



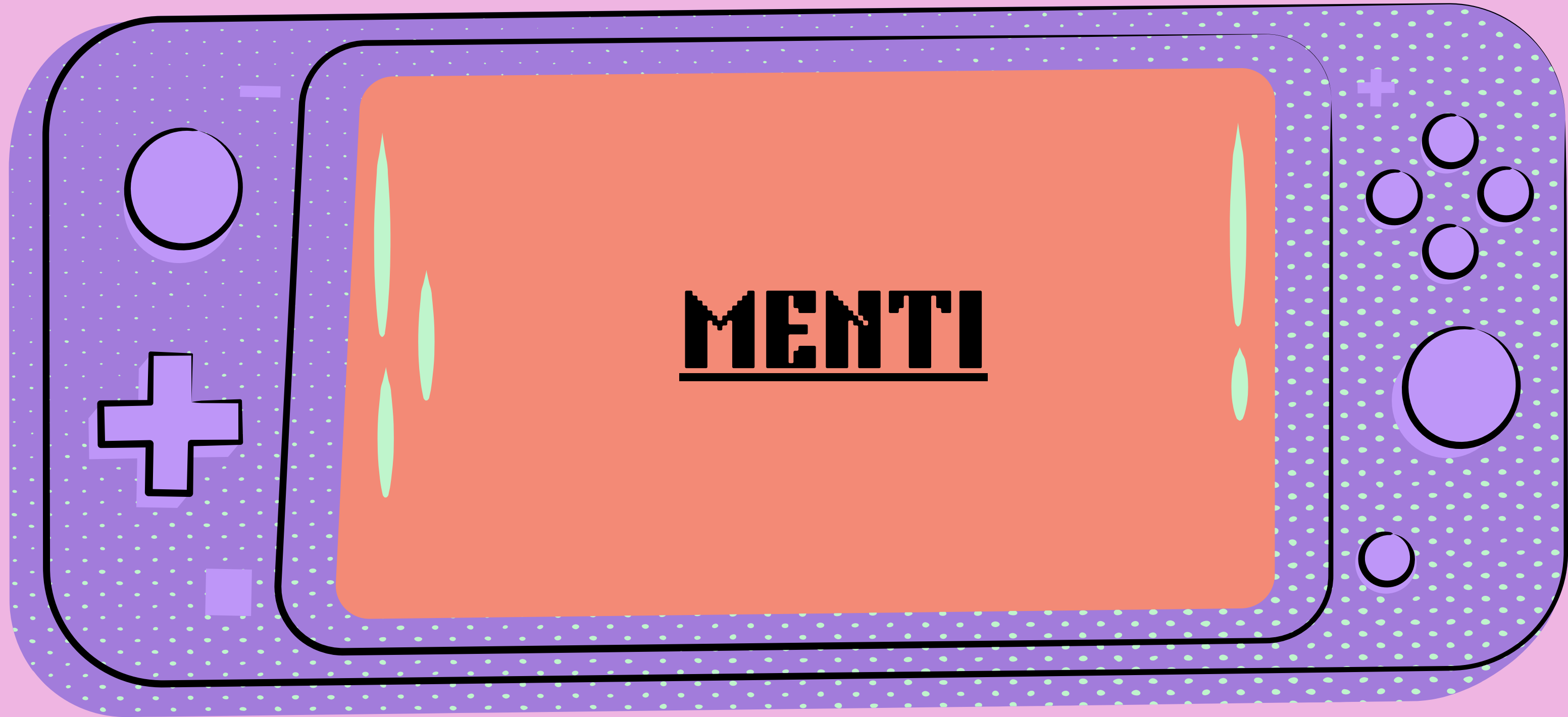
**2. Gruppetime**  
**30.01.24**

**start**

**Ingeborg (ingebesos@vio.no)**  
**Ole-Sander - (osjohans@vio.no)**  
**Eirik - (eirikjl@vio.no)**

## Agenda

- 1. Android Studio tips**
- 2. Hvordan feilsøke**
- 3. Log cat**
- 4. Oblig hjelp**



