# Ændrede filer

## Indholdsfortegnelse

## Android Disk Usage (ADU)

### *Selve analysen*

### Diagrammer
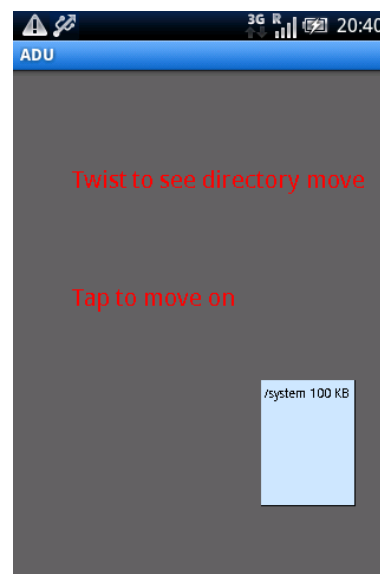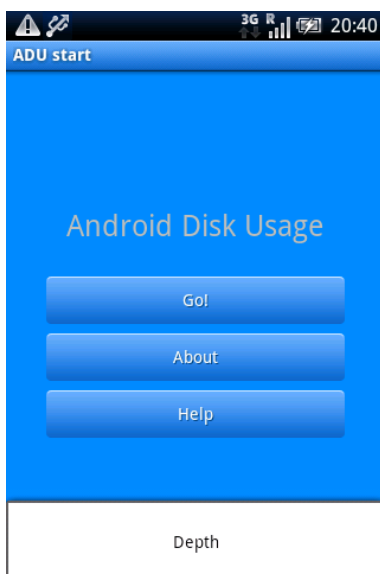
# Kildetekster

## res/color/button_text.xml

```xml
<?xml version="1.0" encoding="utf-8"?>
<selector xmlns:android="http://schemas.android.com/apk/res/android">
    <item android:state_pressed="true"
          android:color="#ffff0000"/> <!-- pressed -->
    <item android:state_focused="true"
          android:color="#ff0000ff"/> <!-- focused -->
    <item android:color="#ff000000"/> <!-- default -->
</selector>
```

## res/layout/afb_list_item.xml

```xml
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout
..
  android:orientation="horizontal"
  android:background="@color/background"
  >
..
</LinearLayout>
```

## res/layout/direrror.xml

```xml
<?xml version="1.0" encoding="utf-8"?>
<ScrollView
    xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    android:background="@color/red"
    android:padding="10dip">
    <TextView
        android:id="@+id/error_content"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="@string/error_text" />
</ScrollView>
```

## res/layout/start.xml

```xml
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout
..
    <LinearLayout
..
    >
..
        <Button
            android:id="@+id/depth_button"
            android:layout_width="fill_parent"
            android:layout_height="wrap_content"
            android:text="@string/depth_label" />
    </LinearLayout>
</LinearLayout>
```

## res/layout/waiting.xml

```xml
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    >
<ProgressBar android:id="@+id/progress_bar"
        android:layout_width="fill_parent"
        android:layout_height="fill_parent" />
</LinearLayout>
```

## res/values/strings.xml

```xml
<?xml version="1.0" encoding="utf-8"?>
..
    <string name="about_text">\
```

## res/values/styles.xml

```xml
<?xml version="1.0" encoding="UTF-8"?>
  <!-- Styling file -->
<resources>
  <style name="listSeparatorTextViewStyle" parent="@android:attr/listSeparatorTextViewStyle">
    <item name="android:layout_height">wrap_content</item>
    <item name="android:layout_width">fill_parent</item>
    <item name="android:textSize">15dip</item>
    <item name="android:paddingTop">2dip</item>
    <item name="android:paddingBottom">3dip</item>
    <item name="android:paddingLeft">5dip</item>
    <item name="android:paddingRight">10dip</item>
    <item name="android:textAppearance">@android:style/TextAppearance.Small</item>
    <item name="android:shadowColor">#111111</item>
    <item name="android:shadowRadius">1</item>
    <item name="android:shadowDy">1</item>
    <item name="android:textStyle">bold</item>
    <item name="android:textColor">@android:color/white</item>
  </style>
  <style name="listViewStyle" parent="@android:attr/listViewStyle">
    <item name="android:textColor">@android:color/white</item>
  </style>
    <style name="genericListItemFirstTextView">
        <item name="android:textSize">15dip</item>
        <item name="android:textStyle">bold</item>
        <item name="android:textColor">@color/button_text</item>
    </style>
    <style name="genericListItemSecondTextView">
        <item name="android:textSize">13dip</item>
        <item name="android:textColor">@color/button_text</item>
    </style>
</resources>
```

