

TeenCoder™: Android Programming

Second Edition Errata Sheet

Updated March, 2014

This document lists the known typographical or other corrections to the *TeenCoder™: Android Programming* Second Edition course.

- Chapter Two, Lesson Three, page 33:

When creating a new Android Virtual Device (emulator), please note that the “Snapshot” and “Use Host GPU” checkboxes shown at the bottom of the screen are mutually exclusive. They cannot be enabled at the same time. We do not advise enabling “Use Host GPU” as the projects you will be completing do not make intensive use of the graphics subsystem.

- Chapter Seven, Activity Two Document, page 3:

The activity instructions for writing name and score data to HighScores.txt include:

- Write the player’s name and an end-line character to the file
- Write the player’s score and an end-line character to the file

Students might try this reasonable-looking approach based on the activity description:

```
osw.write(playerName);  
osw.write(endLine);  
osw.write(numWhacks);  
osw.write(endLine);
```

A subtle point not made clear in the activity document is that the player’s score, as an integer, must be converted to a string before calling the `write()` function. The third call to `write(numWhacks)` is incorrect because `numWhacks` is an integer, and it will result in a binary value getting written to the file instead of a text string.

There are a variety of ways to convert the **numWhacks** integer to a string, including the one shown in the activity solution:

```
osw.write(playerName + endLine);  
osw.write(numWhacks + endLine);
```

By concatenating the **endLine** separator to the integer first, the entire result is converted to a string prior to entering the **write()** function, and the resulting value in the HighScores.txt file will be the desired string instead of a binary number.

- Chapter Eleven, Activity Two Document, page 2:

The activity instructions include these steps near the bottom of page 2:

*Put two pieces of extra data onto this **Intent**:*

- An “alarm” key with the value “” (empty string)
- An “index” key with the value “-1”. This will tell the **AddAlarm** class that we want to create a new alarm.

The “-1” value should actually be coded as an integer. It is not clear that the quotes simply surround the intended integer value instead of specifying a quoted string value. The clarified activity step reads:

- An “index” key with the value -1 (an integer). This will tell the **AddAlarm** class that we want to create a new alarm.