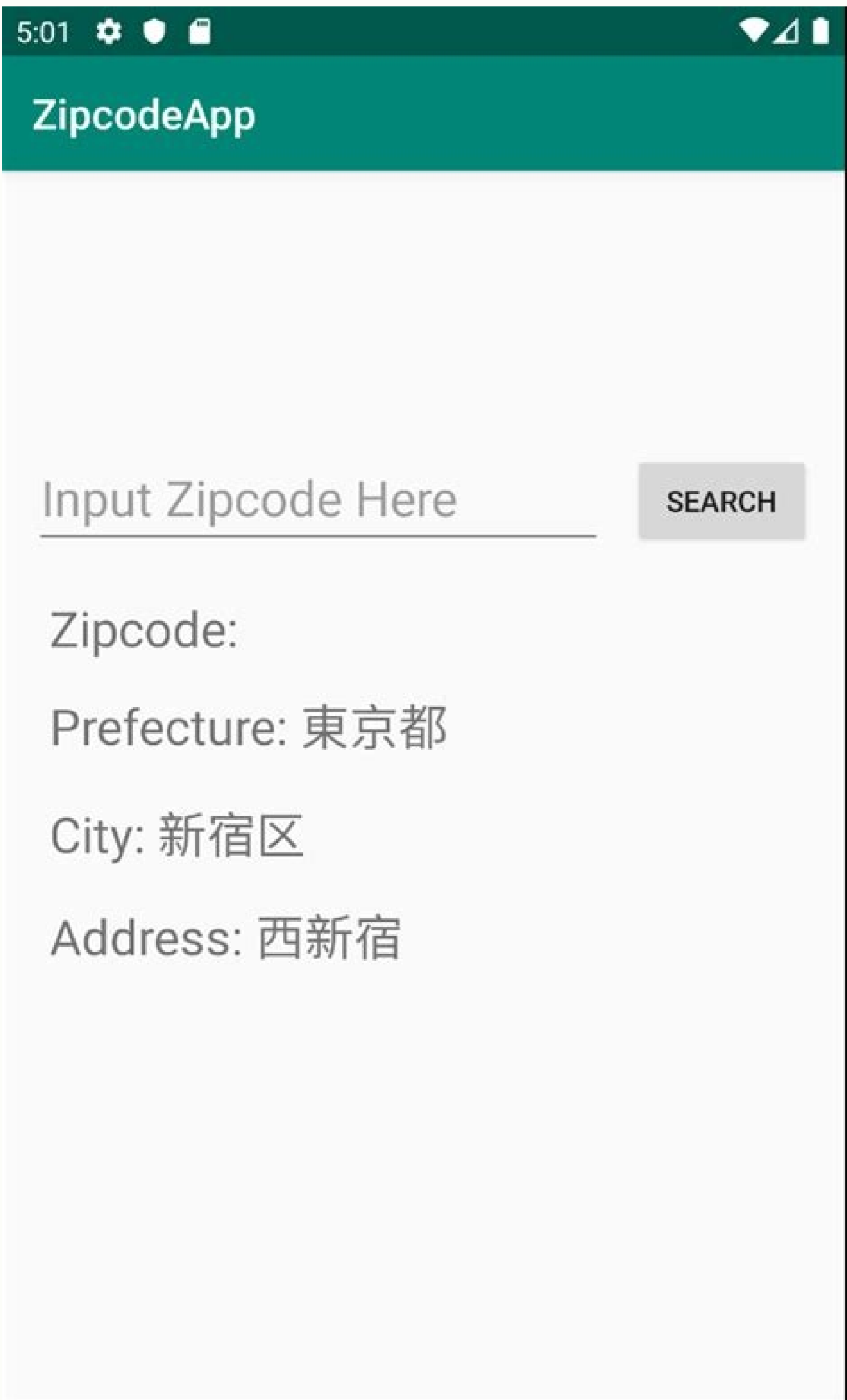
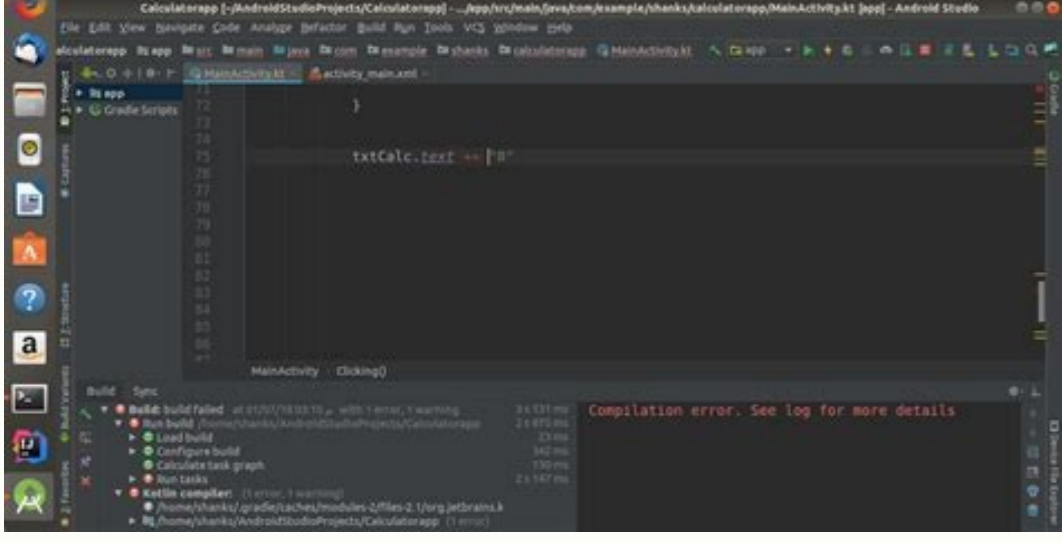


Kotlin editText ontexchanged

Continue



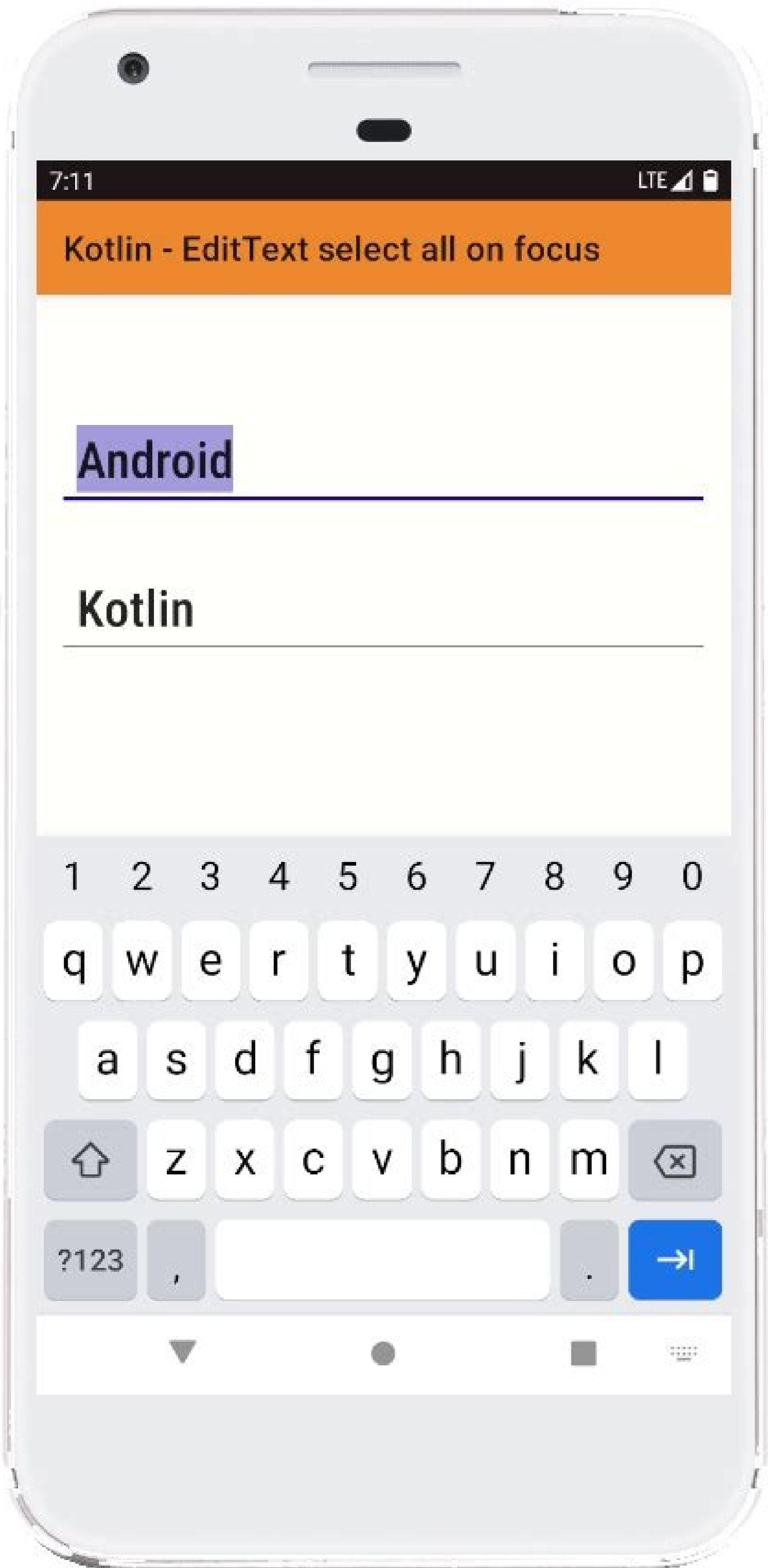


Photo by noor Younis on Unsplash was looking for something as per the title in a simple Tutorial, but can't find one. To do this is not hard, so maybe I should write one to aid others. Let me write my story in 3 sections... 1. Primitive, 2. Dynamic and 3. Periodic EditText Processing, The first two are simple and could easily found tutorial, but not the 3rd one. Will share all three just for more holistic sharing. You can make use of kotlin's named parameters: private val beforeTextChangedStub: (CharSequence, Int, Int, Int) -> Unit = { , , , -> } private val onTextChangedStub: (CharSequence, Int, Int, Int) -> Unit = { , , , -> } private val afterTextChangedStub: (Editable) -> Unit = { } fun EditText.addTextChangedListener(beforeTextChanged: (CharSequence, Int, Int, Int) -> Unit = beforeTextChangedStub, onTextChanged: (CharSequence, Int, Int, Int) -> Unit = onTextChangedStub, afterTextChanged: (Editable) -> Unit = afterTextChangedStub) = addTextChangedListener(object : TextWatcher { override fun beforeTextChanged(charSequence: CharSequence, i: Int, il: Int, il2: Int) { beforeTextChanged(charSequence, i, il, il2) } override fun onTextChanged(charSequence: CharSequence, i: Int, il: Int, il2: Int) { onTextChanged(charSequence, i, il, il2) } override fun afterTextChanged(editable: Editable) { afterTextChanged(editable) } }) Even-though I had read and understood about Kotlin's Extension Functions, the usage was but un-clear until I implemented the same in real time scenario. If Extension Functions was not available, for implementing EditText's TextWatcher and dynamically moving on to next fields could have been cumbersome. With this feature, lot of boilerplate code can be reduced. Consider a scenario, where there are multiple entry fields and validation to be done for the same. Condition to be implemented: Each EditText needs to be validated for certain criteria. If user presses next button, based on criteria next field should be enabled. If user enters invalid data, the focus should be on current field and below field should be disabled for user input. With help of Extension Function the same can be done much easier. First we need to create functions, like the following. The function onTextChanged is our custom function on top of EditText features provided by Android platform. The name can be anything as per your convenience. Now we can have any type of parameter for this function and implement our own custom requirement. For example, if we need to create Email Validator and disable next EditText