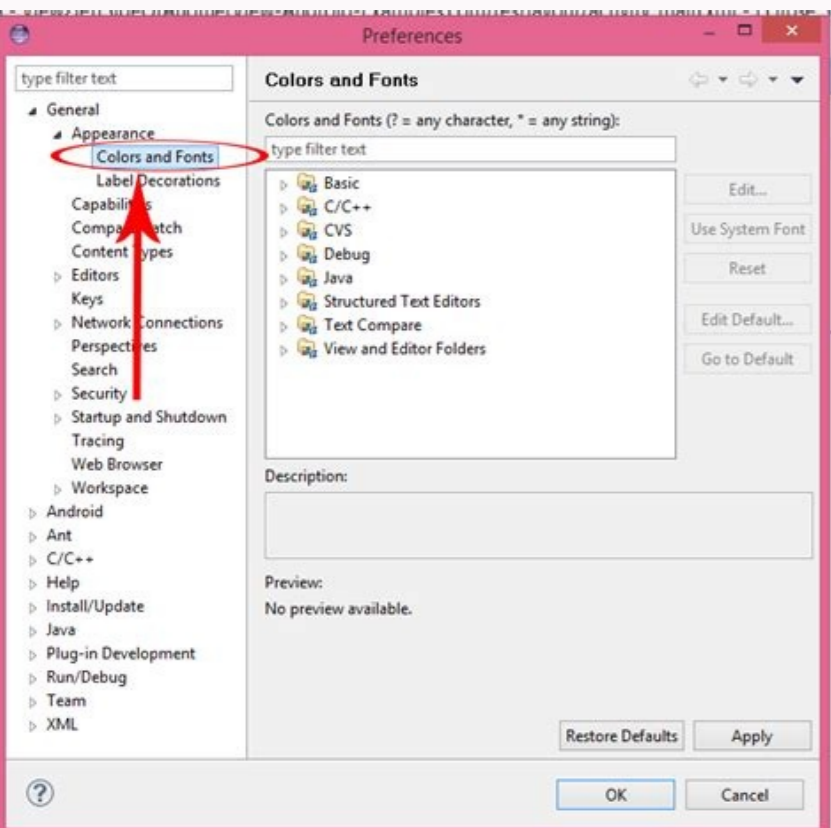
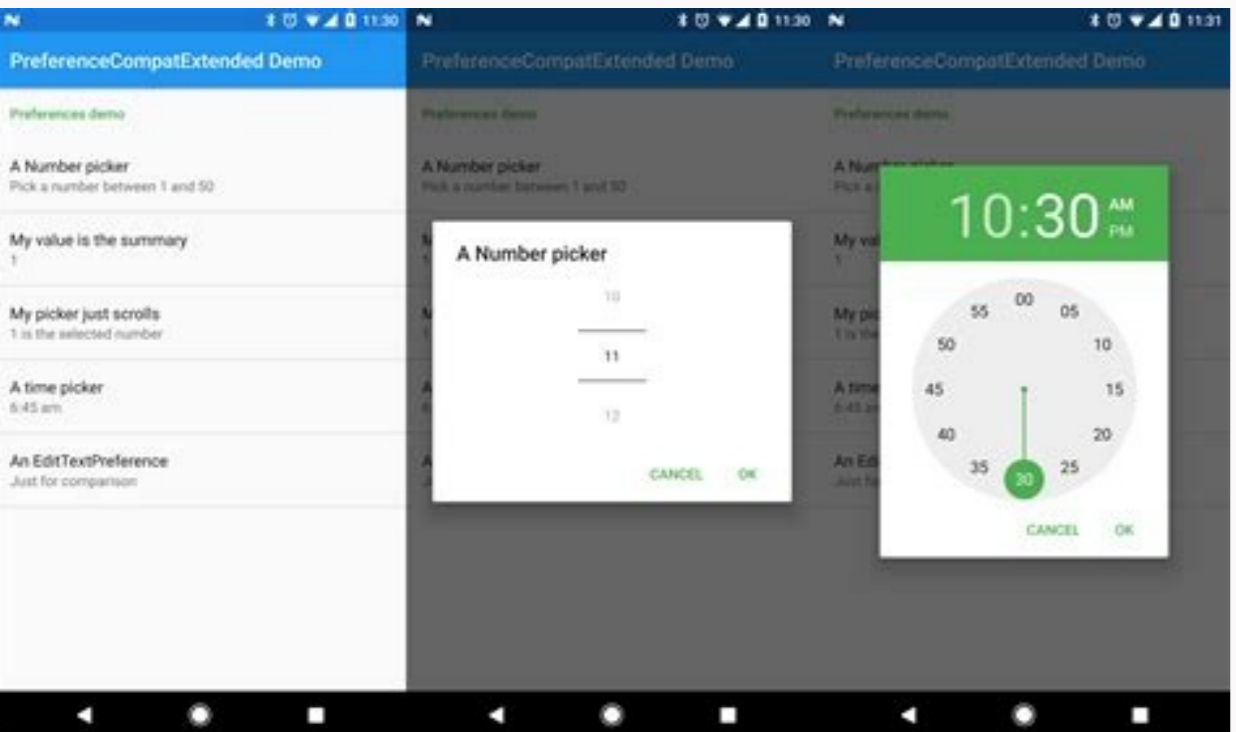
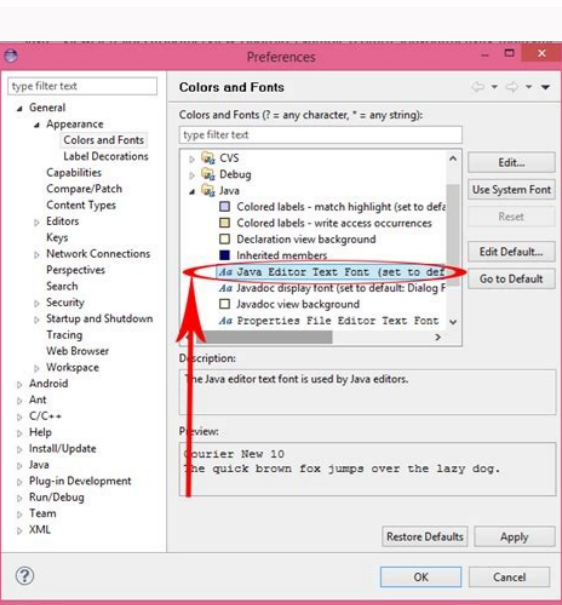
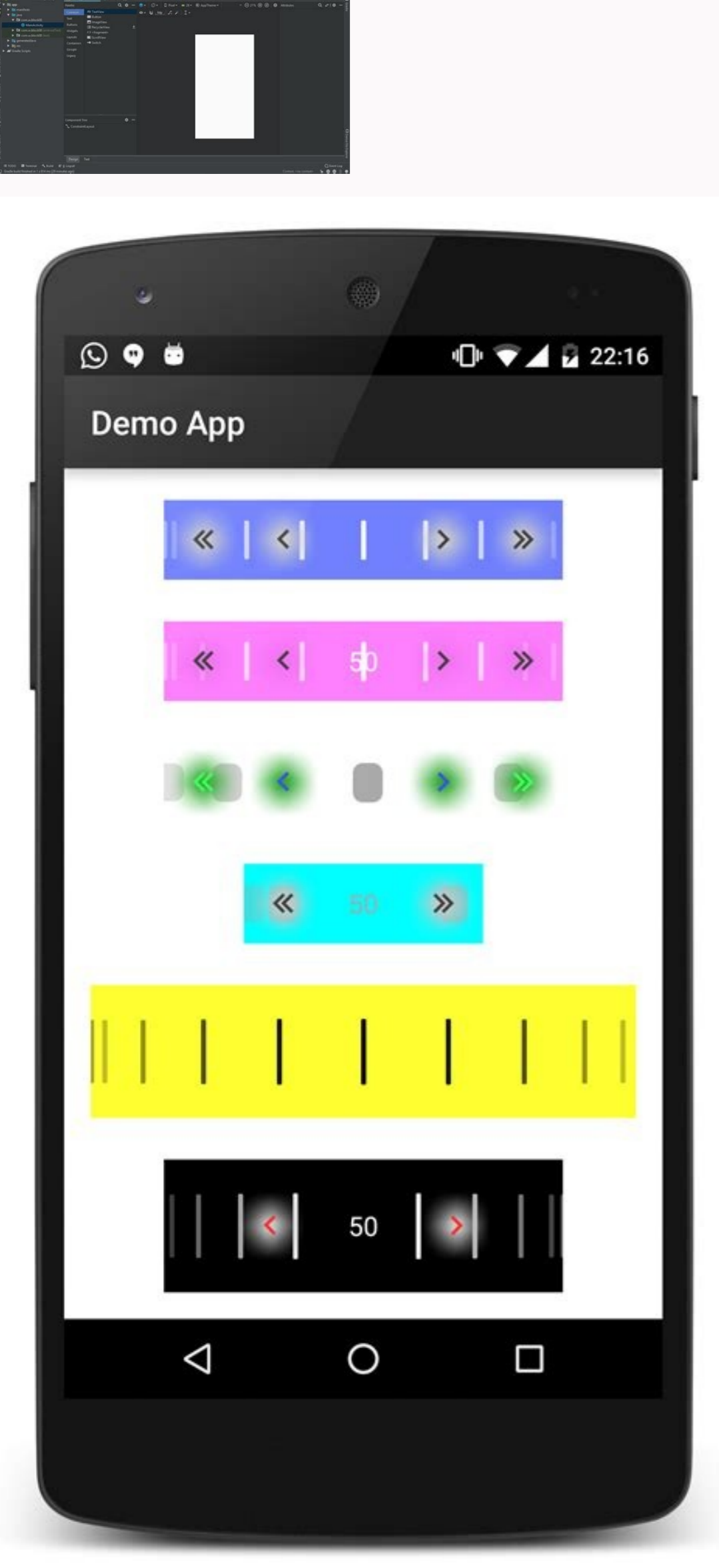


Continue





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A widget that enables the user to select a number from a predefined range. There are two flavors of this widget and which one is presented to the user depends on the current theme. If the current theme is derived from R.style.Theme the widget presents the current value as an editable input field with an increment button above and a decrement button below. Long pressing the buttons allows for a quick change of the current value. Tapping on the input field allows to type in a desired value. If the current theme is derived from R.style.Theme.Holo or R.style.Theme.Holo.Light the widget presents the current value as a default-focus view. If the current theme is derived from R.style.Theme.Material the widget presents the current value as a scrolling vertical selector with the selected value in the center and the previous and following numbers above and below, separated by a divider. The value is changed by flinging vertically. The thickness of the divider can be changed by using the R.attr.selectionDividerHeight attribute and the color of the divider can be changed by using the R.attr.colorControlNormal attribute.

interface NumberPicker.OnValueChangeListener to listen for changes of the current value. From class android.view.View android:accessibilityHeading Whether or not this view is a heading for accessibility purposes. android:accessibilityLiveRegion Indicates to accessibility services whether the user should be notified when this view changes. android:accessibilityPaneTitle The title this view should present to accessibility as a pane title. android:accessibilityTraversalAfter Sets the id of a view after which this one is visited in accessibility traversal. android:accessibilityTraversalBefore Sets the id of a view before which this one is visited in accessibility traversal. android:allowClickWhenDisabled Whether or not allow clicks on disabled view. android:alpha alpha property of the view, as a value between 0 (completely transparent) and 1 (completely opaque). android:autoHandwritingEnabled Whether or not the auto handwriting initiation is enabled in this View. android:autoFillHints Describes the content of a view so that a autofill service can fill in the appropriate data. android:autoFillHighlightedDrawable to be drawn over the view to mark it as autofilled may be a reference to another resource, in the form "@+[package]:type/name" or a theme attribute in the form "?[package]:type/name". android:background A drawable to use as the background. android:backgroundTint Tint to apply to the background. android:backgroundTintMode Blending mode used to apply the background tint. android:clickable Defines whether this view reacts to click events. android:clipToOutline Whether the View's Outline should be used to clip the contents of the View. android:contentDescription Defines text that briefly describes content of the view. android:contextClickable Defines whether this view reacts to context click events. android:defaultFocusHighlightEnabled Whether this View should use a default focus highlight when it gets focused but doesn't have R.attr.state focused defined in its background. android:drawingCacheQuality Defines the quality of translucent drawing caches. android:duplicateParentState When this attribute is set to true, the view