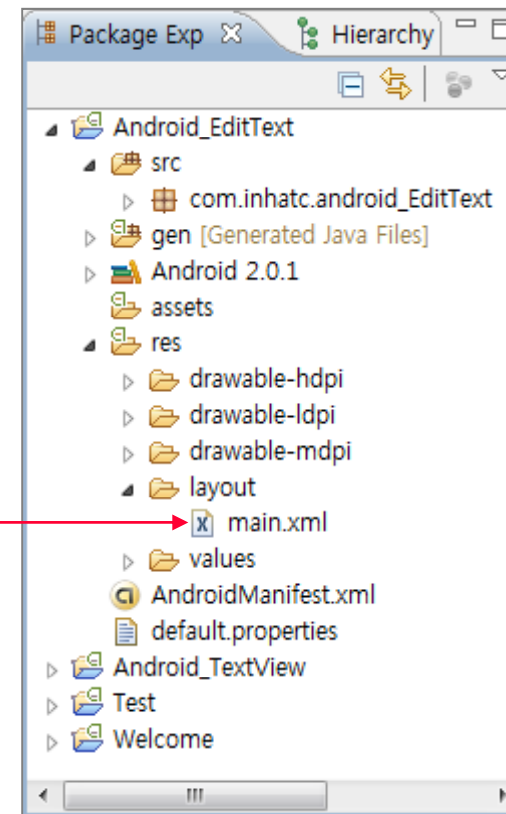




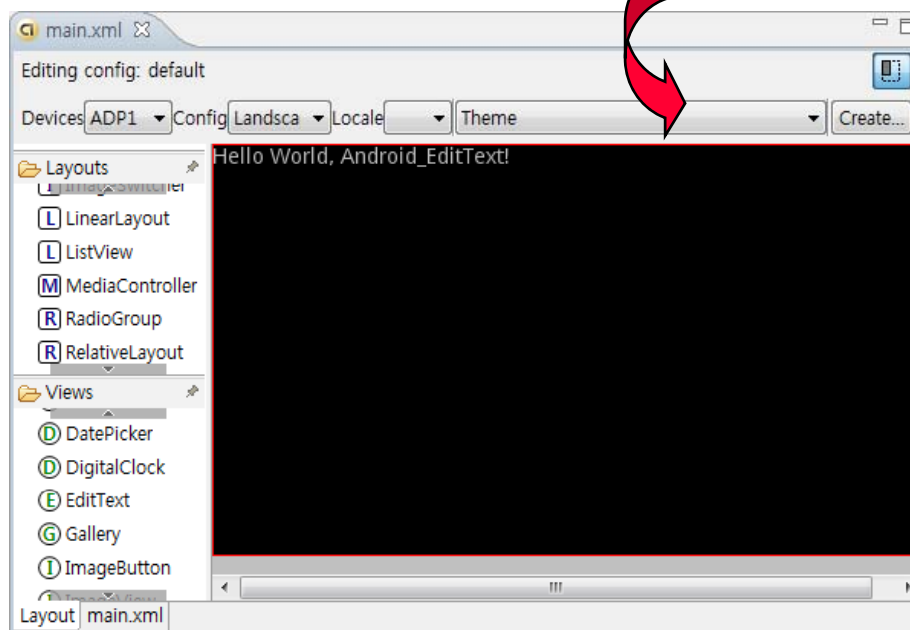
EditText 구현 (3)

