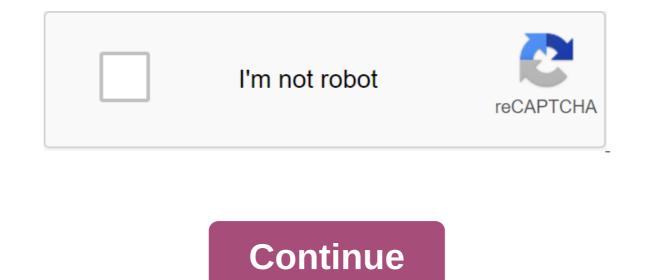
Light green color code in android studio



Even if you're a newbie or a professional programmer and web developer, then you probably know your way around a text editor. This tool allows you to open, view and edit simple text files. Because of its simplicity, it is usually overlooked and underestimated. Although, it still stands on an equal footing with any other sophisticated programming tool. It offers significant features that you need to write and edit in programming and markup languages. If you're old enough to use previous versions of Windows, you'll remember that Notepad is the default app on your computer. This is the simplest and most basic text editor developed by Microsoft. But the wave has changed since the release of Microsoft's most extensive, free and open text editor in 2015: Visual Studio Code (VS Code). It quickly gained popularity and positive reviews among its users and critics. But is it really worth the hype? Overall, this text editor is worth advertising and a great addition to expanding development tools. Since this text editor is built using the cross-platform platform glatform, jou can easily use it with a wide variety of programming languages and platforms, including (but not limited to) C, C/C, Python, Java, Ruby and even with state-of-the-art environments such as Go and Node.js. Unlike some of its counterparts, it allows you to open one or more catalogs instead of a traditional design system. You can save these directories for your workspace, allowing you to reuse it anytime you need it. Numerous software developers and managers have already moved from the usual text editor to this bloated ingenious creation of Microsoft. Not your editor-in-chief, after you download the editor, you'll be presented with a basic editor who supports several technologies, including JavaScript, and Node.js. Along with built-in code and management skills, refactoring tools, and Git support, you'll have more than enough to complete most of the major web development projects. The editor's interface is most likely familiar with its modern atmosphere, which is rooted in the overall look of the latest generation of IDEs. You'll see that the explorer panel on which open documents are placed as tabs. At the bottom is a console panel that shows debugging information and a built-in terminal. You can work with projects as simple as a directory or as complex as . NET VS solutions files, but overall, the editor allows all other general formats to package the project. Freemium, extensible featuresOne of (and interesting) ways to master the commands and features of the editor by clicking through his Interactive Playground. This is a special page that runs through common shortcuts and concepts that you can use for a simpler online such as multiple cursors, separated glass and keyboard shortcuts. The examples given through this tutorial page are interactive, making learning more interesting. You can access this page right on the editor's welcome page as soon as you open it after you've installed it on your computer. Another feature that you can explore with downtime is the Editor of Keymaps. It's extensions that maps all of its shortcuts to other editors including Sublime, Atom, Emacs, and even Eclipse. You can also go beyond simply highlighting syntax and auto-finishing with IntelliSense, which provides intelligent completions based on variable types, feature definitions, and imported modules found in your project. More impressive is its ability to allow you to find a specific new package in JSON files without having to provide a specific version. The editor will look at new and bring back the latest versions in IntelliSense. But the real gem behind the editor is its extensibility. Is there a certain demand? All you have to do is just pick out an array of available extensions offer additional debugging tools, improved code hint, ability to tidy up source code formatting, or even editor interface design. Where can you run this program? You can download the page and feel free to choose from the different versions of the installation available for different operating systems. The editor is compatible with Windows 7/8/10, Mac OS and Linux. Is there a better alternative? One of the main drawbacks of the VS Code is the fact that it is still relatively new to the industry. Despite the bold claim that one of the best text editors on the market, it is still far from perfect. The editor is still in development with the help of its members of the user community. Unlike Sublime, which has almost a decade to mature since its release in 2007. This text editor is as popular as other big names such as Atom and Vim. If you are already an experienced programmer or developer, then you must admit that you have already used this old player. Finding a specific file and even files is very simple and quick. You can also control various aspects inside, such as saving on lost focus, trimming whitespaces and