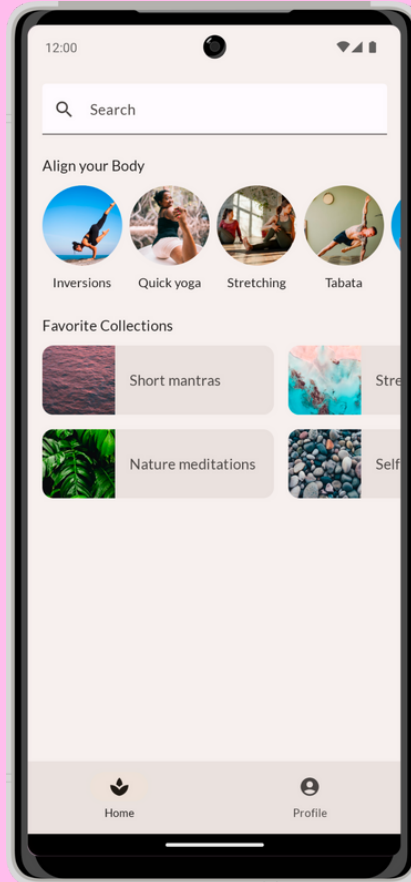
MENTI

# Android Studio Tips

- 🕒 **Ta et steg om gangen!**
- 🕒 **Treig PC → Bruk Preview-funksjonen!**
- 🕒 **Bruk tiden mellom og før obligene til å virkelig forstå Android Studio**
- 🕒 **26 timer i uka ++**

