CV5

Material Design

Material Design

- Android 5.0 (API 21)

- Unifikovaný design napříč platformami (mobil, web)

- Flat design

- Jednoduché ovládací a navigační prvky

RecyclerView

- chytré ListView

- Adapter (stejný jako u ListView)

- LayoutManager (jak se zobrazují data)

- ViewHolder (reprezentace položky)

- ItemDecoration, ItemAnimator

RecyclerView

```
layoutManager = LinearLayoutManager(this)
recycler.setLayoutManager(layoutManager)

adapter = MyAdapter(data)
recycler.setAdapter(adapter)



class MyAdapter
    : RecyclerView.Adapter<MyAdapter.ViewHolder> {
```

CoordinatorLayout

- super-powered layout

- fancy animace

- interakce

- AppBarLayout, CollapsingToolbarLayout

- Behaviors

CoordinatorLayout

SnackBar

https://developer.android.com/reference/android/support/design/widget/Snackbar.html
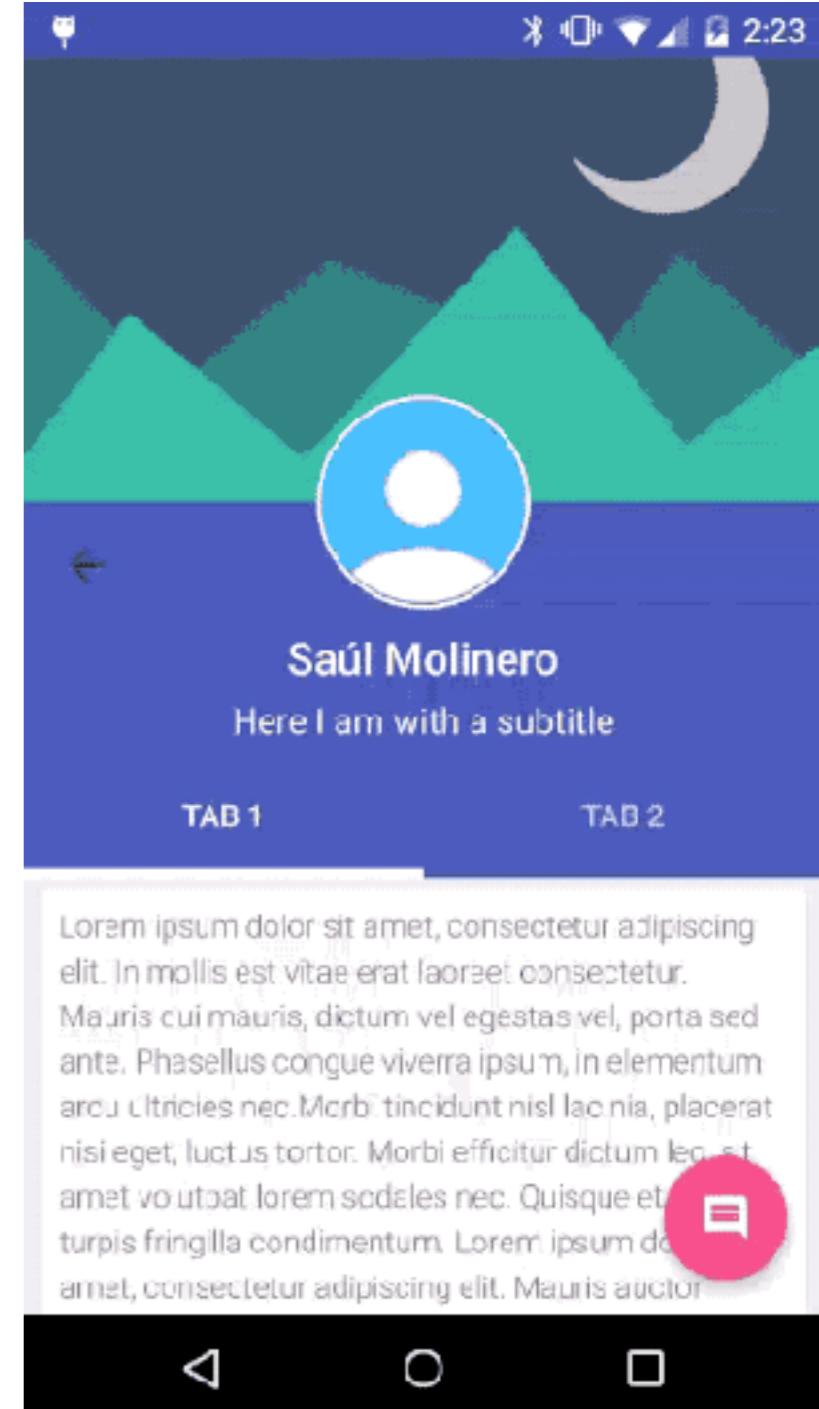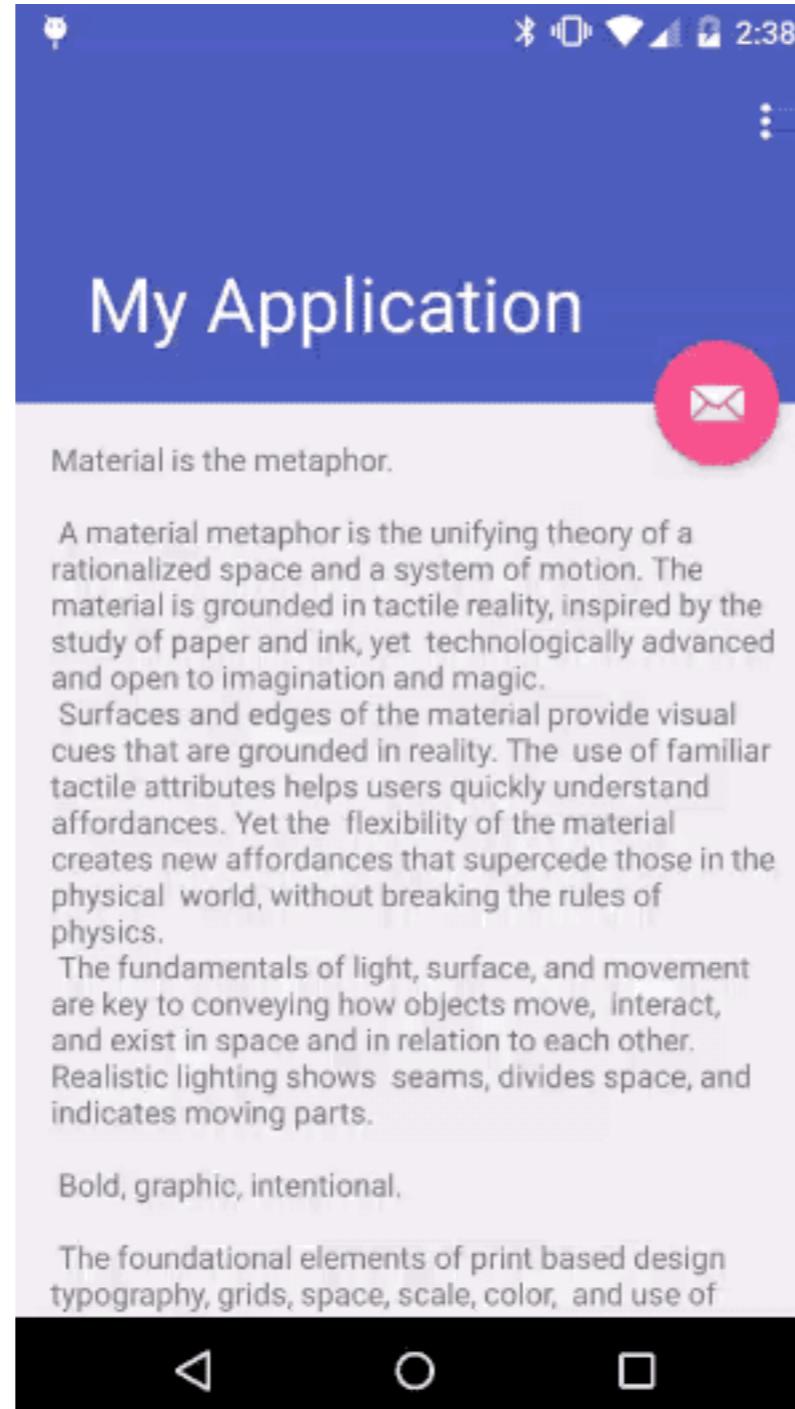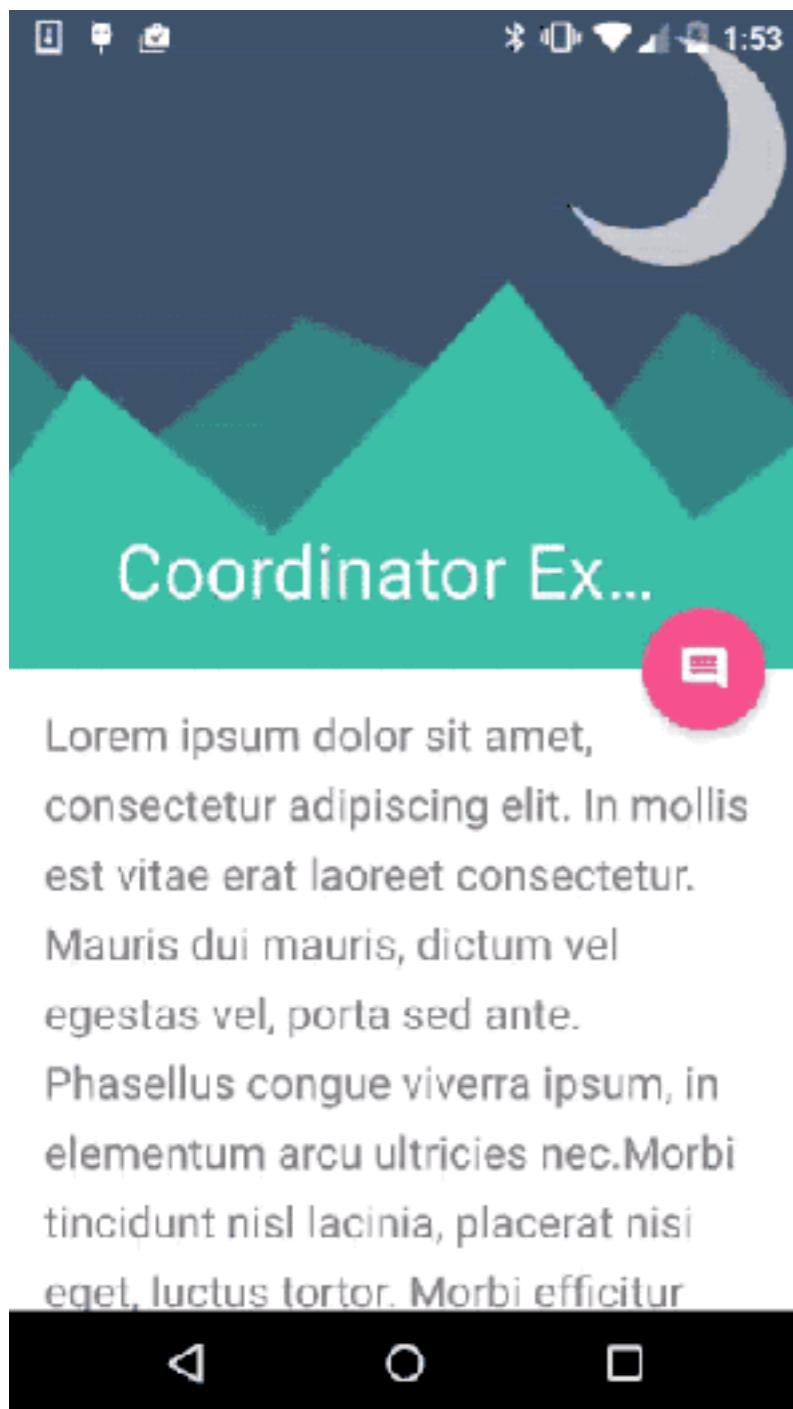
- Lepší Toast