more. The configuration files are simple JSON, and there are also a number of hidden settings that you can explore. The drawbacks of this editor are one, there is no decent Git plugin and two, it comes with a slightly expensive (but reasonable) license fee as opposed to free Atom and VS code. Sublime is still ahead compared to the young Microsoft editor, but that doesn't necessarily mean that one is better than others, as both make reliable and great performances. Microsoft has only supported Windows development environments for a long time, allowing for tools such as Github's Atoms and MacOS only tools to dominate locations in various technology conferences. But this giant worked very quickly and eventually released a revolutionary all-in-one text editor that practically supports cross-platform, and web development. It quickly rises to the top of its competitors with its overwhelmingly growing number of users (which is not limited to Windows users). It fits well with the current design requirements, as it's easy to customize based on your preferred languages and features, which you'll find most useful with its ever-growing library of plug-ins and extensions. Should you download it? Absolutely. Take yourself a copy of the best text editor for free, which has a wide range of apps and flexible features that you can upgrade to the latest sets of extensions created by its developers and authors. There is really nothing that this popular tool can't do. Most importantly, it's not only compatible with Windows, but also with Mac OS and Linux too. Electronic signing of digital filesA comprehensive packageCode codex-free functionality and design optionsA iconic joke turned video game app widgets can be seen as a small window or controller for android app that can be built into another app (such as a home screen). They can be very useful, allowing users to view or manage an app without actually running it. For example, skipping tracks with a music player widget or viewing weather information. The great thing about widgets is that they can be updated automatically (after a period of time) or in response to user actions. In this developer tutorial, we're going to create a simple Android widget that updates automatically every 30 minutes, or in response to the user pressing the update button on the widget. Our widget generates and displays a random number on each update (whether automatic or user interaction). It takes four steps to create a widget: Designing a widget layout. At least you'll need one mock-up file that describes the widget layout. However, you can also provide additional layout files for the widget before it receives any data. Widget on the lock screen (Android 4.0 and above). Expand AppWidgetProvider. This class provides methods called during the widget lifecycle. Provide appWidgetProviderInfo metadata. Main about the widget, such as minimum width and height, upgrade frequency and more. Add a widget to the app's manifesto. The design our widget layoutFid the first thing we do is design our widget layout. When posting a widget, the app is similar to outlining activity activities fragment, there is a very important factor to note. App widget layouts are based on RemoteViews layouts. This means that not all View subclasses can be used in the widget. In fact, only supported classes are FrameLayout, LinearLayout, RelativeLayout, AnalogClock, Button, Chronometer, ImageButton, ImageView, ProgressBar, TextView, ViewFlipper, ListView, GridView, StackView and AdapterViewFlipper. These subclasses and descendants are not even supported. With that in mind, we're developing our widget layout, called simple widget.xml/lt;LinearLayout xmlns:android/ orientation/horizontal android:layout width/match parent android:layout height/match parent android:padding'@dimen #5500000/widget margin ImageView android:layout weight'1 android:layout weight' android:gravity'center android:text'000 android:textsize'@dimen/abc_text_size_large_material android:textstyle'bold'gt;'lt;textView'gt; zlt'button android:layout_height'match_parent android: layout_weight'1 android:text'refresh'gt;'lt;button't;'tth;'linearLayout'gt; Note Android: upholstery in the code fragment above. With Android 4.0, app widgets automatically get upholoration between the widget frame and widget boundaries. Pre-4.0 devices, however, do not provide automatic ups ups and downs for widgets. To build a widget that has fields for earlier versions, but without additional fields for 4.0 and above, create two dimensions of resources res/values/dimens.xml and res/values-v14/dimens.xml to provide different values-v14/dimes.xml/lt;resources/lt widget margin;gt; res/values-v14/dimes.xml/lt;resources/lt widget margin/dimen/dimen/gt; AppWidgetProvider has methods called when the app widget is updated, removed, turned on and disabled among others. For our implementation, we only override onUpdate () because it's a method called whenever a widget is added to the host.public-class SimpleWidgetProvider