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Switch example in android

Switch button in android example. Custom switch button in android example. Switch case in android example. Switch case in android example with string. Switch case in android studio example.

In Android, the switch is a two-state two-state switch widget which can be selected from two options. It is used to view the selected and deselected status of a button that provides the cursor control to the user. The switch is a subclass of compound. It is fundamentally an OFF / ON button that indicates the current status of the switch. It is commonly used in selecting on / off in sound, bluetooth, wifi, etc. Compared to ToggleButton Switch provides user cursor control. The user can simply touch a switch to change his current status. Switch Allow users to change the setting between two states as ignition / OFF Å, WiFi, Bluetooth, etc. From the phone setting menu. It was introduced after the Android 4.0 version (API level 14). IMPORTANT NOTE: Android Switch and ToggleButton both are the subclasses of the CompoundButton class. Switch code in XML: Important note: We can check the current status of a switch programmatically using Ischecked () method. This method returns a Boolean value means true or false. If a switch is controlled, it returns the real otherwise restores false. Below is an example code where we checked the current status of a switch. // Start a SIMPLESWITCH = (switch) switch findViewById (R.id.simpleswitch); // Check the current status of a switch (true or false). Boolean Switchstate = SimpleSwitch.ischecked (); Switch attributes: Now let's talk about important switch attributes that helps us configure a switch in XML (layout) file. 1. ID: ID is an attribute used to uniquely identify a switch. 2. Checked: Å, selected switch attribute is used to set the current status of a switch. The value can be true or false where the true shows the selected status and the false shows the deselected status of a switch. The default value of the selected attribute is false. We can also set the current status at the programmatic level. Below we set Å ¢ Å,~ "Value of value for the controlled attribute that sets the current status to be verified. Setup attribute control in Switch Using the Java class: Below we set the current status of the java class switch. / * Add into Oncreate () Function after setContentview () * // Start a Switch SimpleSwitch = (switch) switch findViewById (R.ID.Simpleswitch); // Set the current status of a SimpleSwitch.Setchecked switch; 3. Text: The text attribute is used to set the text to a switch. We can set the text to XML and in the Java class. Below we set the text Å ¢ Å,~ Å "SoundÅ ¢ Å,~ for the switch. Setting the text in Switch using Java Class: in the code below we set the Awark text via the Java class. / * Add to OnCreate () Function after setContentView () * // Start SIMPLESWITCH = (switch) switch findViewById (R.ID.SIMPLESWITCH); // displayed text of the simpleswitch.setText switch ("switch"); 4. Gravity: The Gravity attribute is an optional attribute that is used to control the text alignment in the switch. We can set the text to the left, right, center, upper, bottom, center, vertical, center, horizontal etc. In Switch. In the code below we set the gravity to the left for the text in the switch. 5. Texton and textFF: Å, Texton attribute is used to set the text when the switch is in controlled state (ie on the state). We can set the Texton in XML Å ¢ as well as in the Java class. In the example below we us The Texton as Å ¢ Å,~Å esÅ~ "and textoff as Å ¢ Å,~Å no" for a switch. Setting Texton and testoFoff of. switch: Below we set the Texton and textoff of a switch in the Java class. / * Add in OnCreate () Function After setContentView () * / = Simpleswitch Switch (Switch) findViewById (R.ID.Simpleswitch); // start simpleswitch.setTexton switch ("on"); // display the text switch whenever that occurs or status simpleswitch.setTeTextOff ("OFF"); // Visited the switch text whenever it is deselected i.e Off State 6. TextColor: It TextColor attribute is used to set the text color of a switch. The value of the color is in the form of Å ¢ Å,~ Å "# argbÅ ¢ Å,~ Å ¢ Å,~ Å" # rgbÅ ¢ Å,~ Å ¢ Å,~ Å" # rggbb ¢ Å,~, o Å ¢ Å,~ Å" # AirlggbbbÅ ¢ Å,~. Below is reported the sample code included with explanation in which we set the red for the display text of a switch. Setting TextColor of Switch Text in Java Class: Below is shown the sample code where we set the text color of a programmatic switch. / * Add in OnCreate () Function After setContentView () * / = Simpleswitch Switch (Switch) findViewById (R.ID.SIMPLEswitch); // Start Simpleswitch.setTextColor switch (Color.Green); // red color for the displayed text switch 7. Timesize: It TEXTSIZE attrbute is used to set the text size of a switch. We can set the text size in SP (pixel independent of the scale) or DP (pixel densità). Below is reported the sample code where we set the 25SP size for the text of a switch. Administration Of Switch TEXT Text in Java Class: below is the sample code where we set the text size of a programmatic switch. Simpleswitch = Switch (Switch) findViewById (R.ID.SimplesWitch); // start simpleswitch.setTextsize switch (25); // September 25SP Text Size displayed switch 9. TextStyle: It TextStyle attribute is used to set the text style of the text of a switch. Possible text styles are bold, italic and normal. If we have to use two or more styles to a text view, then use Å ¢ Å,~Å | Å Å~ operator. Below we have set the bold and italic text styles for the text of a switch. 10. Background: Å, background attribute is used to set the background of a switch. We can set a color or dredging on a switch background. Below we set the black color for the background and the red color for the displayed text of a switch. New -> New project Fill in the form and click the button "Finish". Step 2: Open Res -> Layout - > it _main.xml activities (o) main.xmlÅ ¢ and add the following code: In this step we open an XML file and add the code for the display of two switches and a normal button. Step 3: Apri Å APPÅ -> Java -> Pacchetto Pacchetto In this step we opened the newwit, where we will add the code to start the two switch button. And then we perform the Click Event On button and view the text of the current switch of the switch using a toast. Example of package.Affendriod.switchexample; import android.support.v7.app.AppPortatività; IMPORT Android.os.bundle; Import Android.View.View; IMPORT Android.WIDGET.BUTTON; IMPORT Android.WIDGET.SWITCH; IMPORT Android.widget.toast; Mainneativity of the public class extends AppCompatatività { Switch SimpleSwitch1, SimpleSwitch2; Send button; @Overtinstancestate blank protected override (super.onCreate (SaviDinstancestate); setContentview (r.layout.Activity _main); // Start the view simpleswitch1 = (switch) findviewbyid (r.id.simpleswitch1); simpleswitch2 = (switch) findviewbyid (r.id.simpleswitch2); Send = (button) findviewbyid (r.id.submitbutton); SEND.SETONCLICKLISTENER (NEW View.onClickListener () {@Override Public Void Onclick (View View) {String StatusSwitch1, StatusSwitch2; if (simpleswitch1.ischecked ()) statusswitch1 = simpleswitch1.getTexton (). ToString (); otherwise statusswitch1 = simpleswitch1 .gettextoff (). toString (); if (simpleswitch2.ischecked ()) statusswitch2 = simpleswitch2.getTexton (). toString (); otherwise statusswitch2 = simpleswitch2.getTextoff (). toString (); toast.makeText "switch1:" + " " + "switch2:" + statusswitch2, toast.length _long) .show (); // View the current status of the switch}}); }} Output: Now start the AVD in the emulator and run the app. You will see two switches and a button. Now change the state of the switch (ie checked or deselected) and click on the button. You will see the status displayed on the screen as a toast. Read on: Reading:

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