- `Snackbar.make(view, "Hello", Snackbar.LENGTH_SHORT).show();`

Smart Location Library

https://github.com/mrmans0n/smart-location-lib
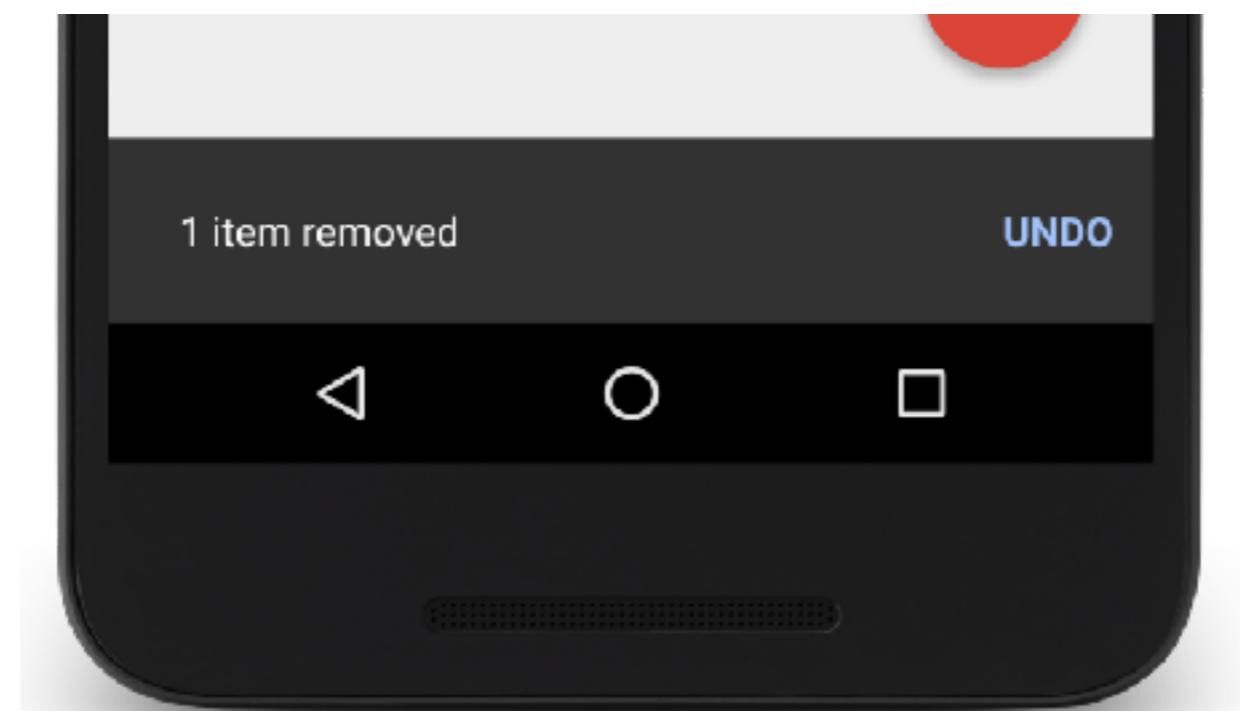
```
compile 'io.nlopez.smartlocation:library:3.3.3'

SmartLocation.with(context).location()
    .start({ location -> … });



SmartLocation.with(context).location().stop();
```

a pár věcí

o kterých by měl dobrý Android vývojář vědět

adb

- Android Debug Bridge

- adb devices

- adb logcat

- adb pull / push

- adb shell

Log.x

- Logování do Android Console

- Log.d(String, String)

