Recording in Progress

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CMSC436: Programming Handheld Systems

The Fragment Class

Tablet UIs

Tablets grew in popularity after Android's original design

Tablets have larger displays than phones do

They can support multiple UI panes / user behaviors at the same time

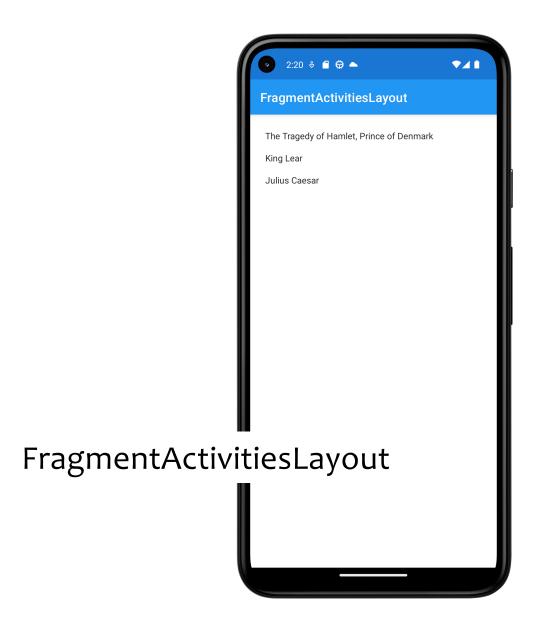
The "1 activity – 1 thing the user can do" heuristic may not make sense for larger devices

FragmentActivitiesLayout

Application uses two Activities

One shows titles of Shakespeare plays & allows user to select one title

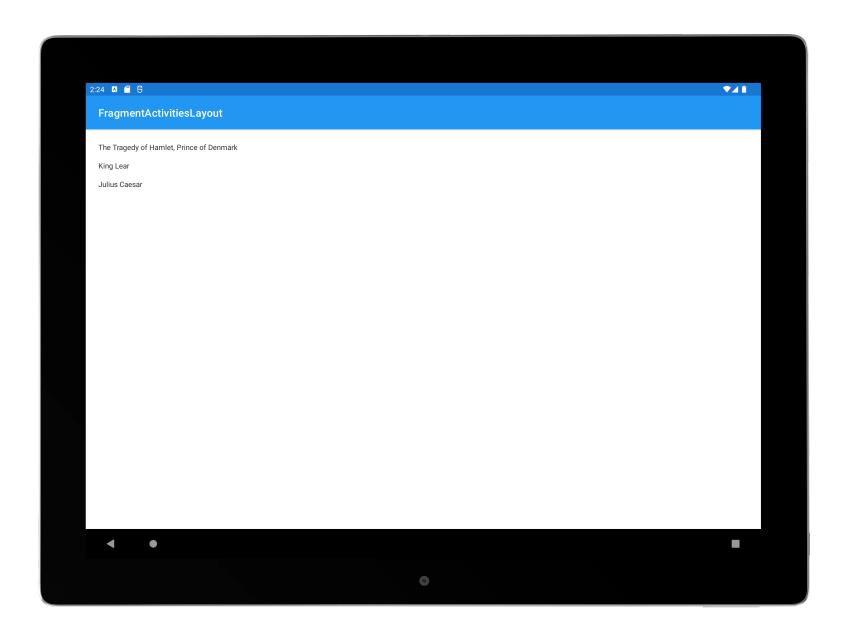
The other shows a quote from the selected play