in the UI, below will be the logic. Unless user enters expected input, we can prevent user from entering in other fields as well. User will not be able to enter values in Email Id and Designation fields. Similarly our custom validation logic can be added in specific fields if required. And enable / disable respective fields. Invalid email check with Extension Function. Once user enters valid email, designation field will be activated and user can start entering values. For enabling fields, below will be the common function. Correspondingly for disabling, below will be the common function. Much of boilerplate code can be removed using this feature. To conclude, Kotlin's Extension Function comes very handy in these scenarios. Full source code can be found over here Github Link Happy Coding @ Cheers! All gif images copyright I am creating an EditText box with line numbers on the side. To achieve this, I have code in the onTextChanged method of the addTextChangedListener that updates the line numbers for the EditText. For some reason however, the onTextChanged event never seems to fire when I type in the EditText, as the println statement is not being activated. Below is my XML code: Below is my Kotlin code: var textbox1: EditText = findViewById(R.id.textbox); var lineNumber: TextView = findViewById(R.id.lineNumber); // Add the line numbers or remove the line numbers based on the user's input textbox1.addTextChangedListener(object : TextWatcher { override fun afterTextChanged(p0: Editable?) { } override fun beforeTextChanged(p0: CharSequence?, p1: Int, p2: Int, p3: Int) { } override fun onTextChanged(p0: CharSequence?, p1: Int, p2: Int, p3: Int) { // Retrieve the number of lines in the user's input var lines: Int = lineNumber.getLineCount() var linesText: String = ""; // Loop through the lines for (i in 1..lines) { linesText = linesText + "" + i; } println("linesText = " + linesText) // Update the line numbers lineNumber.setText(linesText); } }) Solution I figured out the bug and I apologize for not including the line of code in my post where the bug was: I had the following extra line of code that reset the listener after I initialized the listener: setContentView(R.layout.activity_main) Answered By - Adam Lee Answer Checked By - Terry (Flutter Fixes Volunteer) Android EditText is a subclass of TextView. EditText is used for entering and modifying text. While using EditText width, we must specify its input type in inputType property of EditText which configures the keyboard according to input. EditText uses TextWatcher interface to watch change made over EditText. For doing this, EditText calls the addTextChangedListener() method. Methods of TextWatcher