- Log.d, Log.wtf, Log.e, Log.w, …

Fragmenty

- Když aktivita je málo

- Má šílený lifecycle

- Mohou být vnořené
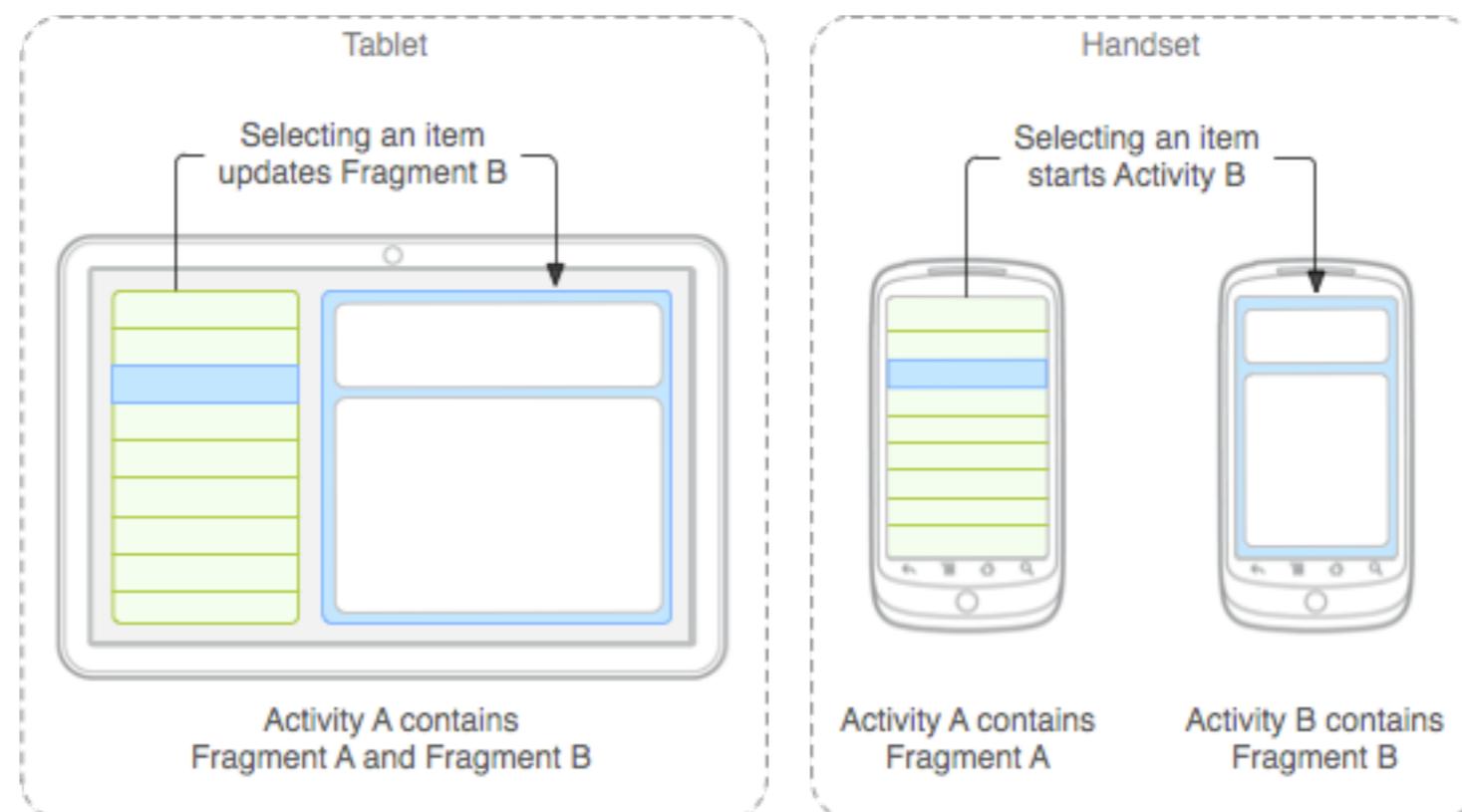
Plurals

```
<plurals name="cars">
    <item quantity="one">%d auto</item>
    <item quantity="few">%d auta</item>
    <item quantity="other">%d aut</item>
</plurals>
```
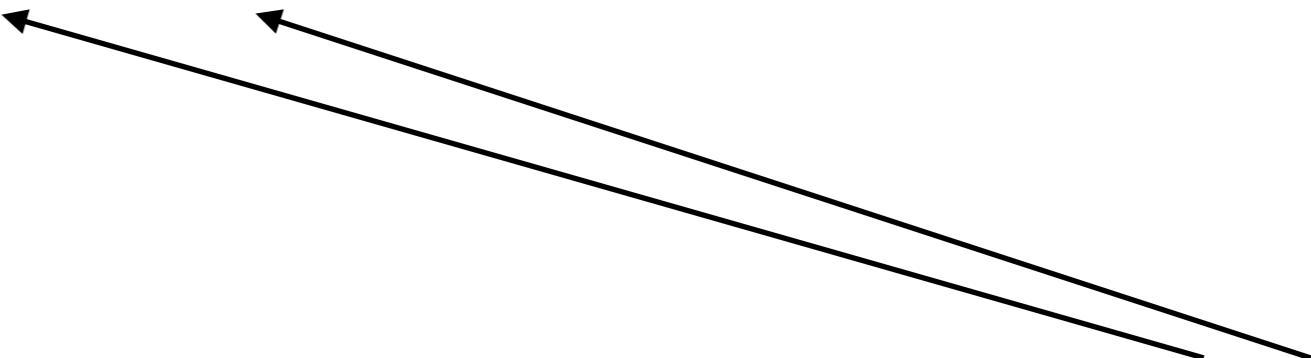
resouces.getQuantityString(R.plurals.cars, 2, 2)