gets its drawable state (focused, pressed, etc.) from its direct parent rather than from itself. android:elevation base z depth of the view. android:fadeScrollbars Defines whether to fade out scrollbars when they are not in use. android:fadingEdgeLength Defines the length of the fading edges. android:filterTouchesWhenObscured Specifies whether to filter touches when the view's window is obscured by another visible window. android:fitsSystemWindows Boolean internal attribute to adjust view layout based on system windows such as the status bar. android:focusable Controls whether a view can take focus. android:focusableInTouchMode Boolean that controls whether a view can take focus while in touch mode. android:focusByDefault Whether this view is a default-focus view. android:forceHasOverlappingRendering Whether this view has elements that may overlap when drawn. android:foreground Defines the drawable to draw over the content. android:foregroundGravity Defines the gravity to apply to the foreground. android:foregroundTint Tint to apply to the foreground. android:foregroundTintMode Blending mode used to apply the foreground tint. android:hapticFeedbackEnabled Boolean that controls whether a view should have haptic feedback enabled for events such as long presses. android:id Supply an identifier name for this view, to later retrieve it with View.findViewById() or Activity.findViewById(). android:importantForAccessibility Describes whether or not this view is important for accessibility. android:importantForAutofill Hints the Android System whether the view node associated with this View should be included in a view structure used for autofill purposes. android:importantForContentCapture Hints the Android System whether the view node associated with this View should be used for content capture purposes. android:isScrollContainer Set this if the view will serve as a scrolling container, meaning that it can be resized to shrink its overall window so that there will be space for an input method. android:keepScreenOn Controls whether the view's window should keep the screen on while visible. android:keyboardNavigationCluster Whether this view is a root of a keyboard navigation cluster. android:layerType Specifies the type of layer backing this view. android:layoutDirection Defines the direction of layout drawing. android:longClickable Defines whether this view reacts to long click events. android:minHeight Defines the minimum height of the view. android:minWidth Defines the minimum width of the view. android:nextClusterForward Defines the next keyboard navigation cluster. android:nextFocusDown Defines the next view to give focus to when the next focus is View.FOCUS\_DOWN If the reference refers to a view that does not exist or is part of a hierarchy that is invisible, a RuntimeException will result when the reference is accessed. android:nextFocusForward Defines the next view to give focus to when the next focus is View.FOCUS\_FORWARD If the reference refers to a view that does not exist or is part of a hierarchy that is invisible, a RuntimeException will result when the reference is accessed. android:nextFocusLeft Defines the next view to give focus to when the next focus is View.FOCUS\_LEFT. android:nextFocusRight Defines the next view to give focus to when the next focus is View.FOCUS\_RIGHT If the reference refers to a view that does not exist or is part of a hierarchy that is invisible, a RuntimeException will result when the reference is accessed. android:outlineAmbientShadowColor