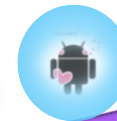




모드 변환



프로젝트 생성

2



Application name: **ModeTest**

Company Domain: **admid.example.com**

Project location: **C:\Android\StdWork\ModeTest**

Target Android Devices

- **Phone and Tabet**
- **Minimun SDK API 15 : Android 4.0.3**

Add an activity to Mobile : **Empty Activity**

Customize the Activity

Activity Name: **MainActivity**

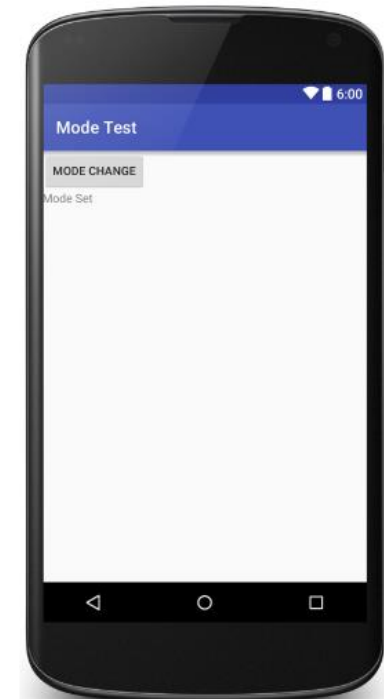
Layout Name: **activity_main**



```

activity_main.xml x
1  <?xml version="1.0" encoding="utf-8" ?>
2  <LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
3      android:layout_width="match_parent"
4      android:layout_height="match_parent"
5      android:orientation="vertical">
6
7      <Button
8          android:id="@+id/btn"
9          android:layout_width="wrap_content"
10         android:layout_height="wrap_content"
11         android:text="Mode Change" />
12
13     <TextView
14         android:id="@+id/txt"
15         android:layout_width="wrap_content"
16         android:layout_height="wrap_content"
17         android:text="Mode Set" />
18 </LinearLayout>

```



MainActivity.java x

```
1 package com.example.admin.toasttest;
2
3 import android.content.Context;
4 import android.media.AudioManager;
5 import android.os.Bundle;
6 import android.support.v7.app.AppCompatActivity;
7 import android.view.View;
8 import android.widget.Button;
9 import android.widget.TextView;
10 import android.widget.Toast;
11
```

MainActivity.java x

```
10 import android.widget.Toast;
11
12 public class MainActivity extends AppCompatActivity {
13
14     Button btn;
15     TextView txt;
16     AudioManager cmaAudioManager;
17
18     @Override
19     protected void onCreate(Bundle savedInstanceState) {
20         super.onCreate(savedInstanceState);
21         setContentView(R.layout.activity_main);
22
23         btn = (Button)findViewById(R.id.btn);
24         txt = (TextView)findViewById(R.id.txt);
25
26         btn.setOnClickListener(new View.OnClickListener() {
```

```
26 btn.setOnClickListener(new View.OnClickListener() {
27     @Override
28     public void onClick(View v) {
29         AudioManager = (AudioManager) getSystemService(Context.AUDIO_SERVICE);
30         switch (AudioManager.getRingerMode()){
31             case AudioManager.RINGER_MODE_VIBRATE: //진동
32                 AudioManager.setRingerMode(AudioManager.RINGER_MODE_NORMAL); //소리로
33                 Toast.makeText(getApplicationContext(), "소리 모드", Toast.LENGTH_SHORT).show();
34                 txt.setText("소리 모드 입니다.");
35                 break;
36             case AudioManager.RINGER_MODE_NORMAL: //소리
37                 AudioManager.setRingerMode(AudioManager.RINGER_MODE_SILENT); //무음으로
38                 Toast.makeText(getApplicationContext(), "무음 모드", Toast.LENGTH_SHORT).show();
39                 txt.setText("무음 모드 입니다.");
40                 break;
41             case AudioManager.RINGER_MODE_SILENT: //무음
42                 AudioManager.setRingerMode(AudioManager.RINGER_MODE_VIBRATE); //진동으로
43                 Toast.makeText(getApplicationContext(), "진동 모드", Toast.LENGTH_SHORT).show();
44                 txt.setText("진동 모드 입니다.");
45                 break;
46         }
47     }
48 });
```

