

Exercises: Widget Event Handling

1. Make an app with two buttons. Have the first one pop up a Toast or insert text into a TextView that says “Hello”. Have the second one say “Goodbye”. Use the named inner class approach. To make a Toast, see the source code for the SayHello apps from the Programming Basics lecture. But, here is a quick summary:

```
String text = "...";
Toast tempMessage =
    Toast.makeText(referenceToMainActivity,
                  text,
                  Toast.LENGTH_SHORT);
tempMessage.show();
```

2. Copy/rename your app. Then, change it to use the separate class approach.
3. Copy/rename your app again. Change it to use the approach where the event handler methods are specified in the layout file (main.xml).
4. For this app, why would it work poorly to try to use the approach where the Activity uses an anonymous inner class? Why would it work even more poorly to try to use the approach where the Activity implemented the View.OnClickListener interface?