Dialogy

https://github.com/afollestad/material-dialogs

```
MaterialDialog.Builder(this)
        .title(R.string.title)
        .content(R.string.content)
        .positiveText(R.string.agree)
        .negativeText(R.string.disagree)
        .show()
```

Options menu

```xml
<?xml version="1.0" encoding="utf-8"?>
<menu xmlns:android="http://schemas.android.com/apk/res/android">
    <item android:id="@+id/new_game"
          android:icon="@drawable/ic_new_game"
          android:title="@string/new_game"
          android:showAsAction="ifRoom"/>
    <item android:id="@+id/help"
          android:icon="@drawable/ic_help"
          android:title="@string/help" />
</menu>
```

```kotlin
override fun onCreateOptionsMenu(Menu menu): Boolean {
    val inflater = getMenuInflater()
    inflater.inflate(R.menu.game_menu, menu)
    return true
}


override fun onOptionsItemSelected(MenuItem item): Boolean {
    // Handle item selection
    when (item.getItemId()) {
        R.id.new_game ->
            newGame()
            return true
        else ->
            return super.onOptionsItemSelected(item)
    }
}
```

Android Asset Studio
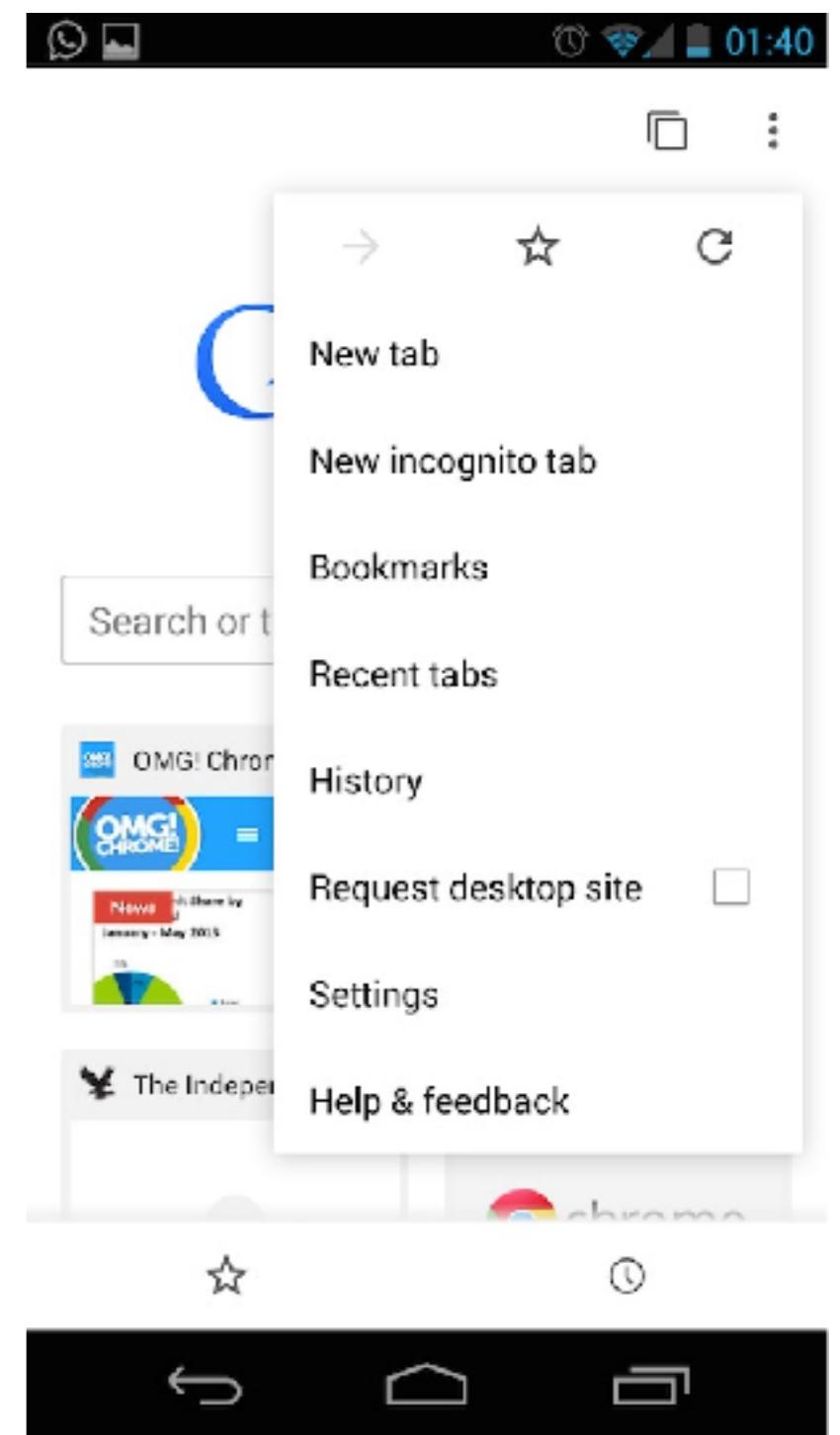
https://romannurik.github.io/AndroidAssetStudio/
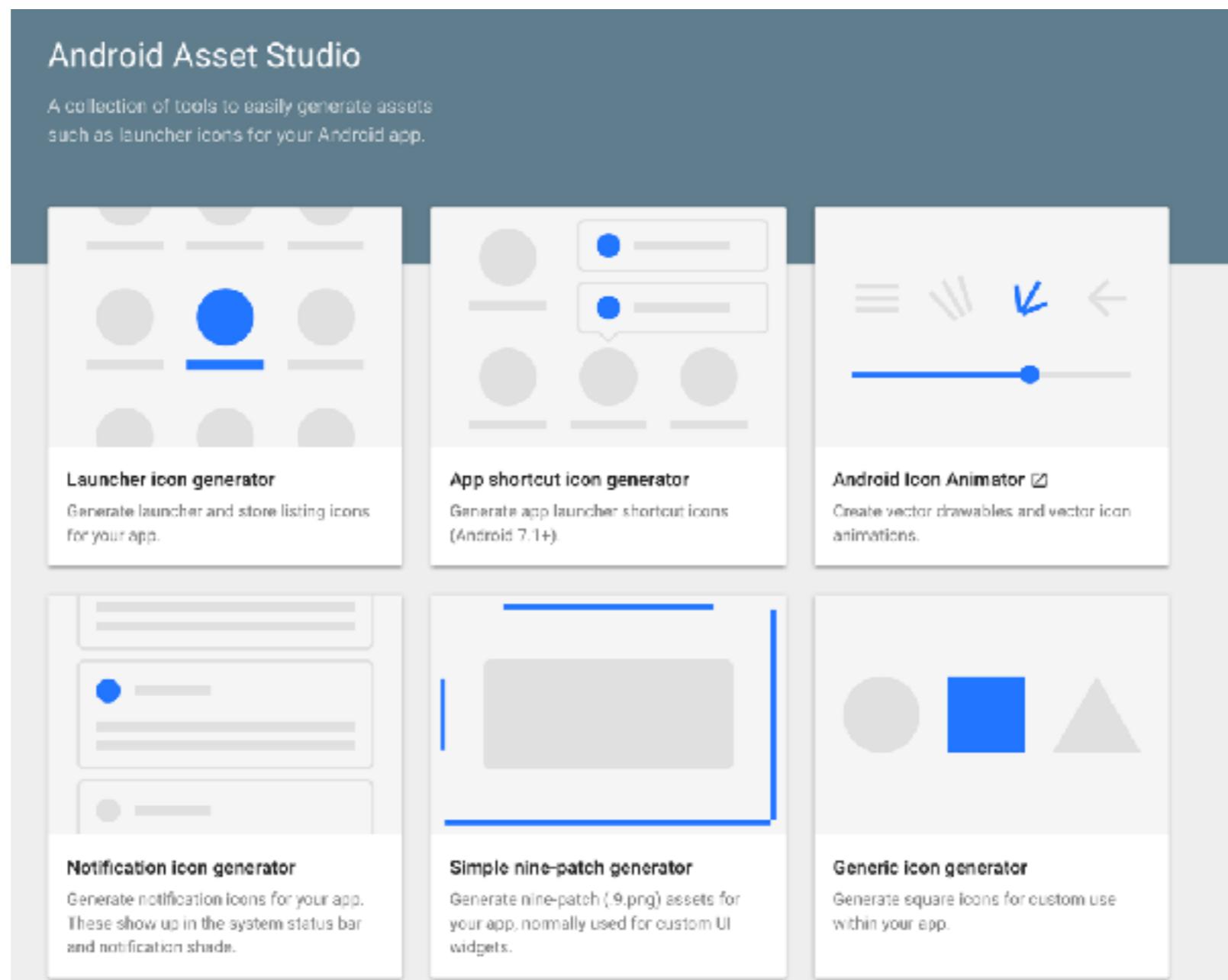
Google Play Services