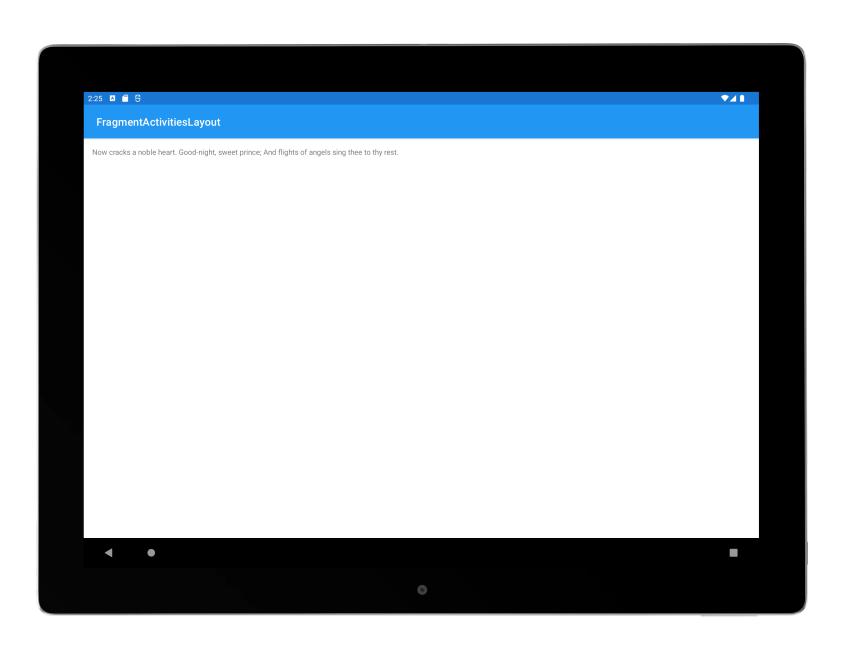




FragmentQuoteViewerWithActivity UI

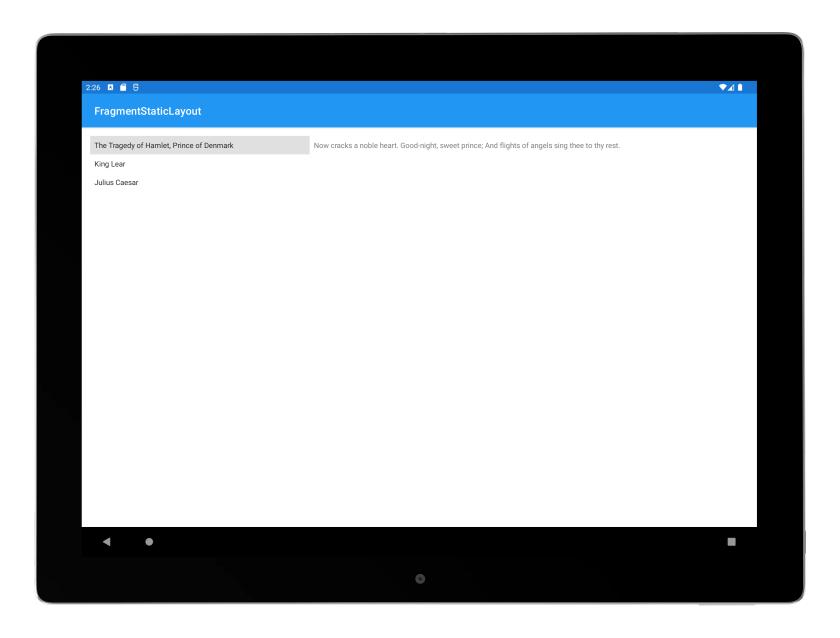
This layout is reasonable on a phone But unnecessary on a larger device





Better Layout

Use two cooperating layout units on one screen



The Fragment Class

Typically serves as a container of a portion of the app's UI

Multiple Fragments can be embedded in an Activity to create a multi-pane UI

A single Fragment can be reused across multiple Activities

Fragment Lifecycle

Fragments are hosted by Activities

A Fragment's lifecycle is coordinated with the lifecycle of its hosting Activity

Fragments have their own lifecycles and receive their own callbacks

Fragment Lifecycle States

Resumed

Fragment is visible in the hosting Activity

Paused

Another Activity is in the foreground and has focus, this Fragment's hosting Activity is still visible

Stopped

The Fragment is not visible

Lifecycle Callback Methods

onAttach()

onAttach()

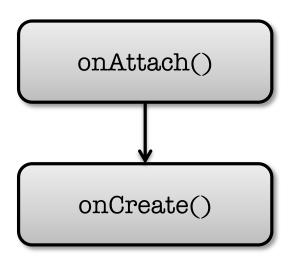
Activity is created

Fragment is first attached to its Activity

onCreate()

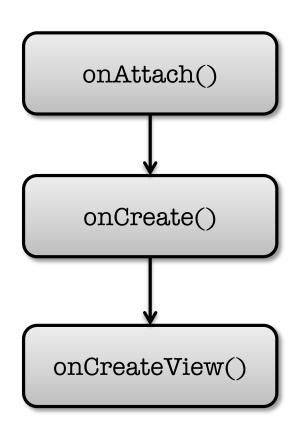
Initialize the Fragment

Note: The hosting Activity may not be fully created at this point



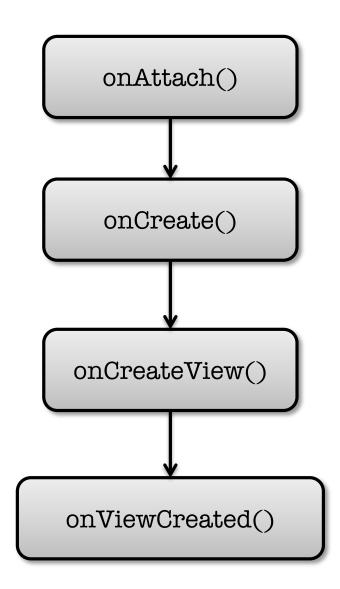
onCreateView()