beforeTextChanged(CharSequence arg0, int arg1, int arg2, int arg3): It is executed before making any change over EditText. onTextChanged(CharSequence cs, int arg1, int arg2, int arg3): It is executed while making any change over EditText. afterTextChanged(Editable arg0): It is executed after change made over EditText. Example of EditText with TextWatcher() In this example, we will implement EditText with TextWatcher to search data from ListView. activity_main.xml Create an activity_main.xml file in layout folder containing EditText and ListView. File: activity_main.xml Create another file list_item.xml in layout folder which contains data of ListView. list_item.xml File: list_item.xml Activity class package com.example.test.searchfromlistview; import android.os.Bundle; import android.text.Editable; import android.text.TextWatcher; import android.widget.AdapterView; import android.widget.AdapterView.OnItemClickListener; import android.widget.AdapterView.OnItemSelectedListener; import android.support.v7.app.AppCompatActivity; import android.widget.Toast; public class MainActivity extends AppCompatActivity { private ListView lv; private EditText editText; private ArrayAdapter adapter; private String products[] = {"Apple", "Banana", "Pineapple", "Orange", "Papaya", "Melon", "Grapes", "Water Melon", "Lychee", "Guava", "Mango", "Kiwi"}; @Override protected void onCreate(Bundle savedInstanceState) { super.onCreate(savedInstanceState); setContentView(R.layout.activity_main); lv = (ListView) findViewById(R.id.listView); adapter = (ArrayAdapter) findViewById(R.id.adapter); adapter = new ArrayAdapter(this, R.layout.list_item, R.id.product_name, products); lv.setAdapter(adapter); editText.addTextChangedListener(new TextWatcher() { @Override public void onTextChanged(CharSequence cs, int arg1, int arg2, int arg3) { adapter.getFilter().filter(cs); } @Override public void beforeTextChanged(CharSequence arg0, int arg1, int arg2, int arg3) { Toast.makeText(getApplicationContext(), "before text change", Toast.LENGTH_LONG).show(); } @Override public void afterTextChanged(Editable arg0) { Toast.makeText(getApplicationContext(), "after text change", Toast.LENGTH_LONG).show(); } }); } } Output Next Topic: Android Life Cycle of Activity Action whenever the text is changed in the EditText View. Application to implement a listener TextWatcher object, for EditText to trigger an action on text change. Create a new Project in Kotlin Message can display outside of our application normal UI 1 Open Android Studio. 2 Go to File => New => New Project. Write application name. Then, check Include Kotlin Support and click next button. 