- Stahuje se stejně jako každá jiná aplikace

- Služby jako jsou Maps, Wallet, G+, Location, Wear,…
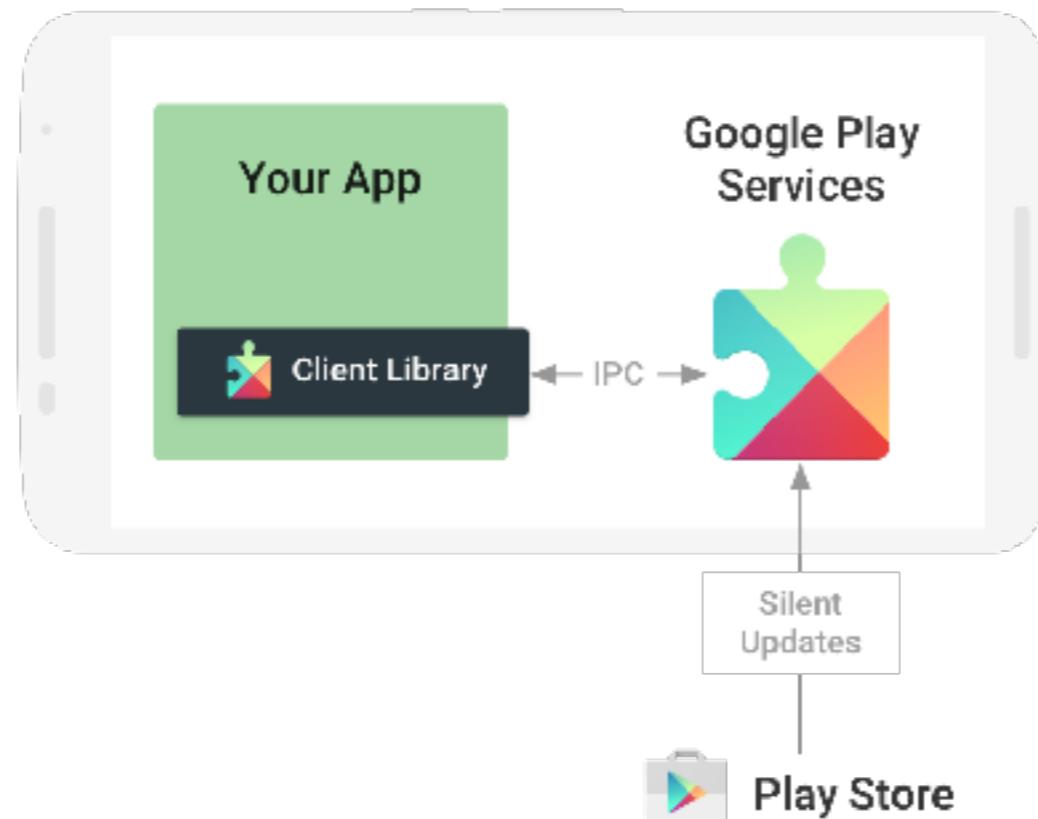
RxJava
http://reactivex.io/

- Stream

- Observable, Subscriber

- http://rxmarbles.com/
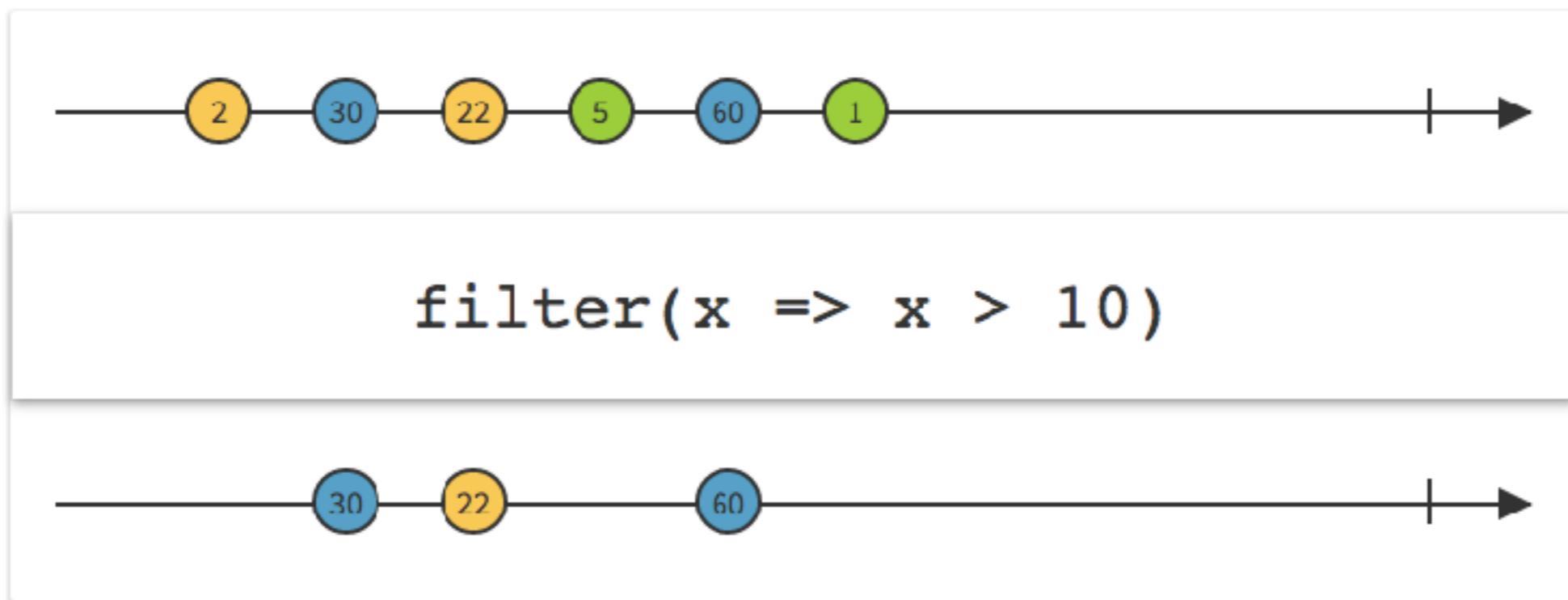
Fabric
https://fabric.io