■ XML 파일

❖ main.xml



8. 더블 클릭

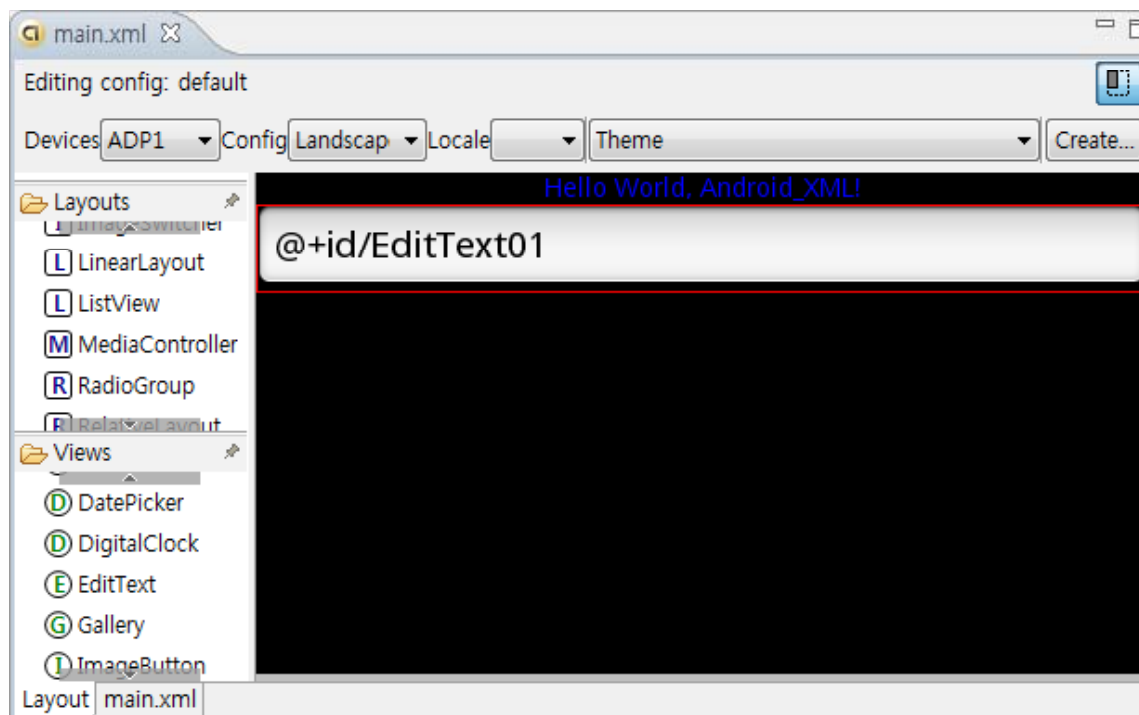




EditText 구현 (4)

■ UI 설계

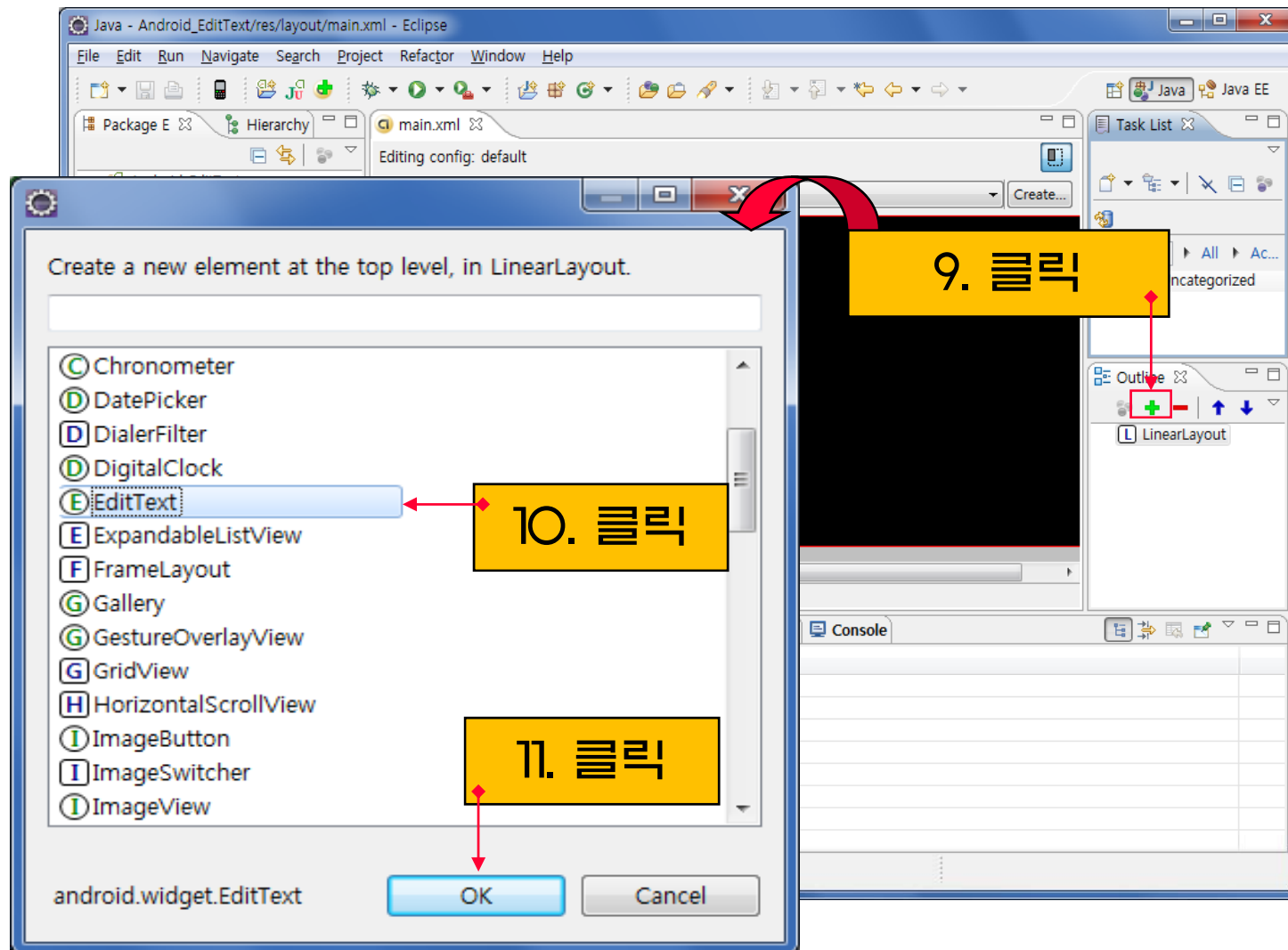
컨트롤	속성 지정
EditText	<ul style="list-style-type: none">• +id / EditText01• Editable : true• layout_width : fill_parent• layout_height : wrap_content