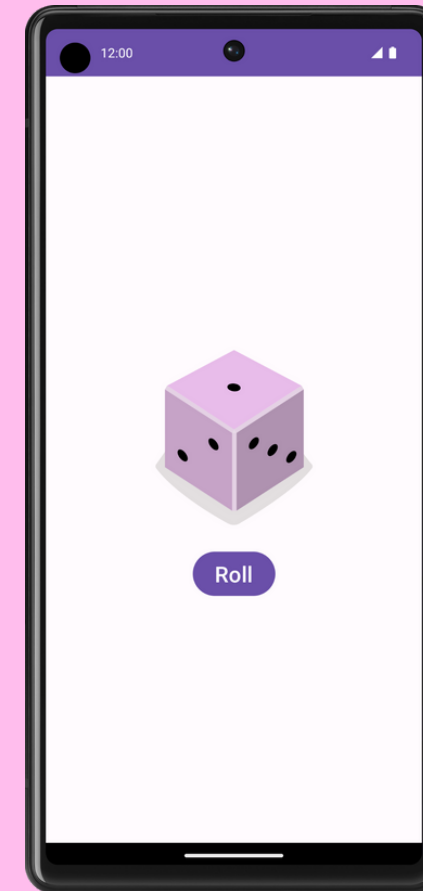


# Noen tutorials:



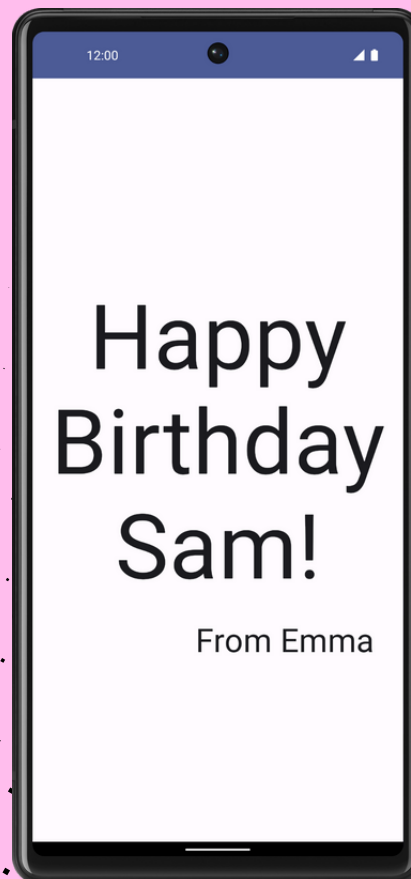
**Basic layouts in Compose**

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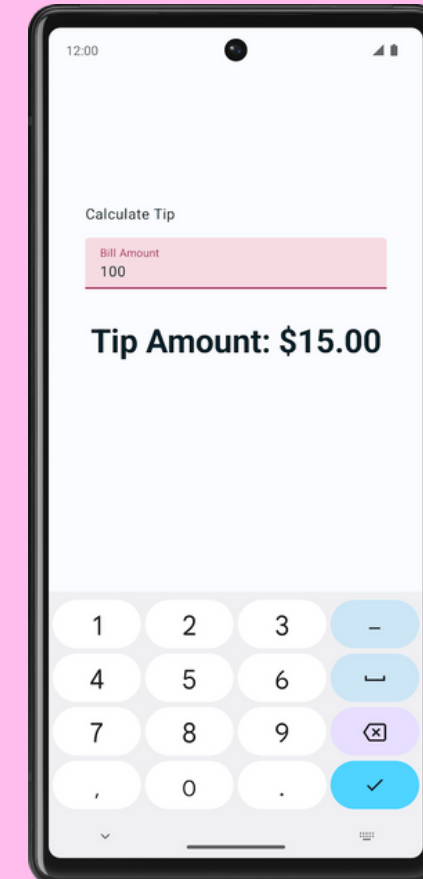
**Create an interactive Dice Roller app**

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**Build a simple app with text composables**

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**Intro to state in Compose**

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# Rekkefølgen på kodeblokkene kan ha en effekt på layoutet i Jetpack Compose

The screenshot displays an IDE window with the following components:

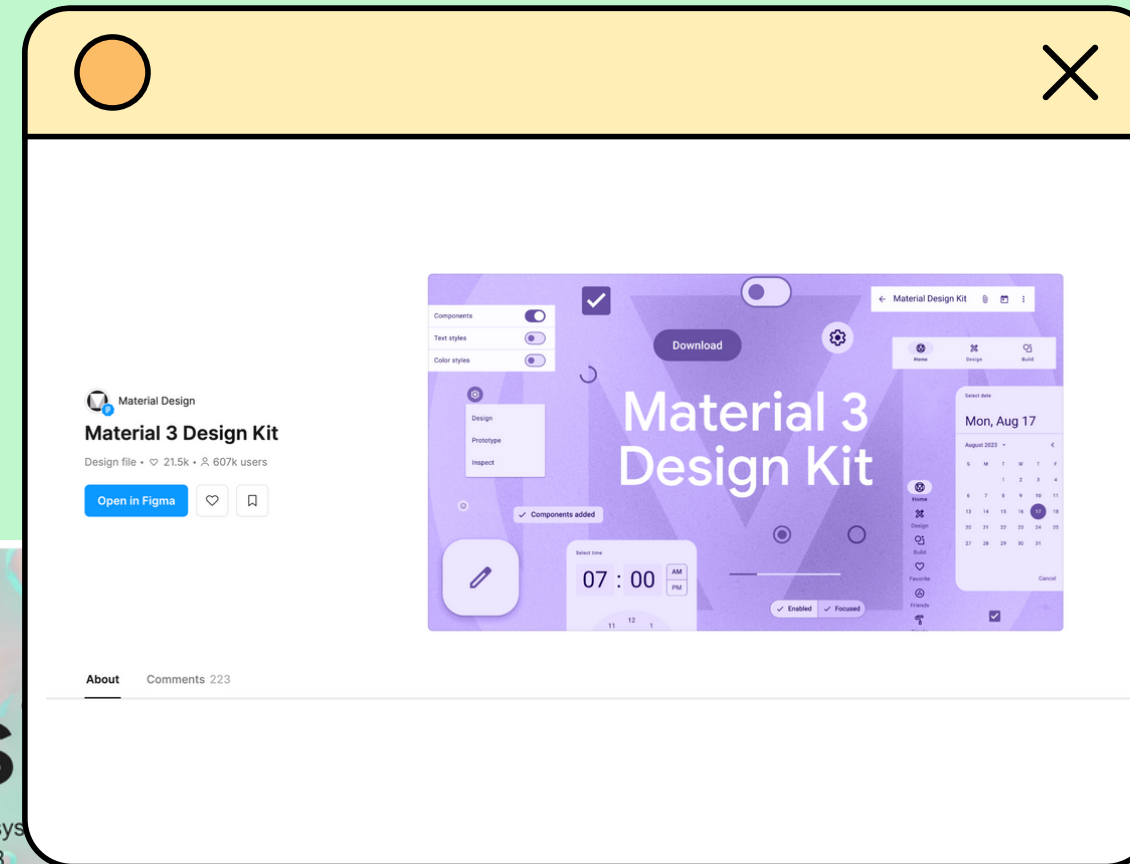
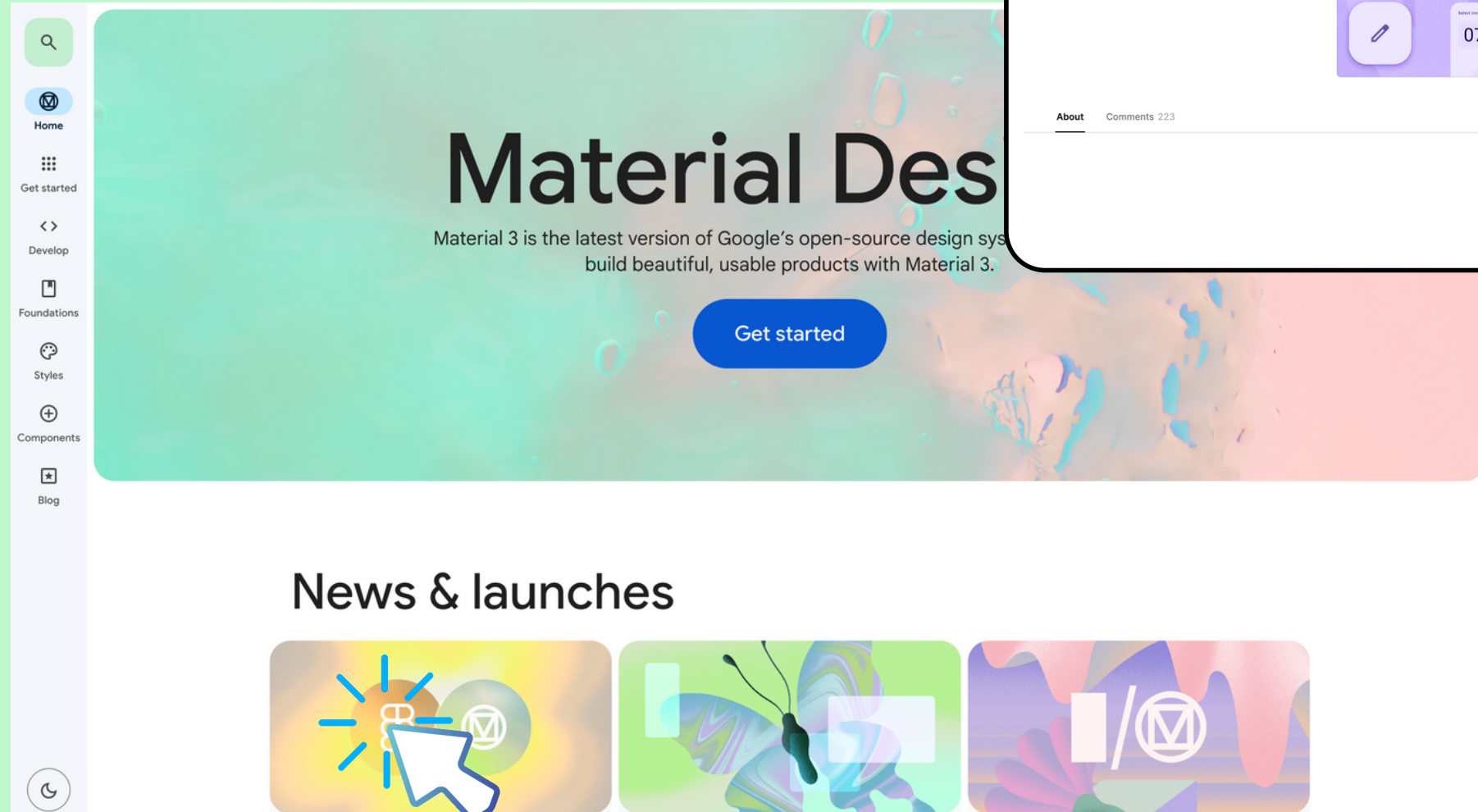
- Code Editor (MainActivity.kt):** Shows two Kotlin code blocks. The first block (lines 40-51) uses `repeat(3)` to create three `Text` elements. The `Text` modifier chain is: `padding(8.dp)`, `border(1.dp, Color.Black)`, and `padding(8.dp)`. The second block (lines 53-62) also uses `repeat(3)` but with a different modifier chain: `padding(8.dp)`, `padding(8.dp)`, and `border(1.dp, Color.Black)`.
- Preview (GreetingPreview):** Shows a vertical stack of three white boxes with black borders and padding, labeled "Element 0", "Element 1", and "Element 2".
- Running Devices:** Shows a virtual Pixel 3a device with the same three elements displayed on its screen. The elements are stacked vertically, with "Element 0" at the top, "Element 1" in the middle, and "Element 2" at the bottom.