Fragment returns a View that will contain its UI



onViewCreated()

Fragment sets up its UI



onStart()

Activity is started
Hosting Activity about
to become visible

onStart ()

onResume()

onResume()

Activity is resumed

Hosting Activity is about to become visible and ready for user interaction

onPause()

onPause()

Activity is paused
Hosting Activity is visible, but
does not have focus

onStop()

onStop()

Activity is stopped
Hosting Activity is no longer visible

onDestroyView()

onDestroyView()

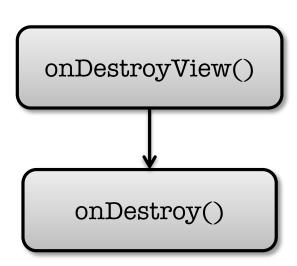
Activity is destroyed

View previously created in onCreateView() has been detached from the Activity

Clean up view resources

onDestroy()

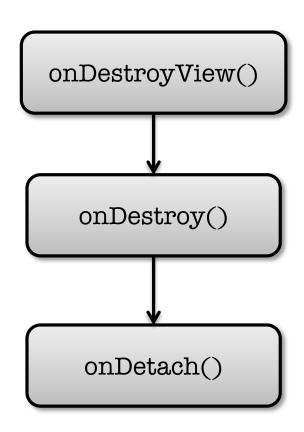
Fragment is no longer in use Clean up Fragment resources



onDetach()

Fragment no longer attached to its activity

Null out references to hosting Activity



Adding Fragments to Activities

Two general ways to add a Fragment to an Activity's layout

Declare it statically in the Activity's layout file

Add it programmatically using the FragmentManager

Fragment Layout Process

Layout can be inflated in onCreateView()

onCreateView() must return the View at the root of the Fragment's layout

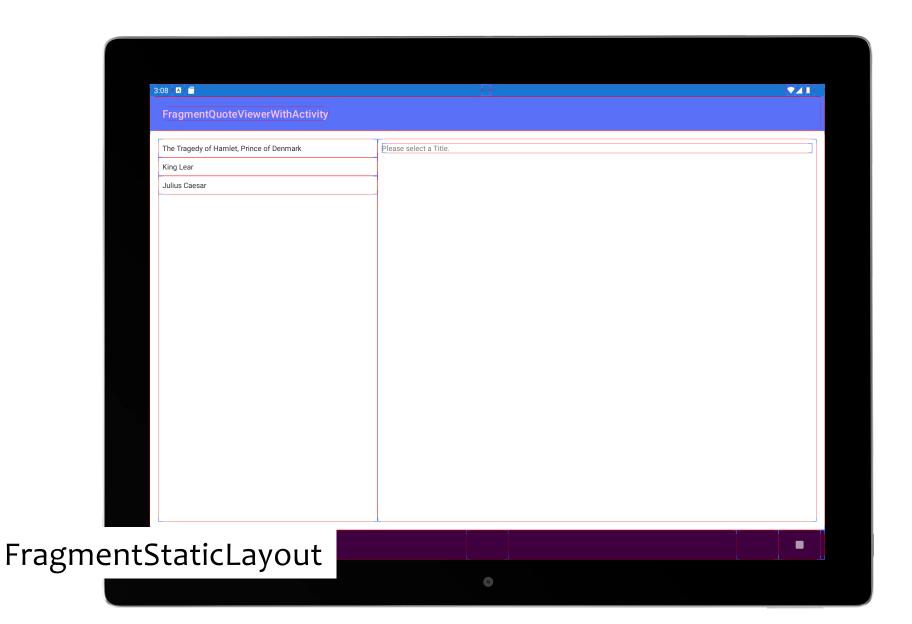
This View is added to the containing Activity

Best practice is that UI is created in onCreateView() and finalized in onViewCreated()

FragmentStaticLayout

Display titles and quotes in two Fragments, sideby-side

Fragments are statically added to UI based on a layout file



Design Philosophy

Fragments should be reusable across Activities Avoid coupling Fragments

i.e., If app contains two Fragments, Frag1 and Frag2, then Frag1 should not directly interact with Frag2