EditText 구현 (5)

❖ EditText 추가 및 속성 지정





EditText 구현 (6)

❖ EditText 속성

◆ Layout_width : fill_parent

12. EditText 추가 확인

13. fill_parent 선택

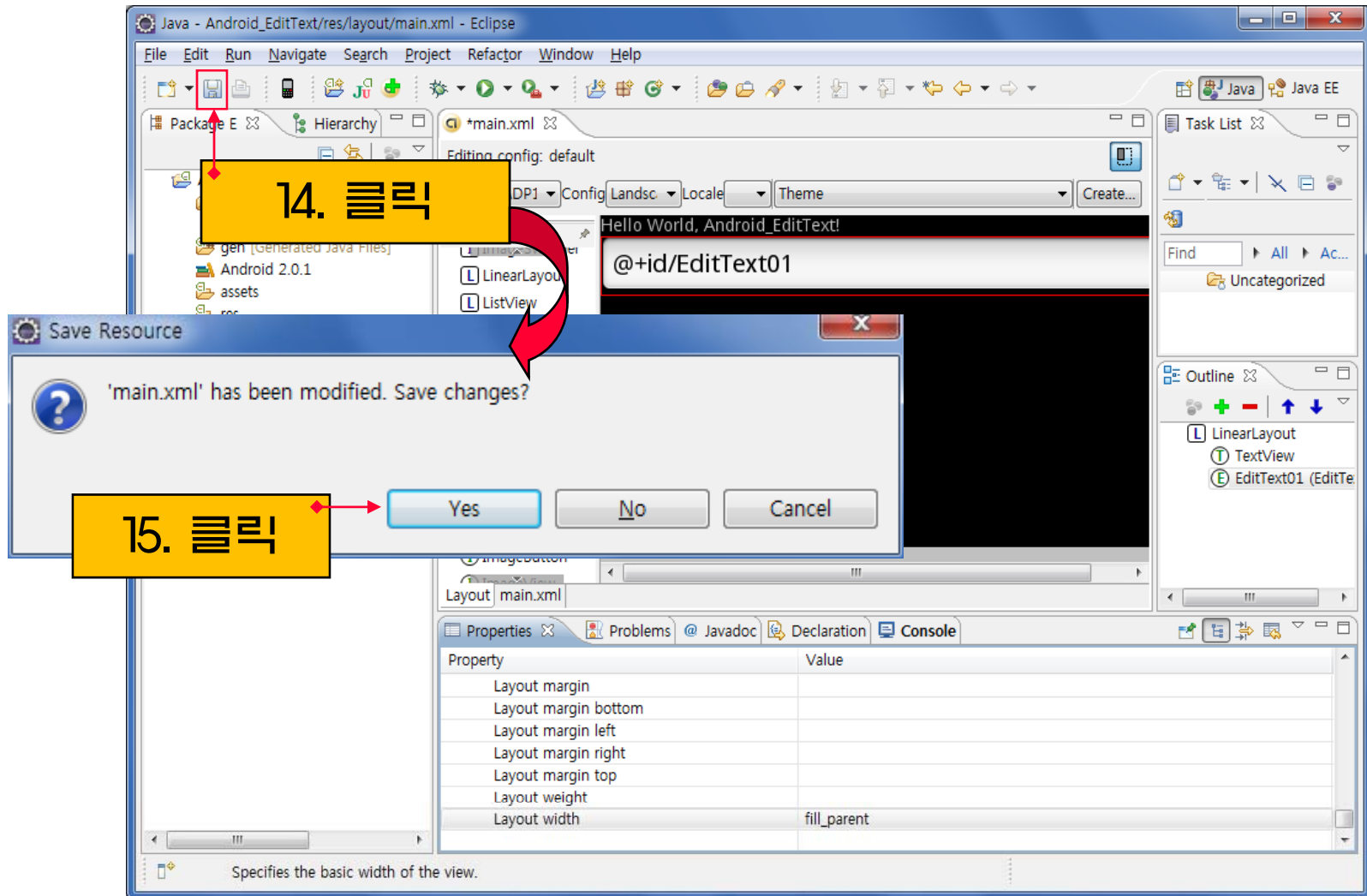
Property	Value
Layout margin	
Layout margin bottom	
Layout margin left	
Layout margin right	
Layout margin top	
Layout weight	
Layout width	fill_parent