# Android Studio Tips

- 🕒 **MainActivity skal bare aktivere screens!**
- 🕒 **Feilsøking: Bruk Android dokumentasjonen, Stackoverflow ++**
  - **Jetpack Compose Kotlin [..]**
- 🕒 **Gjerne bruk CHATGPT til feilsøking. Men du er ansvarlig for egen læring!**



# Usikker hva som regnes som komponenter?



**Bruker @Composable på funksjoner med komponenter**

**Material 3 er et design system**

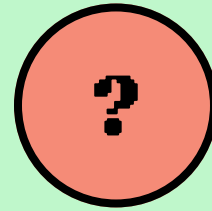
- **Gir oss tilgang på ferdige komponenter**

**Hvorfor?**

- **Gjenbruk**
- **Consistency**
  - **UI-en ser lik ut, brukere blir ikke forvirra**

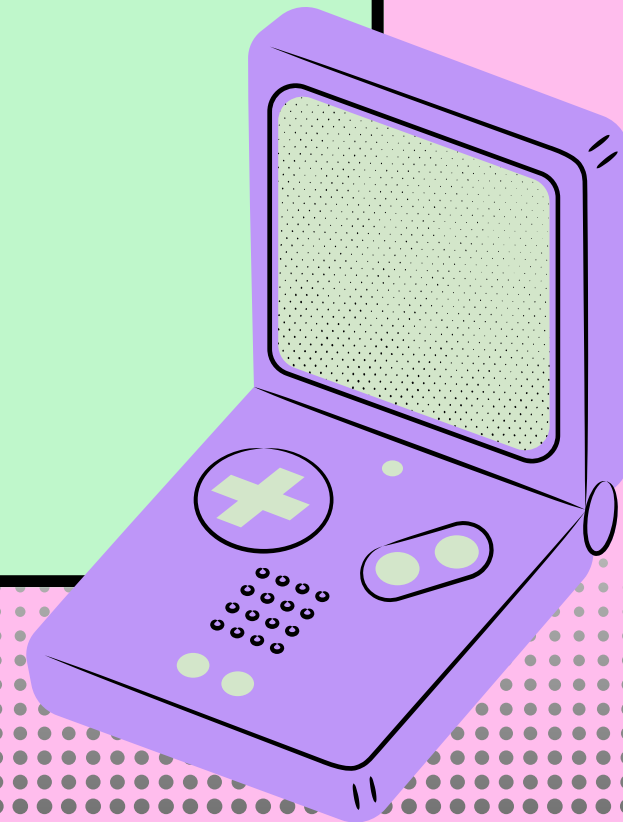
**Dokumentasjon for komponenter**





**OH?**

**(Øyeblikkelig handling)**





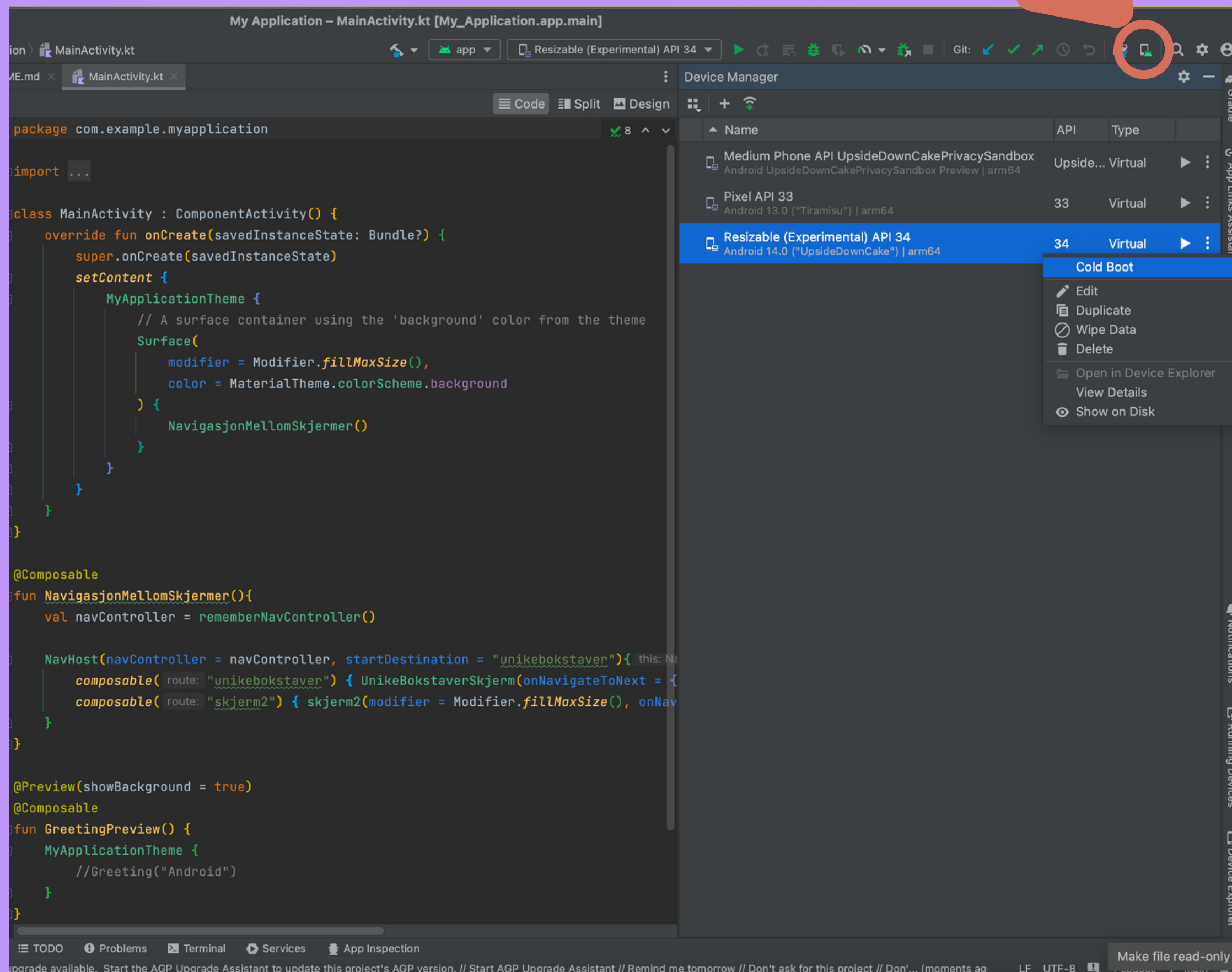
# Emulator trøbbel?

1. device Manager

2. Meny

3. Cold boot / Wipe data

4. Prøv med en annen emulator





# Emulator trøbbel?

1. device Manager

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The screenshot shows the Android Studio interface. The main editor displays the `MainActivity.kt` file with the following code:

```
package com.example.myapplication

import ...

class MainActivity : AppCompatActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView {
            MyApplicationTheme {
                // A surface container using the 'background' color from the theme
                Surface(
                    modifier = Modifier.fillMaxSize(),
                    color = MaterialTheme.colorScheme.background
                ) {
                    NavigasjonMellomSkjermer()
                }
            }
        }
    }
}

@Composable
fun NavigasjonMellomSkjermer(){
    val navController = rememberNavController()

    NavHost(navController = navController, startDestination = "unikebokstaver"){ this: Nav
        composable( route: "unikebokstaver") { UnikeBokstaverSkjerm(onNavigateToNext = {
        composable( route: "skjerm2") { skjerm2(modifier = Modifier.fillMaxSize(), onNav
    }
}

@Preview(showBackground = true)
@Composable
fun GreetingPreview() {
    MyApplicationTheme {
        //Greeting("Android")
    }
}


