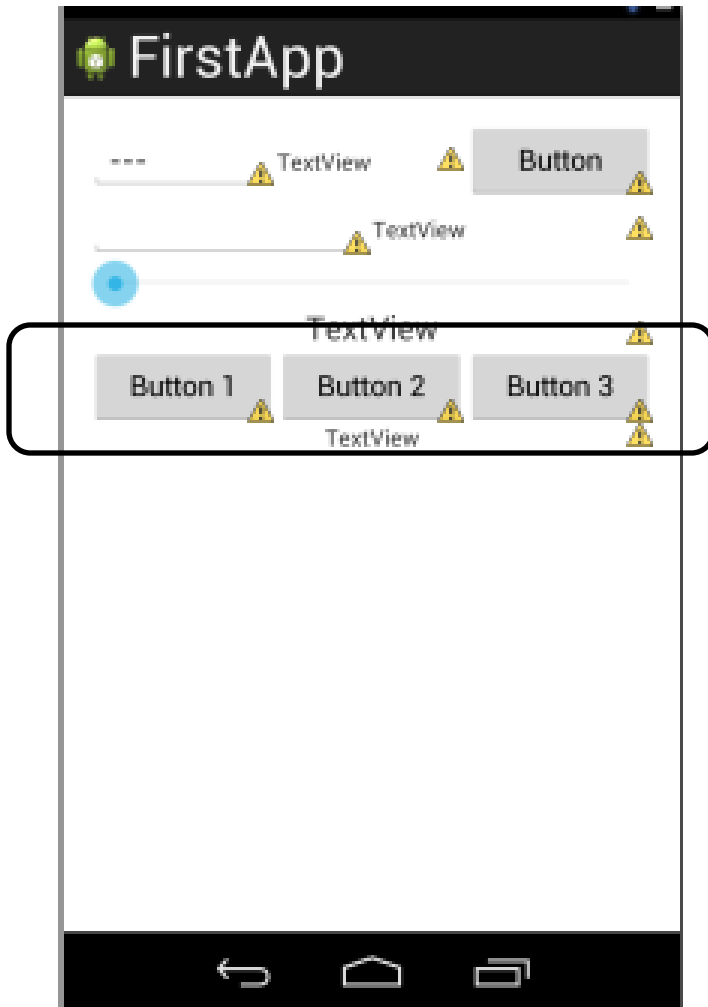


Android Button Example

Reacting to onClick events

Printing to TextView

1. Create and Name Buttons in XML UI




```
<Button  
    android:id="@+id/button01"  
    android:layout_weight = "0.33"  
    android:layout_height="wrap_content"  
    android:text="Button 1" />
```

```
<Button  
    android:id="@+id/button02"  
    android:layout_weight = "0.33"  
    android:layout_height="wrap_content"  
    android:text="Button 2" />
```


```
<Button  
    android:id="@+id/button03"  
    android:layout_weight = "0.33"  
    android:layout_height="wrap_content"  
    android:text="Button 3" />
```

2. Add onClick attributes


```
<Button
    android:id="@+id/button01"
    android:layout_weight = "0.33"
    android:layout_height="wrap_content"
    android:onClick = "button01Click"
    android:text="Button 1" />
```



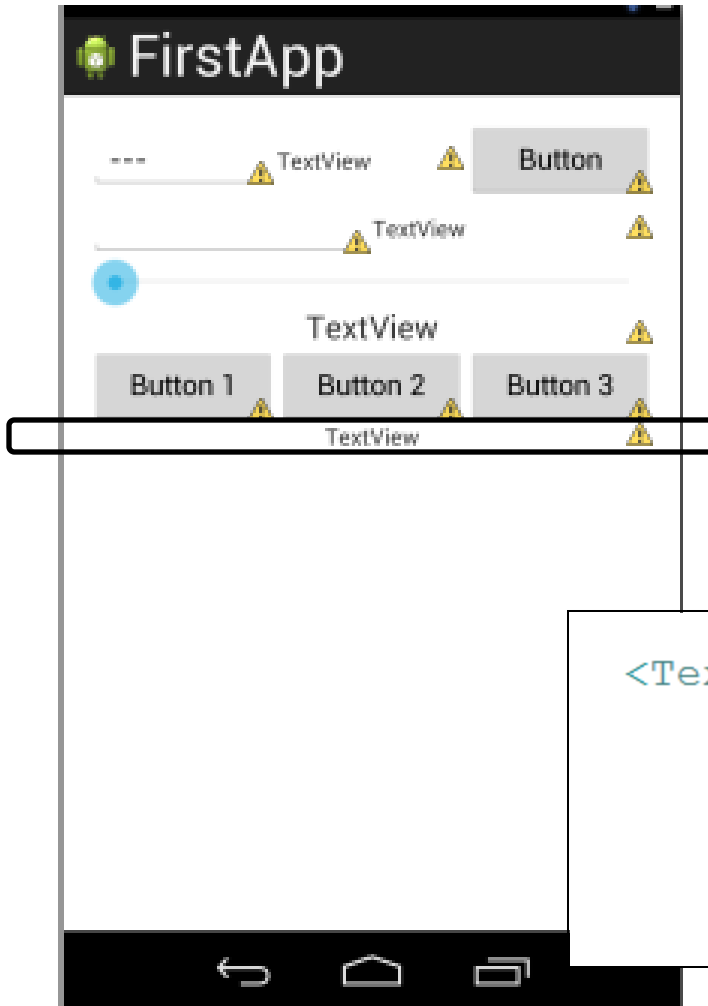
```
<Button
    android:id="@+id/button02"
    android:layout_weight = "0.33"
    android:layout_height="wrap_content"
    android:onClick = "button02Click"
    android:text="Button 2" />
```



```
<Button
    android:id="@+id/button03"
    android:layout_weight = "0.33"
    android:layout_height="wrap_content"
    android:onClick = "button03Click"
    android:text="Button 3" />
```



3. Setup the TextView



```
<TextView  
    android:id="@+id/textDisplay"  
    android:layout_weight="1.0"  
    android:layout_height="wrap_content"  
    android:gravity = "center"  
    android:text="TextView" />
```

4. Create the Fields in MainActivity.java

```
8
9 public class MainActivity extends Activity {
10
11     // Fields
12     private Button button01;
13     private Button button02;
14     private Button button03;
15     private TextView displayText;
16
```

5. Bind to Fields to XML in onCreate()

```
16
17 @Override
18 protected void onCreate(Bundle savedInstanceState) {
19     super.onCreate(savedInstanceState);
20     setContentView(R.layout.activity_main);
21
22     // Bind to XML Objects
23     button01 = (Button) findViewById(R.id.button01);
24     button02 = (Button) findViewById(R.id.button02);
25     button03 = (Button) findViewById(R.id.button03);
26     displayText = (TextView) findViewById(R.id.textDisplay);
27
28 }
29
```

6. Write Functions for Button Clicks

```
37
38     // Functions for Buttons
39
40     // Button 01
41     public void button01Click(View v) {
42         displayText.setText("Button 1 Pressed");
43     }
44
45     // Button 02
46     public void button02Click(View v) {
47         displayText.setText("Button 2 Pressed");
48     }
49
50     // Button 03
51     public void button03Click(View v) {
52         displayText.setText("Button 3 Pressed");
53     }
54
```

7. Save and Run in Emulator!