Specifies the basic width of the view.



EditText 구현 (7)

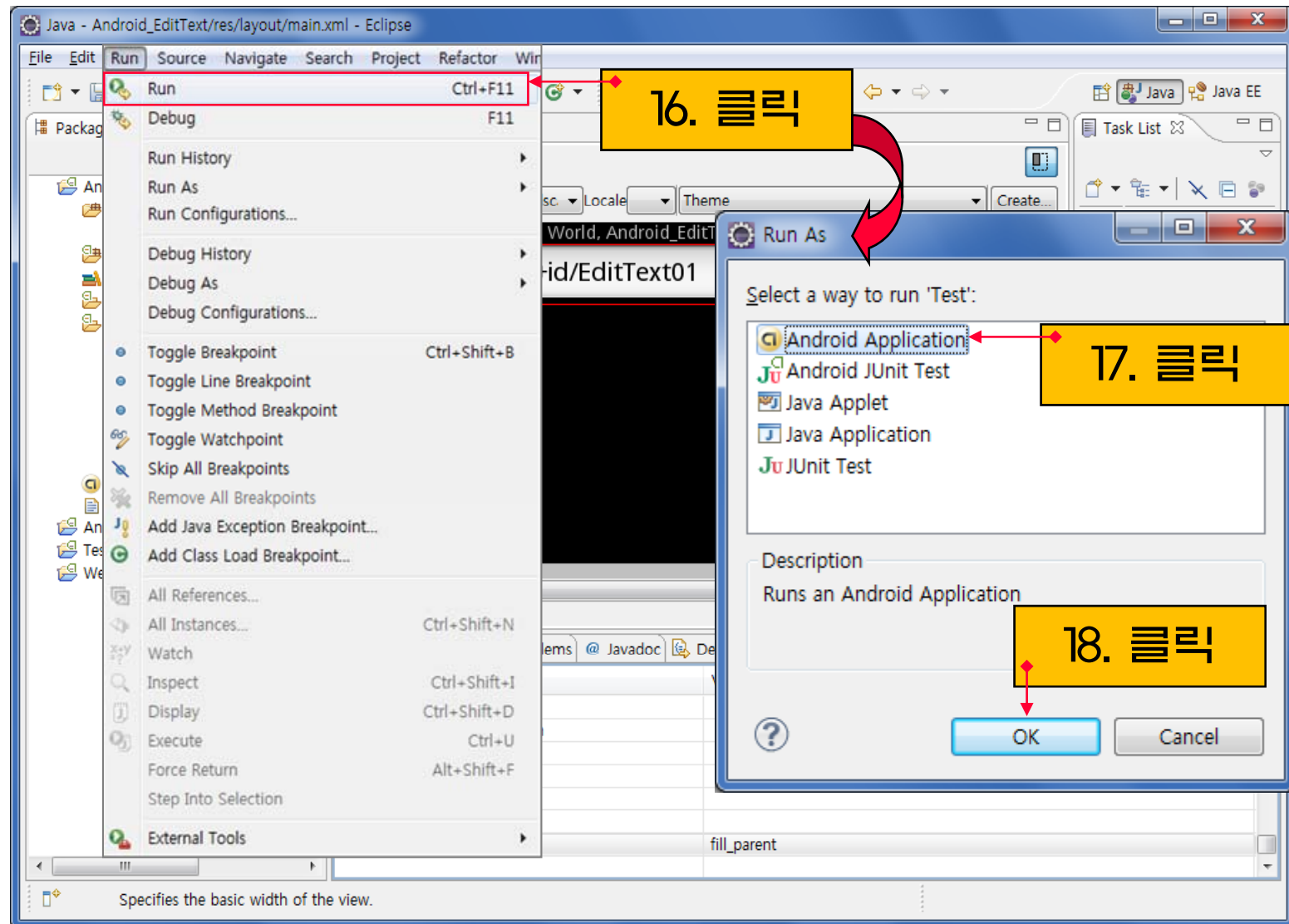
❖ Main.xml 저장





EditText 구현 (8)

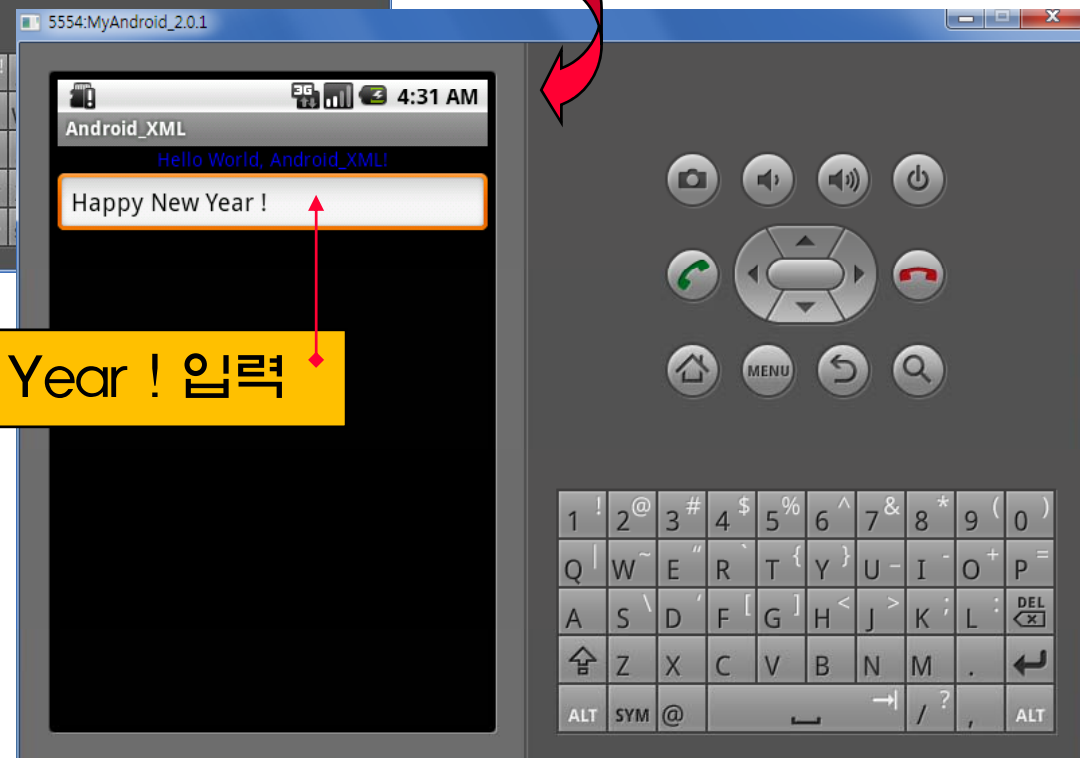
❖ Android 프로젝트 실행





EditText 구현 (9)