Sets the color of the ambient shadow that is drawn when the view has a positive Z or elevation value. android:outlineSpotShadowColor Sets the color of the spot shadow that is drawn when the view has a positive Z or elevation value. android:padding Sets the padding, in pixels, of all four edges. android:paddingBottom Sets the padding, in pixels, of the bottom edge; see R.attr.padding. android:paddingEnd Sets the padding, in pixels, of the end edge; see R.attr.padding. android:paddingHorizontal Sets the padding, in pixels, of the left and right edges; see R.attr.padding. android:paddingLeft Sets the padding, in pixels, of the left edge; see R.attr.padding. android:paddingRight Sets the padding, in pixels, of the right edge; see R.attr.padding. android:paddingStart Sets the padding, in pixels, of the start edge; see R.attr.padding. android:paddingTop Sets the padding, in pixels, of the top edge; see R.attr.padding. android:paddingVertical Sets the padding, in pixels, of the top and bottom edges; see R.attr.padding. android:preferKeepClear Sets a preference to keep the bounds of this view clear from floating windows above this view's window. android:requiresFadingEdge Defines which edges should be faded on scrolling. android:rotation rotation of the view, in degrees. android:rotationX rotation of the view around the x axis, in degrees. android:rotationY rotation of the view around the y axis, in degrees. android:saveEnabled If false, no state will be saved for this view when it is being frozen. android:scaleX scale of the view in the x direction. android:scaleY scale of the view in the y direction. android:screenReaderFocusable Whether this view should be treated as a focusable unit by screen reader accessibility tools. android:scrollIndicators Defines which scroll indicators should be displayed when the view can be scrolled. android:scrollX The initial horizontal scroll offset, in pixels. android:scrollY The initial vertical scroll offset, in pixels. android:scrollbarAlwaysDrawHorizontalTrack Defines whether the horizontal scrollbar track should always be drawn. android:scrollbarAlwaysDrawVerticalTrack Defines whether the vertical scrollbar track should always be drawn. android:scrollbarDefaultDelayBeforeFade Defines the delay in milliseconds that a scrollbar waits before fade out. android:scrollbarFadeDuration Defines the delay in milliseconds that a scrollbar takes to fade out. android:scrollbarSize Sets the width of vertical scrollbars and height of horizontal scrollbars. android:scrollbarStyle Controls the scrollbar style and position. android:scrollbarThumbHorizontal Defines the horizontal scrollbar thumb drawable. android:scrollbarThumbVertical Defines the vertical scrollbar thumb drawable. android:scrollbarTrackHorizontal Defines the horizontal scrollbar track drawable. android:scrollbarTrackVertical Defines the vertical scrollbar track drawable. android:scrollbars Defines which scrollbars should be displayed on scrolling or not. android:soundEffectsEnabled Boolean that controls whether a view should have sound effects enabled for events such as clicking and touching. android:stateListAnimator Sets the state-based animator for the View. android:tag Supply a tag for this view containing a String, to be retrieved later with View.getTag() or searched for with View.findViewById(). android:textAlignment Defines the alignment of the text. android:textDirection Defines the direction of the text. android:theme Specifies a theme override for