Coupling should be handled by separate components, such as ViewModels (preferred) or callbacks to hosting Activity

Adding Fragments Programmatically

While an Activity is running you can add and remove Fragments from its layout

Four-step process

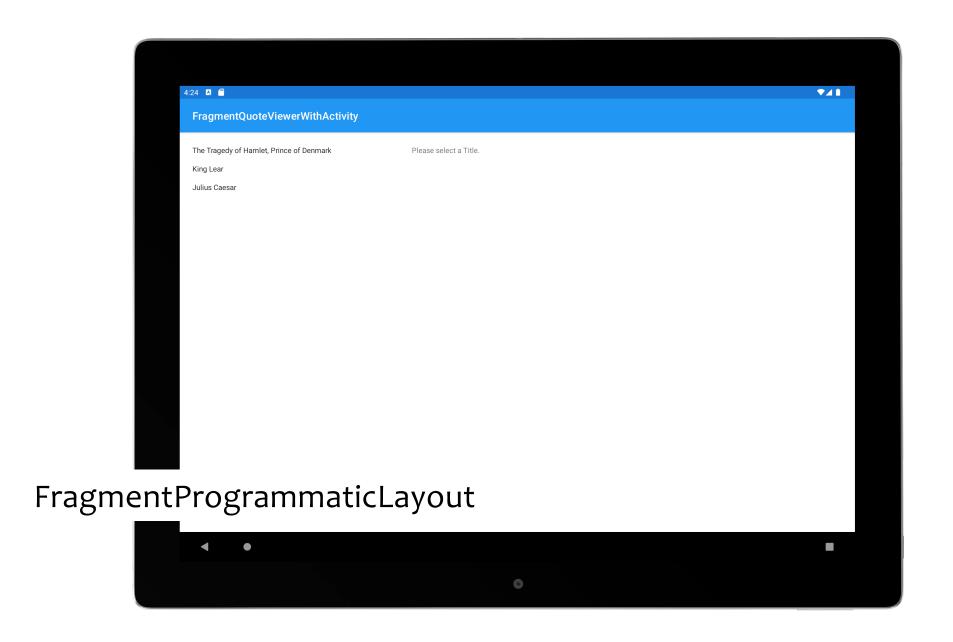
- 1. Get reference to the FragmentManager
- Begin a FragmentTransaction
- 3. Add the Fragment
- 4. Commit the FragmentTransaction

FragmentProgrammaticLayout

Displays titles and quotes side-by-side in two Fragments

Layout file reserves space for Fragments (using FragmentContainerView elements)

Fragments are programmatically added to UI at runtime



Dynamic Layout

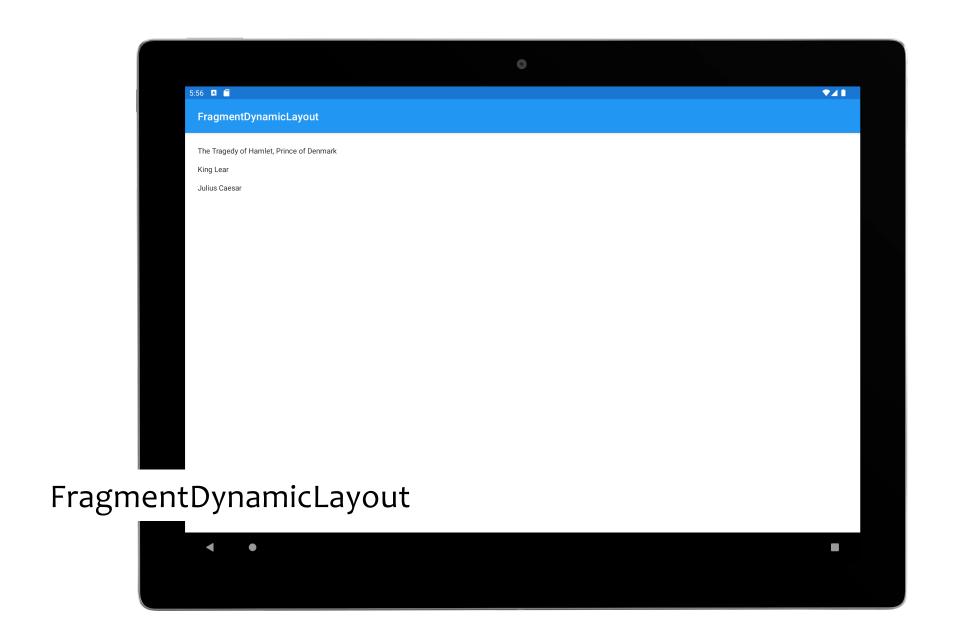
Fragment transactions allow you to dynamically change your app's user interface

