Programming UI Widgets
Binding Time

• A loose definition of “binding time” is the point in time when information about a symbolic reference becomes known

• Binding times can be:
  – preprocessor
  – compiler
  – linker
  – class loader
  – runtime
Binding Time Questions

Give an example of something that is bound at:

• compile time in Java

• runtime in Java
What’s going on?

private EditText mEditNumber1;
private EditText mEditNumber2;
private EditText mEditSum;
private Button mButtonCompute;
private Button mButtonClear;

...

mButtonClear =
(Button) findViewById R.id.buttonClear);
mButtonClear.setOnClickListener (this);
Button CLEAR Functionality

• Let’s look at the methods available with an EditText widget

• How can we clear each EditText widget in the MyAddition activity?
Exception Handling

try
{
    // Java Statement
}

catch (NumberFormatException e)
{
    // What to do with exception
}

• Never catch and ignore an exception without some kind of documentation
• Don’t get lazy and catch a generic Exception if a more specific exception exists
parseInt

• What is parseInt?

• What kind of exception does parseInt throw?

• Write try/catch code that converts the value of the first number in MyAddition into an int. If an exception occurs, set the number to 0.

• How can you test the exception code?
Alert Dialog

• What interface do we need to implement?

• What instance variable data type do we need?

• Where does the alert dialog code go in MyAddition? Why?
Create Alert Dialog