a view. android:tooltipText Defines text displayed in a small popup window on hover or long press. android:transformPivotX x location of the pivot point around which the view will rotate and scale. android:transformPivotY y location of the pivot point around which the view will rotate and scale. android:transitionName Names a View such that it can be identified for Transitions. android:translationX translation in x of the view. android:translationY translation in y of the view. android:translationZ translation in z of the view. android:visibility Controls the initial visibility of the view. From class android.view.ViewGroup int CLIP\_TO\_PADDING MASK We clip to padding when FLAG\_CLIP\_TO\_PADDING and FLAG\_PADDING\_NOT\_NULL are set at the same time. int FOCUS\_AFTER\_DESCENDANTS This view will get focus only if none of its descendants want it. int FOCUS\_BEFORE\_DESCENDANTS This view will get focus before any of its descendants. int FOCUS\_BLOCK\_DESCENDANTS This view will block any of its descendants from getting focus, even if they are focusable. int LAYOUT\_MODE\_CLIP\_BOUNDS This constant is a layoutMode. int LAYOUT\_MODE\_OPTICAL\_BOUNDS This constant is a layoutMode. int PERSISTENT\_ALL\_CACHES This constant was deprecated in API level 28. The view drawing cache was largely made obsolete with the introduction of hardware-accelerated rendering in API level 11. With hardware-acceleration, intermediate cache layers are largely unnecessary and can easily result in a net loss in performance due to the cost of creating and updating the layer. In the rare cases where caching layers are useful, such as for alpha animations, View.setLayerType(int, android.graphics.Paint) handles this with hardware rendering. For software-rendered snapshots of a small part of the View hierarchy or individual Views it is recommended to create a Canvas from either a Bitmap or Picture and call View.draw(android.graphics.Canvas) on the View. However these software-rendered usages are discouraged and have compatibility issues with hardware-only rendering features such as Config.HARDWARE bitmaps, real-time shadows, and outline clipping. For screenshots of the UI for feedback reports or unit testing the PixelCopy API is recommended. int PERSISTENT\_ANIMATION\_CACHE This constant was deprecated in API level 28. The view drawing cache was largely made obsolete with the introduction of hardware-accelerated rendering in API level 11. With hardware-acceleration, intermediate cache layers are largely unnecessary and can easily result in a net loss in performance due to the cost of creating and updating the layer. In the rare cases where caching layers are useful, such as for alpha animations, View.setLayerType(int, android.graphics.Paint) handles this with hardware rendering. For software-rendered snapshots of a small part of the View hierarchy or individual Views it is recommended to create a Canvas from either a Bitmap or Picture and call View.draw(android.graphics.Canvas) on the View. However these software-rendered usages are discouraged and have compatibility issues with hardware-only rendering features such as Config.HARDWARE bitmaps, real-time shadows, and outline clipping. For screenshots of the UI for feedback reports or unit testing the PixelCopy API is recommended. int PERSISTENT\_NO\_CACHE This constant was deprecated in API level 28. The view drawing cache was largely made obsolete with the introduction of hardware-accelerated rendering in API level 11. With