- Crash/report analytics

- User analytics

- KPI

- Adopce nové verze

- Moc moc moc moc dat a čísel

Architektura

- VM
  - View - Model

- MVP
  - Model - View - Presenter

- MVVM
  - Model - View - ViewModel

- MVC
  - Model - View - Controller

Kam dál?

- https://developer.android.com

- https://android-arsenal.com/
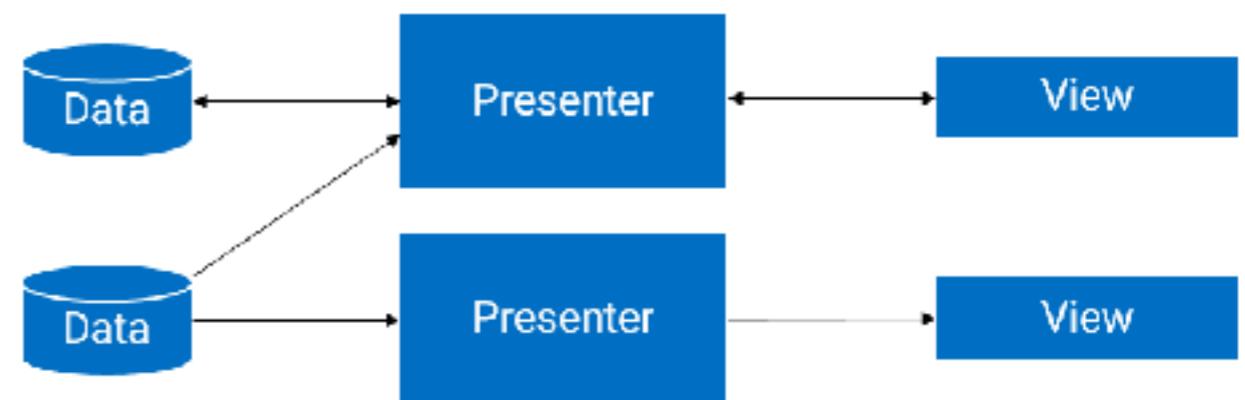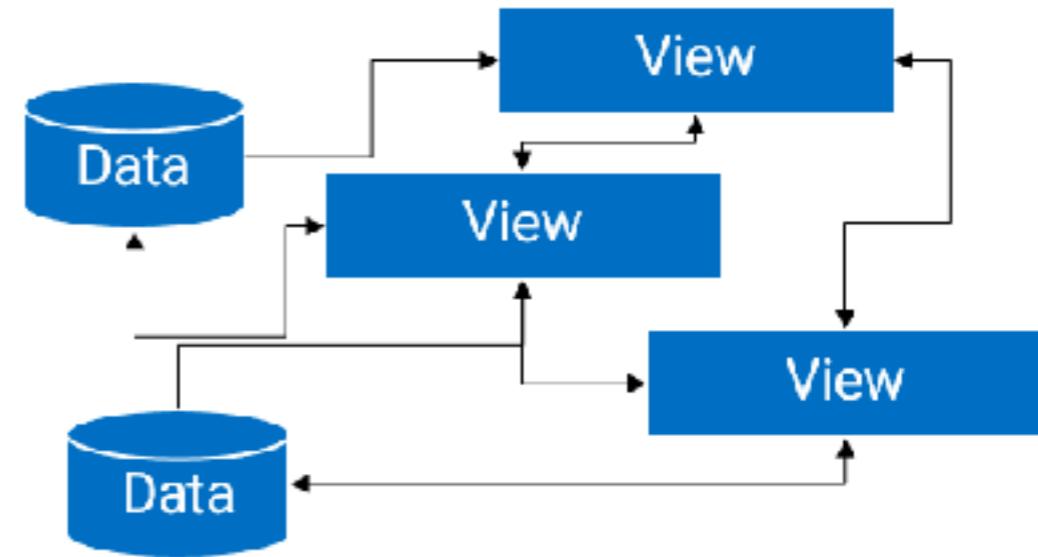
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