실행 결과





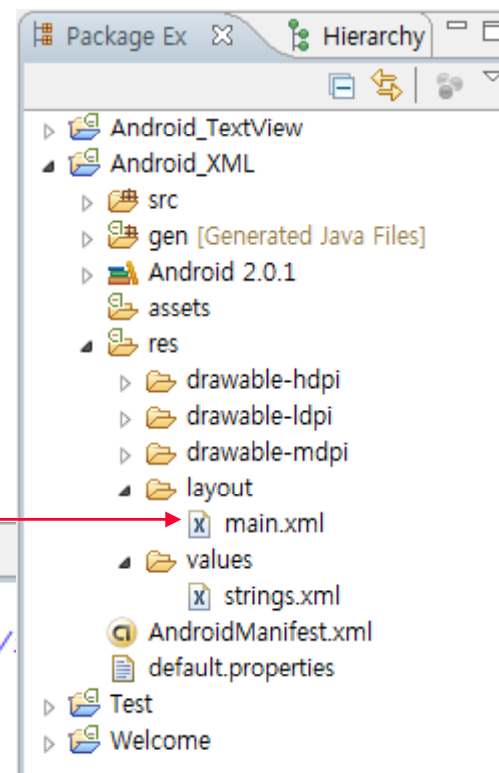
EditText 구현 (10)

XML 파일

❖ main.xml 직접 수정

21. 더블 클릭

```
*main.xml X
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/
    android:orientation="vertical"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    >
    <TextView
        android:layout_width="fill_parent"
        android:layout_height="wrap_content"
        android:text="@string/hello"
    />
</LinearLayout>
```





EditText 구현 (11)

❖ main.xml coding

```
*main.xml ✕  
<?xml version="1.0" encoding="utf-8"?>  
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"  
    android:orientation="vertical"  
    android:layout_width="fill_parent"  
    android:layout_height="fill_parent"  
    >  
    <TextView  
        android:layout_width="fill_parent"  
        android:layout_height="wrap_content"  
        android:text="@string/hello"  
        android:gravity="center"  
        android:textColor="#0000FF"/>  
    <EditText android:text="@+id/EditText01"  
        android:id="@+id/EditText01"  
        android:layout_height="wrap_content"  
        android:layout_width="fill_parent">  
    </EditText>  
</LinearLayout>
```

21. Coding





실습 3 : EditText Code로 구현 (1)

■ Android_EditText 프로젝트 (실습 시간 : 20분)

❖ 아래 그림과 같이 EditText를 code로 구현하시오.

◆ EditText에 “Merry Christmas !” 문자열 출력





실습 3 : EditText Code로 구현 (2)

■ Solution

❖ R.java

```
*R.java X
+/* AUTO-GENERATED FILE.  DO NOT MODIFY.

package com.inhatc.android_EditText;

public final class R {
    public static final class attr {
    }
    public static final class drawable {
        public static final int icon=0x7f020000;
    }
    public static final class id {
        public static final int EditText01=0x7f050000;
    }
    public static final class layout {
        public static final int main=0x7f030000;
    }
    public static final class string {
        public static final int app_name=0x7f040001;
        public static final int hello=0x7f040000;
    }
}
```

1. EditText Component 추가 확인





실습 3 : EditText Code로 구현 (3)

❖ Android_EditText.java

```
*Android_EditText.java X

package com.inhatc.android_EditText;

import android.app.Activity;
import android.graphics.Color;
import android.os.Bundle;
import android.widget.EditText;

public class Android_EditText extends Activity {
    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);

        EditText objET = (EditText)findViewById(R.id.EditText01);
        objET.setText("Merry Christmas !");
        objET.setTextColor(Color.BLUE);
        objET.setGravity(0x01);
    }
}
```