hardware-acceleration, intermediate cache layers are largely unnecessary and can easily result in a net loss in performance due to the cost of creating and updating the layer. In the rare cases where caching layers are useful, such as for alpha animations, View.setLayerType(int, android.graphics.Paint) handles this with hardware rendering. For software-rendered snapshots of a small part of the View hierarchy or individual Views it is recommended to create a Canvas from either a Bitmap or Picture and call View.draw(android.graphics.Canvas) on the View. However these software-rendered usages are discouraged and have compatibility issues with hardware-only rendering features such as Config.HARDWARE bitmaps, real-time shadows, and outline clipping. For screenshots of the UI for feedback reports or unit testing the PixelCopy API is recommended. From class android.view.View int ACCESSIBILITY\_LIVE\_REGION\_ASSERTIVE Live region mode specifying that





the notify() method or the notifyAll() method for this object, or some other thread interrupts the current thread, or a certain amount of real time has elapsed. final void wait() Causes the current thread to wait until another thread invokes the notify() method or the notifyAll() method for this object. From interface android.view.ViewParent abstract void bringChildToFront(View child) Change the z order of the child so it's on top of other children. abstract boolean canResolveLayoutDirection() Tells if this view parent can resolve the layout direction. abstract boolean canResolveTextAlignment() Tells if this view parent can resolve the text alignment. abstract boolean canResolveTextDirection() Tells if this view parent can resolve the text direction. abstract void childDrawableStateChanged(View child) This method is called on the parent when a child's drawable state has changed. abstract void childHasTransientStateChanged(View child, boolean hasTransientState) Called when a child view now has or no longer is tracking transient state. abstract void clearChildFocus(View child) Called when a child of this parent is giving up focus abstract void createContextMenu(ContextMenu menu) Have the parent populate the specified context menu if it has anything to add (and then recurse on its parent), default OnBackInvokedDispatcher findOnBackInvokedDispatcherForChild(View child, View requester) Walk up the View hierarchy to find the nearest OnBackInvokedDispatcher. abstract View focusSearch(View v, int direction) Find the nearest view in the specified direction that wants to take focus abstract void focusableViewAvailable(View v) Tells the parent that a new focusable view has become available. abstract boolean getChildVisibleRect(View child, Rect r, Point offset) Compute the visible part of a rectangular region defined in terms of a child view's coordinates. abstract int getLayoutDirection() Return this view parent layout direction. abstract ViewParent getParent() Returns the parent if it exists, or null. abstract ViewParent getParentForAccessibility() Gets the parent of a given View for accessibility. abstract int getTextAlignment() Return this view parent text alignment. abstract int getTextDirection() Return this view parent text direction. abstract void invalidateChild(View child, Rect r) This method was deprecated in API level 26. Use onDescendantInvalidate(android.view.View, android.view.View) instead. abstract void invalidate(android.view.View, android.view.View) instead. abstract ViewParent invalidateChildInParent(int[] location, Rect