

BCS 371

Mobile Application

Development I

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- Jetpack Compose
 - Application class (good for global app data)

Today's Lecture

Application Class

- Contains global state for the application.
- The Application class can be accessed from anywhere in the app.
- You can create your own Application to store global data.
- You will need to do the following:
 1. Derive a new class from Application. Add members to this class for your global data.
 2. Update AndroidManifest.xml to let it know about your new Application class.
 3. Get your global data from the application class.

Application Class

1. Derive New Application Class

- Create a companion object to store your global data (a companion object is like static in Java).

MyApp is derived from Application

Companion object (like static in Java)

SomeClass is the class type you want to store data for (change this to Employee or Student or whatever class you need to store)

Application.onCreate will be called once when the app starts

Create an instance of SomeClass (or whatever class you want) in the onCreate function

```
class MyApp : Application() {
```

```
    companion object {  
        lateinit var x: SomeClass  
    }
```

```
    override fun onCreate() {  
        super.onCreate()  
        // Perform initialization tasks here  
        // Setup global resources, libraries, etc.
```

```
        x = SomeClass()  
    }  
}
```

1. Derive New Application Class

2. Update AndroidManifest.xml

- Add the name of your new application class to the <Application> node in AndroidManifest.xml.
- This will tell the system to use your application class instead of the default one.
- The AndroidManifest.xml file is located under app/manifest in the Android window on the left.

```
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
  xmlns:tools="http://schemas.android.com/tools">
```

```
  <application
```

```
    android:name=".MyApp"
```

Tell the system to use MyApp
as the application class



```
    <!-- Other stuff goes here -->
```

```
  </application>
```

```
</manifest>
```

2. Update AndroidManifest.xml

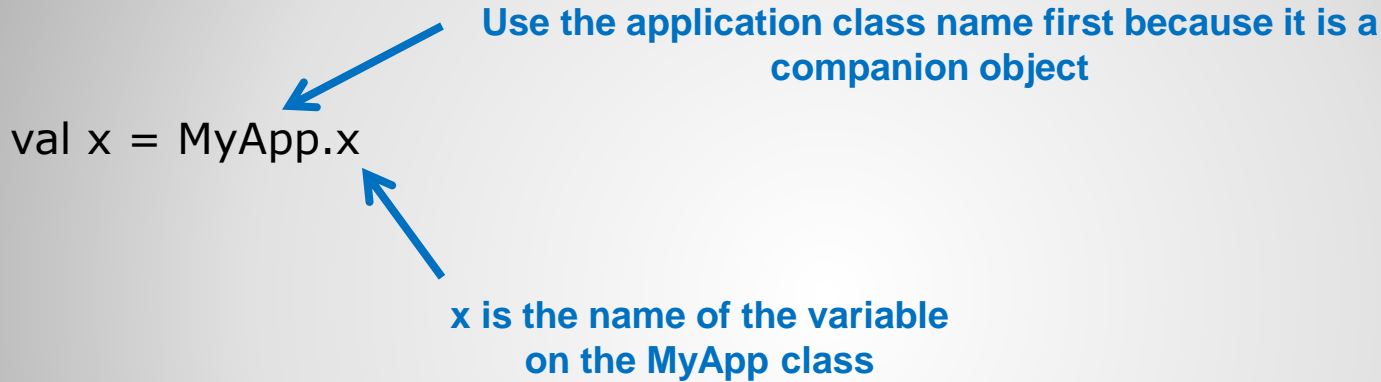
3. Get Your Global Data from the Application Class

- Do the following to get the global data from your application class.

`val x = MyApp.x`

Use the application class name first because it is a companion object

x is the name of the variable on the MyApp class



3. Get Your Global Data from the Application Class

- End of Slides

End of Slides