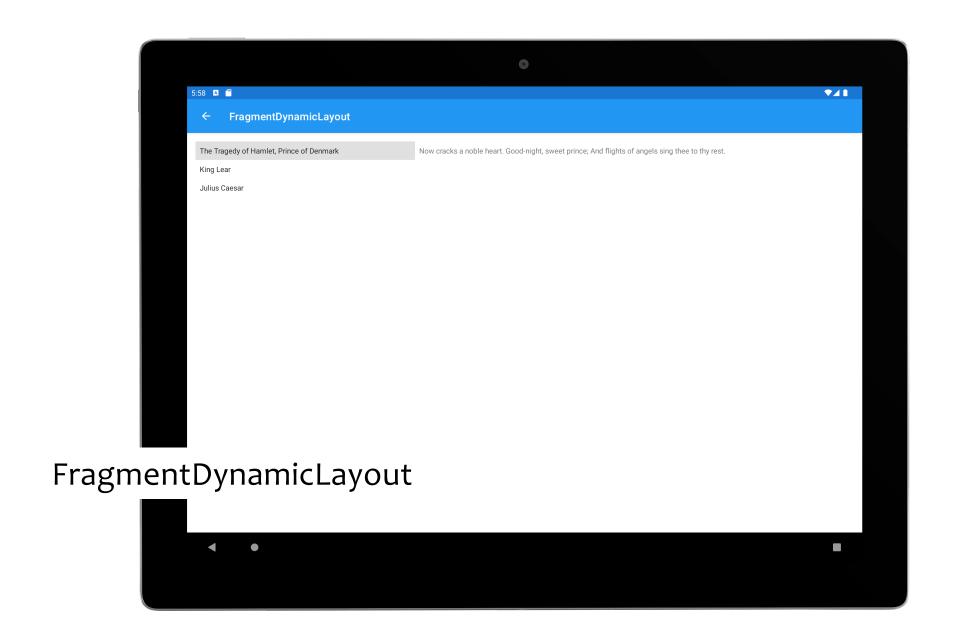
Can make the interface more fluid & take better advantage of available screen space

FragmentDynamicLayout

Starts with a single Fragment

Changes to two-Fragment layout when user selects a title





Navigation

Android provides support for structured navigation between app components

See:

https://developer.android.com/guide/navigation

Principles of Navigation

Every app you build has a fixed start destination

Actions take you to a new destination

Navigation state is a stack of destinations

Up and Back actions supported

Up doesn't exit the app; back does

SafeArgs (gradle plugin) ensures type safety in argument passing

Navigation Structure

Designed for apps with one Activity and multiple Fragment destinations

Each Activity has a navigation graph – XML resource that defines navigation paths through an app (destinations and actions)

NavHostFragment: An empty container that displays destinations from your navigation graph

NavController: An object that manages app navigation within a NavHostFragment

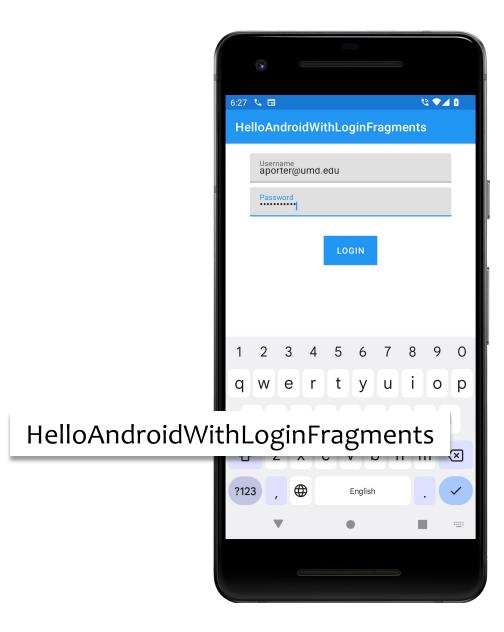
SafeArgs

Using SafeArgs is recommended best practice

Once enabled, it generates code for each navigation action

A class for each originating destination, named according to the originating destination class name, and the word "Directions

A static method for each action defined in the originating destination, that takes any defined action parameters and returns a NavDirections object that can be passed to navigate()





Next

LifeCycleAware Components

Example Applications

FragmentQuoteViewerWithActivity

FragmentStaticLayout

FragmentProgrammaticLayout

FragmentDynamicLayout

HelloAndroidWithFragments