r) This method was deprecated in API level 26. Use onDescendantInvalidate(android.view.View, android.view.View) instead. abstract void invalidate(android.view.View, android.view.View) instead. abstract boolean isLayoutDirectionResolved() Tells if this view parent layout direction is resolved. abstract boolean isLayoutRequested() Indicates whether layout was requested on this view parent. abstract boolean isTextAlignmentResolved() Tells if this view parent text alignment is resolved. abstract boolean isTextDirectionResolved() Tells if this view parent text direction is resolved. abstract View keyboardNavigationClusterSearch(View currentCluster, int direction) Find the nearest keyboard navigation cluster in the specified direction. abstract void notifySubtreeAccessibilityStateChanged(View child, View source, int changeType) Notifies a view parent that the accessibility state of one of its descendants has changed and that the structure of the subtree is different. default void onDescendantInvalidated(View child, View target) The target View has been invalidated, or has had a drawing property changed that requires the hierarchy to re-render. abstract boolean onNestedFling(View target, float velocityX, float velocityY, boolean consumed) Request a fling from a nested scroll. abstract boolean onNestedPreFling(View target, float velocityX, float velocityY) React to a nested fling before the target view consumes it. abstract boolean onNestedPrePerformAccessibilityAction(View target, int action, Bundle arguments) React to an accessibility action delegated by a target descendant view before the target processes it. abstract void onNestedPreScroll(View target, int dx, int dy, int[] consumed) React to a nested scroll in progress before the target view consumes a portion of the scroll. abstract void onNestedScroll(View target, int dxConsumed, int dyConsumed, int dxUnconsumed, int dyUnconsumed) React to a nested scroll in progress. abstract void onNestedScrollAccepted(View child, View target, int nestedScrollAxes) React to the successful claiming of a nested scroll operation. abstract boolean onStartNestedScroll(View child, View target, int nestedScrollAxes) React to a descendant view initiating a nestable scroll operation, claiming the nested scroll operation if appropriate. abstract void onStopNestedScroll(View target) React to a nested scroll operation ending. abstract void recomputeViewAttributes(View child) Tell view hierarchy that the global view attributes need to be re-evaluated. abstract void requestChildFocus(View child, View focused) Called when a child of this parent wants focus abstract boolean requestChildRectangleOnScreen(View child, Rect rectangle, boolean immediate) Called when a child of this group wants a particular rectangle to be positioned onto the screen. abstract void requestDisallowInterceptTouchEvent(boolean disallowIntercept) Called when a child does not want this parent and its ancestors to intercept touch events with ViewGroup.OnInterceptTouchEvent(MotionEvent). abstract void requestFitSystemWindows() Ask that a new dispatch of View.fitSystemWindows(Rect) be performed. abstract void requestLayout() Called when something has changed which has invalidated the layout of a child of this view parent. abstract boolean requestSendAccessibilityEvent(View child, AccessibilityEvent event) Called by a child to request from its parent to send an AccessibilityEvent. abstract void requestTransparentRegion(View child) Called when a child wants the view hierarchy