3 Select minimum SDK you need. However, we have selected 17 as minimum SDK. Then, click next button 4 Then, select Empty Activity => click next => click finish. 5 You will get a newly created project successfully if you have followed steps properly. Stay organized with collections Save and categorize content based on your preferences. public interface TextWatcher implements NoCopySpan When an object of this type is attached to an Editable, its methods will be called when the text is changed. abstract void afterTextChanged(Editable s) This method is called to notify you that, somewhere within s, the text has been changed. abstract void beforeTextChanged(CharSequence s, int start, int count, int after) This method is called to notify you that, within s, the count characters beginning at start are about to be replaced by new text with length after. abstract void onTextChanged(CharSequence s, int start, int before, int count) This method is called to notify you that, within s, the count characters beginning at start have just replaced old text that had length before. Public methods public abstract void afterTextChanged(Editable s) This method is called to notify you that, somewhere within s, the text has been changed. It is legitimate to make further changes to s from this callback, but be careful not to get yourself into an infinite loop, because any changes you make will cause this method to be called again recursively. (You are not told where the change took place because other afterTextChanged() methods may already have made other changes and invalidated the offsets. But if you need to know here, you can use Spannable#setSpan on onTextChanged(CharSequence, int, int, int) to mark your place and then look up from here where the span ended up. public abstract void beforeTextChanged(CharSequence s, int start, int count, int after) This method is called to notify you that, within s, the count characters beginning at start are about to be replaced by new text with length after. It is an error to attempt to make changes to s from this callback. Parameters s CharSequence start int count int after int public abstract void onTextChanged(CharSequence s, int start, int before, int count) This method is called to notify you that, within s, the count characters beginning at start have just replaced old text that had length before. It is an error to attempt to make changes to s from this callback. Parameters s CharSequence start int before int count int Content and code samples on this page are subject to the licenses described in the Content License. Java and OpenJDK are trademarks or registered trademarks of Oracle and/or its affiliates. Last updated 2022-02-10 UTC. 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