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Class CustomActivity

Direct Known Subclasses:

[Edit, MainActivity](#)

```
public class CustomActivity
extends android.support.v4.app.FragmentActivity
implements android.view.View.OnClickListener
```

This is a common activity that all other activities of the app can extend to inherit the common behaviors like setting a Theme to activity.

- **Field Detail**

- ***TOUCH***

```
public static final TouchEffect TOUCH
```

Apply this Constant as touch listener for views to provide alpha touch effect. The view must have a Non-Transparent background.

- **Constructor Detail**

- ***CustomActivity***

```
public CustomActivity()
```

- **Method Detail**

- ***onOptionsItemSelected***

```
public boolean onOptionsItemSelected(android.view.MenuItem item)
```

Overrides:

onOptionsItemSelected **in class** android.app.Activity

- ***onClick***

```
public void onClick(android.view.View v)
```

Specified by:

onClick **in interface** android.view.View.OnClickListener

- ***setTouchNClick***

```
public android.view.View setTouchNClick(int id)
```

Sets the touch and click listeners for a view..

Parameters:

`id` - the id of View

Returns:

the view

- ***setClick***

```
public android.view.View setClick(int id)
```

Sets the click listener for a view.

Parameters:

`id` - the id of View

Returns:

the view

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Class Edit

```
public class Edit  
extends CustomActivity
```

The Activity Edit is launched when you taps on main image or on check mark icon in MainActivity. It simply shows a dummy image with some filter options and option for sharing the image. You need to write actual code image processing and filtering.

- **Constructor Detail**

- *Edit*

```
public Edit()
```

- **Method Detail**

- *onCreate*

```
protected void onCreate(android.os.Bundle savedInstanceState)
```

- Overrides:**

`onCreate` in class `android.support.v4.app.FragmentActivity`

- *setupActionBar*

```
protected void setupActionBar()
```

This method will setup the top title bar (Action bar) content and display values. It will also setup the custom background theme for ActionBar. You can override this method to change the behavior of ActionBar for particular Activity

- *onCreateOptionsMenu*

```
public boolean onCreateOptionsMenu(android.view.Menu menu)
```

- Overrides:**

`onCreateOptionsMenu` in class `android.app.Activity`

Class MainActivity

```
public class MainActivity
extends CustomActivity
```

The Activity MainActivity is the Main screen of the app. It simply shows a dummy image with some filter options. You need to write actual code image processing and filtering.

- **Field Detail**

- *selected*

```
private android.view.View selected
```

The selected filter icon.

- *img*

```
private android.widget.ImageView img
```

The actual imageview.

- **Constructor Detail**

- *MainActivity*

```
public MainActivity()
```

- **Method Detail**

- *onCreate*

```
protected void onCreate(android.os.Bundle savedInstanceState)
```

Overrides:

onCreate in class `android.support.v4.app.FragmentActivity`

- *setupActionBar*

```
protected void setupActionBar()
```

This method will setup the top title bar (Action bar) content and display values. It will also setup the custom background theme for ActionBar. You can override this method to change the behavior of ActionBar for particular Activity

- ***onClick***

```
public void onClick(android.view.View v)
```

Specified by:

`onClick` in interface `android.view.View.OnClickListener`

Overrides:

[onClick](#) in class [CustomActivity](#)

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Class SplashScreen

```
public class SplashScreen  
extends android.app.Activity
```

The Class SplashScreen will launched at the start of the application. It will be displayed for 3 seconds and than finished automatically and it will also start the next activity of app.

- **Field Detail**

- ***isRunning***

```
private boolean isRunning
```

Check if the app is running.

- **Constructor Detail**

- ***SplashScreen***

```
public SplashScreen()
```

- **Method Detail**

- ***onCreate***

```
public void onCreate(android.os.Bundle savedInstanceState)
```

- Overrides:**

`onCreate` in class `android.app.Activity`

- ***startSplash***

```
private void startSplash()
```

Starts the count down timer for 3-seconds. It simply sleeps the thread for 3-seconds.

- ***doFinish***

```
private void doFinish()
```

If the app is still running than this method will start the MainActivity and finish the Splash.

- ***onKeyDown***

- ```
public boolean onKeyDown(int keyCode,
 android.view.KeyEvent event)
```

- Specified by:**

`onKeyDown` in interface `android.view.KeyEvent.Callback`

- Overrides:**

`onKeyDown` in class `android.app.Activity`

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## Class TouchEffect

---

```
public class TouchEffect
extends java.lang.Object
implements android.view.View.OnTouchListener
```

The Class TouchEffect is a Base Touch listener. It can be attached as touch listener for any view. It simply set alpha value for whole view to create a Touch like effect on View

- **Constructor Detail**

- *TouchEffect*

```
public TouchEffect()
```

- **Method Detail**

- *onTouch*

- ```
public boolean onTouch(android.view.View v,
                        android.view.MotionEvent event)
```

- Specified by:**

- ```
onTouch in interface android.view.View.OnTouchListener
```