to gather and report transparent regions to the window compositor. abstract boolean showContextMenuForChild(View originalView) Shows the context menu for the specified view or its ancestors. abstract boolean showContextMenuForChild(View originalView, float x, float y) Shows the context menu for the specified view or its ancestors anchored to the specified view-relative coordinate. abstract ActionMode startActionModeForChild(View originalView, ActionMode.Callback callback, int type) Start an action mode of a specific type for the specified view. abstract ActionMode startActionModeForChild(View originalView, ActionMode.Callback callback) Start an action mode for the specified view with the default type ActionMode.PRIMARY. From interface android.view.KeyEvent.Callback abstract boolean onKeyDown(int keyCode, KeyEvent event) Called when a key down event has occurred. abstract boolean onKeyLongPress(int keyCode, KeyEvent event) Called when a long press has occurred. abstract boolean onKeyMultiple(int keyCode, int count, KeyEvent event) Called when a user's interaction with an analog control, such as flinging a trackball, generates simulated down/up events for the same key multiple times in quick succession. abstract boolean onKeyUp(int keyCode, KeyEvent event) Called when a key up event has occurred. public NumberPicker (Context context) Create a new number picker. Parameters context Context: The application environment. public NumberPicker (Context context, AttributeSet attrs) Create a new number picker. Parameters context Context: The application environment. attrs AttributeSet: A collection of attributes. defStyleAttr int: An attribute in the current theme that contains a reference to a style resource that supplies default values for the view. Can be 0 to not look for defaults. public NumberPicker (Context context, AttributeSet attrs, int defStyleAttr, int defStyleRes) Create a new number picker. Parameters context Context: The application environment. attrs AttributeSet: A collection of attributes. defStyleAttr int: An attribute in the current theme that contains a reference to a style resource that supplies default values for the view. Can be 0 to not look for defaults. defStyleRes int: A resource identifier of a style resource that supplies default values for the view, used only if defStyleAttr is 0 or can not be found in the theme. Can be 0 to not look for defaults. public void computeScroll () Called by a parent to request that a child update its values for mScrollX and mScrollY if necessary. This will typically be done if the child is animating a scroll using a Scroller object. public boolean dispatchKeyEvent (KeyEvent event) Dispatch a key event to the next view on the focus path. This path runs from the top of the view tree down to the currently focused view. If this view has focus, it will dispatch to itself. Otherwise it will dispatch the next node down the focus path. This method also fires any key listeners. Parameters event KeyEvent: The key event to be dispatched. Returns boolean True if the event was handled, false otherwise. public boolean dispatchTouchEvent (MotionEvent event) Pass the touch screen motion event down to the target view, or this view if it is the target. Parameters event MotionEvent: The motion event to be dispatched. Returns boolean True if the event was handled by the view, false otherwise. public boolean dispatchTrackballEvent (MotionEvent event) Pass a trackball motion event down to the focused view. Parameters event