```

The Device Manager panel on the right shows a list of virtual devices. The selected device is "Resizable (Experimental) API 34" (Android 14.0 "UpsideDownCake" | arm64). A red arrow points to the menu icon (three vertical dots) next to this device, which has opened a context menu with the following options:

- Cold Boot
- Edit
- Duplicate
- Wipe Data
- Delete
- Open in Device Explorer
- View Details
- Show on Disk



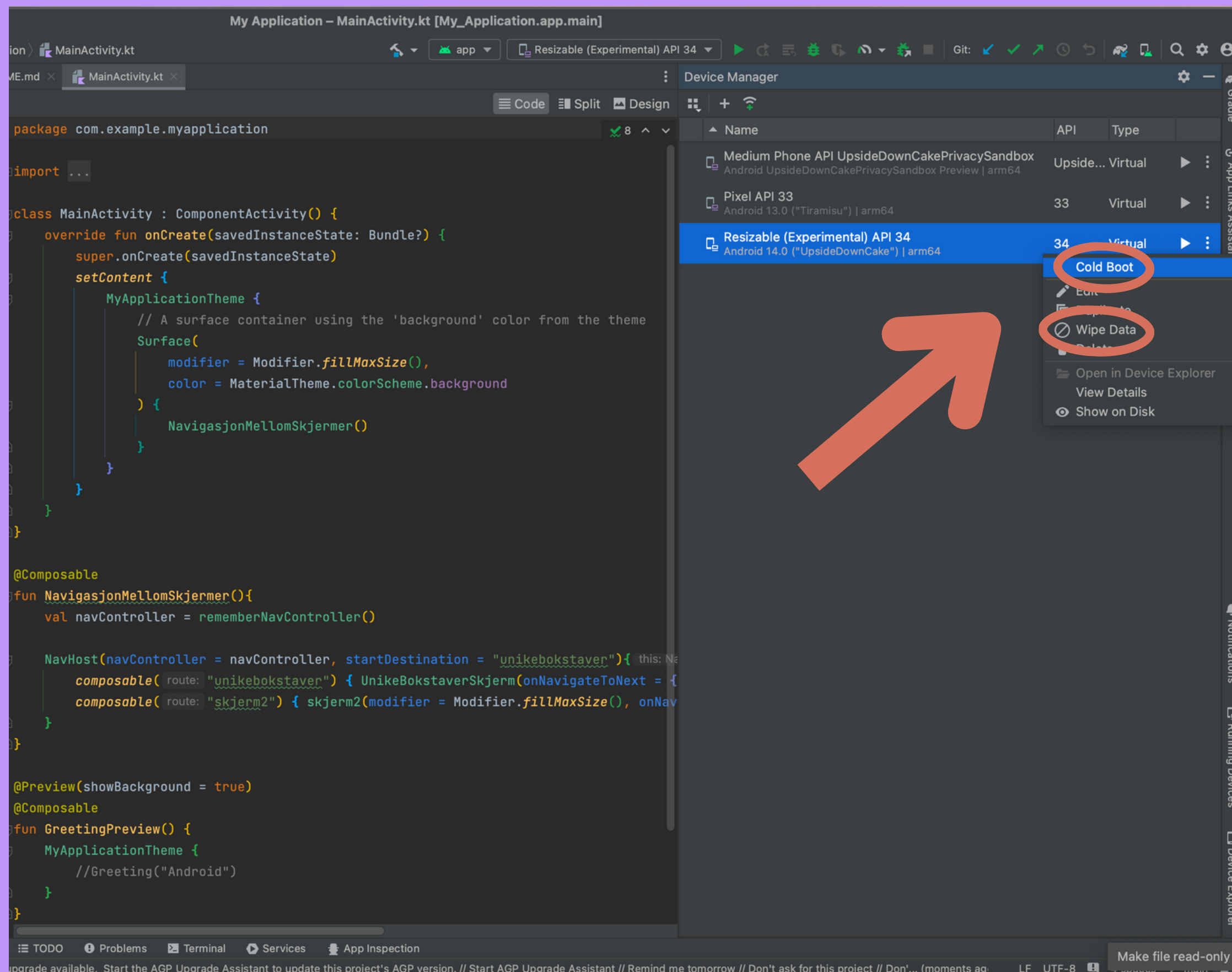
# Emulator trøbbel?