## src/org/anddev/AndroidFileBrowser.java

```java
..
import org.me.aduapplication.PresentTree;
import org.me.aduapplication.R;

import android.view.Menu;
import android.view.MenuItem;
import org.me.aduapplication.DepthSetting;

public class AndroidFileBrowser extends ListActivity {

..

    // adapted to ADU
    @Override
    protected void onListItemClick(ListView l, View v, int position, long id) {
..
            if (selectedFileString.equals(".")) { // .
              myString = this.currentDirectory.getAbsolutePath();
            } else if(selectedFileString.equals("..")){ // ..
              if(this.currentDirectory.getParent() != null) {
                myString = this.currentDirectory.getParentFile().getAbsolutePath();
              } else {
                myString = this.currentDirectory.getAbsolutePath();
              }
            } else { // not . not ..
              if(clickedFile != null) {
                  myString = clickedFile.getAbsolutePath();
              }
            }
            myIntent.putExtra(PresentTree.FILECHOSEN, myString);

            startActivity(myIntent);
..
    }

  @Override
  public boolean onCreateOptionsMenu(Menu menu) {
      super.onCreateOptionsMenu(menu);
      menu.add(Menu.NONE, 1, Menu.NONE, "Depth");
      return true;
  }
```

```
  @Override
  public boolean onOptionsItemSelected(MenuItem item) {
    if (item.getItemId() == 1) {
      Intent i;
      i = new Intent(this, DepthSetting.class);
      startActivity(i);
    }
    return true;
  }
}
```

## src/org/me/aduapplication/PresentTree.java

```
package org.me.aduapplication;

import android.app.Activity;
import android.content.Context;
import android.content.Intent;
import android.os.AsyncTask;
import android.os.Bundle;
// import android.util.Log;
import android.widget.ProgressBar;
import android.widget.Toast;
import java.io.File;
import org.jasonpratt.jdu.JDUDirectory;
import org.jasonpratt.jdu.TableView;

public class PresentTree extends Activity {

  public static final String FILECHOSEN = "org.me.ADUapplication.file" ;

  private ProgressBar progressBar;
  JDUDirectory myJDU;
  TableView tableView;

  /** Called when the activity is first created. */
  @Override
  public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);

    String fileChosen = getIntent().getStringExtra(FILECHOSEN);

    // hack
    if (fileChosen.equals("/") || fileChosen.equals("/dev") || fileChosen.equals("/acct") || fileChosen.equals("/proc")
                || fileChosen.equals("/sdcard") || fileChosen.equals("/sys")) {
      setContentView(R.layout.direrror);
    } else {
      setContentView(R.layout.waiting);
      progressBar = (ProgressBar) findViewById(R.id.progress_bar);
      new MyTask(progressBar).execute();
    }
  }


  private class MyTask extends AsyncTask<String, Integer, Boolean> {
    private ProgressBar myProgressBar;
    private int myProgressStatus;

    private MyTask(ProgressBar p) {
      myProgressBar = p;
      myProgressStatus = 0;
    }

    protected Boolean doInBackground(String... params) {
      //create model of file system
      String fileChosen = getIntent().getStringExtra(FILECHOSEN);
      myJDU = new JDUDirectory( null, new File(fileChosen), null );
      return true;
    }

    protected void onProgressUpdate(Integer... progress) {
      myProgressBar.setProgress(progress[0]);
    }

    protected void onPostExecute(Boolean result) {
      // create picture of model
      tableView = new TableView(PresentTree.this);

      int depthChosen = 3;
      depthChosen = DepthSetting.getDepth(PresentTree.this);
      tableView.setDepth(depthChosen);

      tableView.setRoot( myJDU );

      setContentView(tableView);
    }
  }
}
```

## src/org/me/aduapplication/R.java

```
/* AUTO-GENERATED FILE.  DO NOT MODIFY.
```

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```java
/*
 * This class was automatically generated by the
 * aapt tool from the resource data it found.  It
 * should not be modified by hand.
 */

package org.me.aduapplication;