expands AppWidgetProvider - @Override onUpdate (Context, AppWidgetManager appWigetdManager, intWi appdgetIds) i++) { int widgetId = appWidgetIds[i]; String number = String.format(%03d, (new Random().nextInt(900) + 100)); RemoteViews remoteViews = new RemoteViews(context.getPackageName(), remoteViews.setTextViewText(R.id.textView, number); Intent intent count;= i++)= {= int= widgetid=appWidgetIds[i]; string= number=String.format(%03d, (new= random().nextint(900)= += 100));= remoteviews=new remoteviews.settextviewtext(r.id.textviewtext(r.id.textview,= number);= intent= kgt;</ count; i++) { int widgetId = appWidgetIds[i]; String= number];= intent= kgt;</ count; i++) { int widgetId = appWidgetIds[i]; String= number];= remoteviews.settextviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.textviewtext(r.id.text number = String.format(%03d, (new Random().nextInt(900) + 100)); RemoteViews remoteViews = new RemoteViews(context.getPackageName(), R.layout.simple_widget); remoteViews.setTextView, number); Intent intent > > New Intention (context, SimpleWidgetProvider.class); intent.setAction (AppWidgetManager.ACTION_APPWIDGET_UPDATE); intent.putExtra (AppWidgetManager.EXTRA_APPWIDGET_IDS, appWidgetIds); WaitingIntent.getBroadcast (context, 0, intention, PendingIntent.FLAG_UPDATE_CURRENT); remoteViews.setOnClickPendingIntent (R.id.actionButton, pendingIntent); appWidgetManager.updateAppWidget (widgets), get a RemoteViews); In the onUpdate method () above, we iterate through all of our widgets (in case the user has posted multiple widgets), get a RemoteViews object, update the RemoteView text view with a new random number between 100 and 999, and then specify the action that should occur when the button is tapped. We use PendingIntent to request a manual update at the touch of an update button. The action for intent is set to AppWidgetManager.ACTION_APPWIDGET_UPDATE. This is the same action sent by the system when the widget needs to be updated automatically. We also specify widgets that need to be updated (all app widgets) by callingintent.putExtra (AppWidgetManager.EXTRA_APPWIDGET_IDS, appWidgetIds). To update only the current widget, you can callintent.putExtra (AppWidgetManager.EXTRA_APPWIDGET_ID, widgetId); Finally, we ask AppWidgetManager to update the app's widget, giving it the current widgetId and the current RemoteViews facility. Providing metadata AppWidgetProviderInfolt is an xml file that identifies additional information, features and data related to the widget should be updated, for the widget should be updated to the widget should be updated. among many others. We identify an xml file called simple widget info.xml and save it in a res/xml folder. zlt;appwidget-provider xmlns:android/minwidth/120dp android:updateperiodmillis'1800000 android:initiallay @layout/simple_widget android:resizemode'horizontal'vertical android:widgetcategory'home screen'keyguard android:previewimage'@drawable/previewigt;'lt;appwidget-provider'gt; Most attributes have fairly clear names. minWidth and height of the widget. ThePeriodMillis update determines the frequency of the update in milliseconds for the widget. Please note that frequent updates will have a significant impact on the lock screen as well as on the home screen. All widgets are available on the home screen by default, and if not specified. Android 4.2 included key options, indicating that the widget could be added to the lock screen. If the widget appears on the lock screen, you can show data or other layout. Who to who if the widget options (int widgetId). This method returns a package that can be requested for AppWidgetManager.OPTION_APPWIDGET_HOST_CATEGORY int. It will be either WIDGET_CATEGORY_HOME_SCREEN or WIDGET_CATEGORY_KEYGUARD. The code example below checks AppWidgetHost and displays different layouts for each type of host. AppWidgetManager appVidgtManager; int widgetId; Set of myOptions and appWidgetManager.getAppWidgetOptions (widgetId); Get the OPTION_APPWIDGET_HOST_CATEGORY int - myOptions.getInt (AppWidgetManager.OPTION_APPWIDGET_HOST_CATEGORY, -1); If the value WIDGET_CATEGORY_KEYGUARD, it is the boolean isKeyguard lock widget - category -AppWidgetProviderInfo.WIDGET CATEGORY KEYGUARD; Is int baseLayout a keyguard? R.layout.keyguard? R.layout.ke android.appwidget.action.APPWIDGET UPDATE (@xml/simple widget info/meta-data/zgt; receiver/receiver)gt; Don't forget to change the android At this point you should be able to run the app, and place the widget on the home screen or lock screen. Clicking the update button should automatically update all widgets. Can you change your code to update only the widget that was used? How about updating just one random widget on tap? Have some fun with this, but remember that the widget that is frequently updated will leak on the battery. As usual, the full code is available to modify and reuse the contents of your hearts on github. Android Developer Newsletter

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