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# Koden jeg har kopiert fra dokumentasjonen fungerer ikke

Dependencies

Gradle

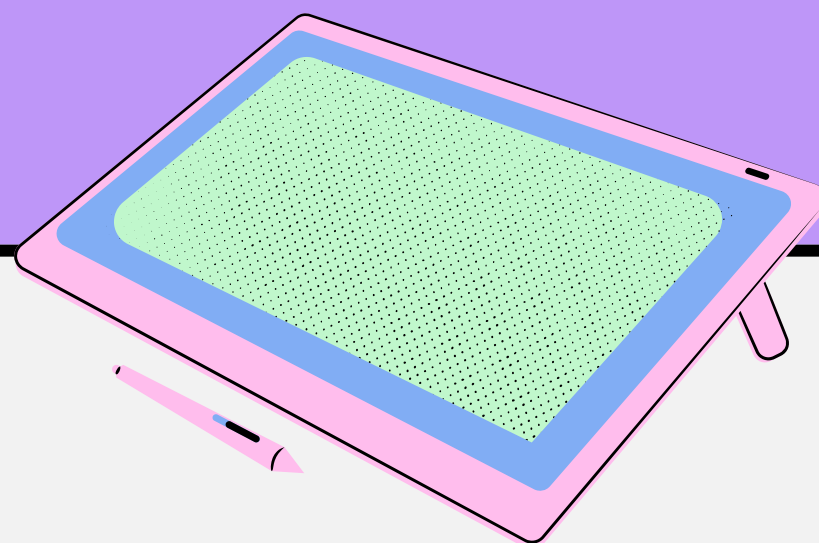
Imports

Parametere

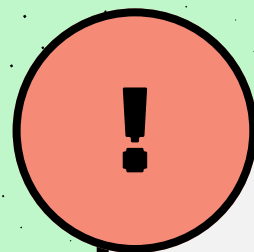
Skriv inn på nytt

Restart

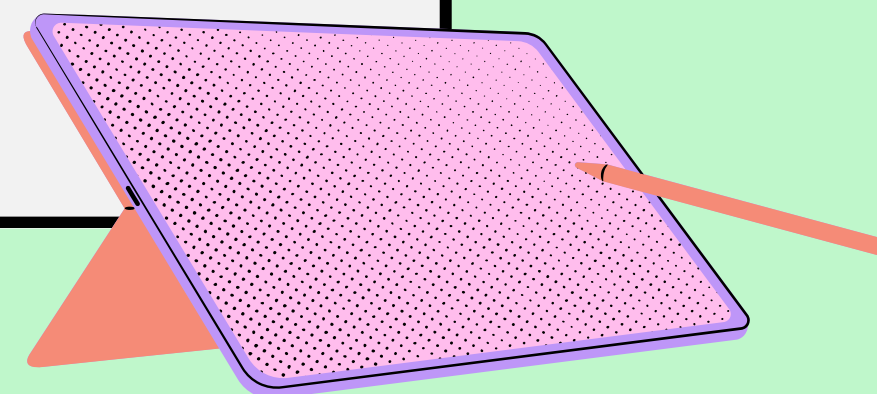
```
33 @Composable
34 fun NavigasjonMellomSkjermer(){
35     val navController = rememberNavController()
36
37     NavHost(navController = navController, startDestination = "unikebokstaver"){ this: NavGraphBuilder
38         composable( route: "unikebokstaver") { UnikeBokstaverSkjerm(onNavigateToNext = {navController.navigate( route: "skjerm2")})}
39         composable( route: "skjerm2") { skjerm2(modifier = Modifier.fillMaxSize(), onNavigateToNext = {navController.navigate( route: "unikebokstaver")})}
40     }
41 }
42
43 @Preview(showBackground = true)
44 @Comp Unresolved reference: Preview
45 fun G Import class 'Preview'
46 M More actions...
47 //Greeting("Android")
48 }
49 }
```



**LIVE DEMO AU LOGCAT**



# LAB / OBLIG HJELP



A stylized orange game controller with a green screen and a purple button. The controller has a dotted pattern and various buttons like a circle, a plus sign, and a square. The screen displays a thank you message in a pixelated font.

**TAKK FOR IDAG!**

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**END**