2. Coding



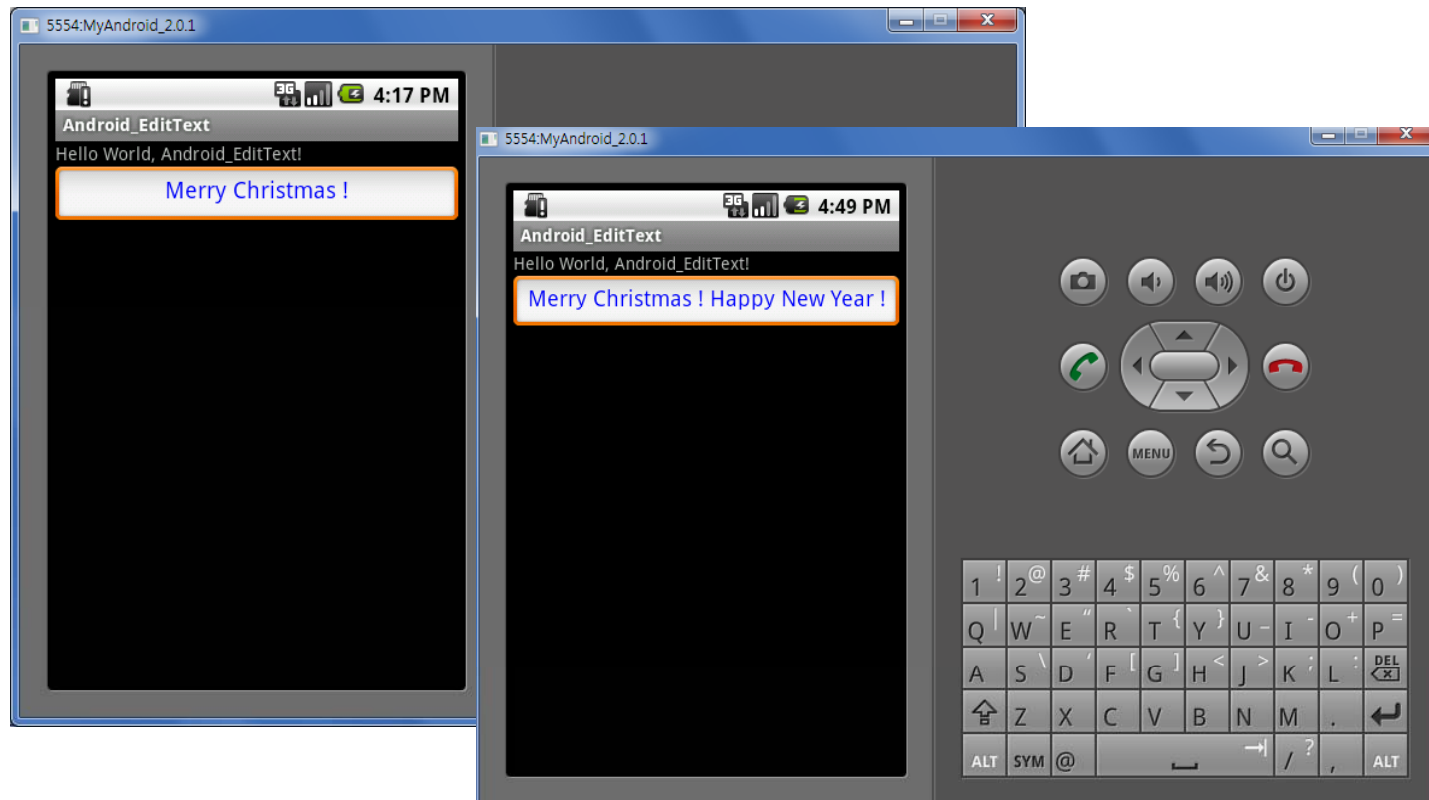
실습 4 : getText() method 활용 (1)

■ Android_EditText 프로젝트 (실습 시간 : 30분)

❖ 아래 그림과 같이 EditText를 code로 구현하시오.

◆ 단계 1 : EditText에 “Merry Christmas !” 문자열 출력

◆ 단계 2 “Merry Christmas !” + “Happy New Year !” 문자열 출력





실습 4 : getText() method 활용 (2)

❖ Android_EditText.java

```
*Android_EditText.java X
package com.inhatec.android_EditText;

import android.app.Activity;
import android.graphics.Color;
import android.os.Bundle;
import android.widget.EditText;

public class Android_EditText extends Activity {
    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);

        EditText objET = (EditText)findViewById(R.id.EditText01);
        objET.setText("Merry Christmas !");
        objET.setTextColor(Color.BLUE);
        objET.setGravity(0x01);
        String strData = objET.getText().toString();
        objET.setText(strData + " Happy New Year !");
    }
}
```

1. Coding





학습 요약

- Android 예제 프로그램
- Android 예제 프로그램 구조
- Android 예제 프로그램 Source Code 분석
- TextView 구현
- TextView Code로 구현
- EditText 구현
 - ❖ EditText Code로 구현
 - ❖ getText() 활용



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