public final class R {
    public static final class array {
        public static final int listArray=0x7f050000;
        public static final int listValues=0x7f050001;
    }
    public static final class attr {
    }
    public static final class color {
        public static final int background=0x7f060000;
        public static final int black=0x7f060005;
        public static final int button_text=0x7f06000b;
        public static final int dark_blue=0x7f060009;
        public static final int dirbackground=0x7f060001;
        public static final int filebackground=0x7f060002;
        public static final int green=0x7f060007;
        public static final int grey=0x7f06000a;
        public static final int orange=0x7f060008;
        public static final int red=0x7f060006;
        public static final int text=0x7f060003;
        public static final int white=0x7f060004;
    }
    public static final class drawable {
        public static final int jdulogo=0x7f020000;
    }
    public static final class id {
        public static final int about_button=0x7f090006;
        public static final int about_content=0x7f090000;
        public static final int directoryaction=0x7f090001;
        public static final int directoryname=0x7f090002;
        public static final int error_content=0x7f090003;
        public static final int go_button=0x7f090005;
        public static final int help_button=0x7f090007;
        public static final int progress_bar=0x7f090009;
        public static final int text=0x7f090008;
        public static final int web_view=0x7f090004;
    }
    public static final class layout {
        public static final int about=0x7f030000;
        public static final int afb_list_item=0x7f030001;
        public static final int direrror=0x7f030002;
        public static final int help2=0x7f030003;
        public static final int start=0x7f030004;
        public static final int test=0x7f030005;
        public static final int waiting=0x7f030006;
    }
    public static final class string {
        public static final int about_label=0x7f070004;
        public static final int about_text=0x7f07000c;
        public static final int analyze_label=0x7f070010;
        public static final int app_name=0x7f070000;
        public static final int continue_label=0x7f070002;
        public static final int current_dir=0x7f07000f;
        public static final int depth_label=0x7f070007;
        public static final int depth_text=0x7f070008;
        public static final int depth_title=0x7f070006;
        public static final int enter_label=0x7f070011;
        public static final int error_text=0x7f07000d;
        public static final int four_label=0x7f07000b;
        public static final int go_label=0x7f070003;
        public static final int help_label=0x7f070005;
        public static final int main_title=0x7f070001;
        public static final int test_title=0x7f070012;
        public static final int three_label=0x7f07000a;
        public static final int two_label=0x7f070009;
        public static final int up_one_level=0x7f07000e;
    }
    public static final class style {
        public static final int genericListItemFirstTextView=0x7f080000;
        public static final int genericListItemSecondTextView=0x7f080001;
    }
    public static final class xml {
        public static final int settings=0x7f040000;
        public static final int settings3=0x7f040001;
    }
}
```

# src/org/me/aduapplication/Splash.java

```java
..
public class Splash extends Activity {
..

  @Override
  protected void onResume() {
      super.onResume();
      sensorManager = (SensorManager) getSystemService(SENSOR_SERVICE);
      sView = new SplashView(this);
```

```
        setContentView(sView);

        for (Sensor sensor : sensorManager.getSensorList(Sensor.TYPE_ORIENTATION)) {
            sensorManager.registerListener(sensorlytter, sensor, SensorManager.SENSOR_DELAY_NORMAL);
        }

    }

..

    class Sensorlytter implements SensorEventListener
    {
        public void onSensorChanged(SensorEvent event) {
            int sensortype = event.sensor.getType();

            if (sensortype == Sensor.TYPE_ORIENTATION)  {
                sView.newCoords(event.values[1],event.values[2]);
            }
        }

..

    }; // Sensorlytter slut

}
```

# src/org/me/aduapplication/SplashView.java

```
..

public class SplashView extends View {
..

    public void newCoords(double pitch, double roll) {
        if (-135 < pitch && pitch < -45) { // top is up
            recty = recty + 10;
        } else {
            if (45 < pitch && pitch < 135) { // bottom is up
                recty = recty - 10;
            }
        }
        // TODO registers gentle roll, but not violent
        if (45 < roll) { // right side is up
            rectx = rectx + 10;
        } else {
            if (roll < -45) { // left side is up
                rectx = rectx - 10;
            }
        }
..
    }

    ////////////////
    // Painting
    ////////////////

    @Override
    public void onDraw( Canvas g ) {
..
        g.drawText("Twist to see directory move", 50, 100, letterColor);
        g.drawText("Tap to move on", 50, 200, letterColor);
    }
..

}
```

# src/org/me/aduapplication/StartScreen.java

```
package org.me.aduapplication;

..

import android.view.Menu;
import android.view.MenuItem;

public class StartScreen extends Activity implements OnClickListener {

    @Override
    public void onCreate(Bundle savedInstanceState) {
..
        View depthButton = findViewById(R.id.depth_button);
        goButton.setOnClickListener(this);
    };

    public void onClick(View v) {
..
        // TODO this doesn't work either
        case R.id.depth_button:
        i = new Intent(this, DepthSetting.class);
        startActivity(i);
        break;
..
    }
```

```java
    @Override
    public boolean onCreateOptionsMenu(Menu menu) {
        super.onCreateOptionsMenu(menu);
        menu.add(Menu.NONE, 1, Menu.NONE, "Depth");
        return true;
    }

    @Override
    public boolean onOptionsItemSelected(MenuItem item) {
        if (item.getItemId() == 1) {
            Intent i;
            i = new Intent(this, DepthSetting.class);
            startActivity(i);
        }
        return true;
    }

}
```

## AndroidManifest.xml

```xml
..
        <activity android:name="org.me.aduapplication.DepthSetting" android:label="ADU settings" >
            <intent-filter>
                <action android:name="android.intent.action.MAIN"/>
                <category android:name="android.intent.category.LAUNCHER"/>
            </intent-filter>
        </activity>

        <activity android:name="org.me.aduapplication.Splash" android:label="ADU" android:screenOrientation="nosensor">
..
        </activity>
..
```