MotionEvent: The motion event to be dispatched. Returns boolean True if the event was handled by the view, false otherwise. public String[] getDisplayedValues () Gets the values to be displayed instead of string values. Returns String[] The displayed values. public int getMaxValue () Returns the max value of the picker. Returns int The max value. public int getMinValue () Returns the min value of the picker. Returns int The min value public int getSelectionDividerHeight () Retrieve the height for the divider that separates the currently selected value from the others. This units of this value are pixels. Returns int The height of the divider This units of this value are pixels. {} public int getSolidColor () Override this if your view is known to always be drawn on top of a solid color background, and needs to draw fading edges. Returning a non-zero color enables the view system to optimize the drawing of the fading edges. If you do return a non-zero color, the alpha should be set to 0xFF. Returns int The known solid color background for this view, or 0 if the color may vary public int getTextColor () Returns int the text color. public float get textSize () Returns float the size (in pixels) of the text size in this NumberPicker. Value is 0.0 or greater public int getValue () Returns the value of the picker. public boolean getWrapSelectorWheel () Gets whether the selector wheel wraps when reaching the min/max value. Returns boolean True if the selector wheel wraps. See also: getMinValue()getMaxValue() public void jumpDrawablesToCurrentState () Call Drawable.jumpToCurrentState() on all Drawable objects associated with this view. Also calls StateListAnimator.jumpToCurrentState() if there is a StateListAnimator attached to this view. If you override this method you must call through to the superclass implementation. public boolean onInterceptTouchEvent (MotionEvent event) Implement this method to intercept all touch screen motion events. This allows you to watch events as they are dispatched to your children, and take ownership of the current gesture at any point. Using this function takes some care, as it has a fairly complicated interaction with View.onTouchEvent(MotionEvent), and using it requires implementing that method as well as this one in the correct way. Events will be received in the following order: You will receive the down event here. The down event will be handled either by a child of this view group, or given to your own onTouchEvent() method to handle; this means you should implement onTouchEvent() to return true, so you will continue to see the rest of the gesture (instead of looking for a parent view to handle it). Also, by returning true from onTouchEvent(), you will not receive any following events in onInterceptTouchEvent() and all touch processing must happen in onTouchEvent() like normal. For as long as you return false from this function, each following event (up to and including the final up) will be delivered first here and then to the target's onTouchEvent(). If you return true from here, you will not receive any following events: the target view will receive the same event but with the action MotionEvent.ACTION\_CANCEL, and all further events will be delivered to your onTouchEvent() method and no longer appear here. Parameters event MotionEvent: The motion event being dispatched down the hierarchy. Returns boolean Return true to steal motion events from the children and have them dispatched to this ViewGroup through onTouchEvent(). The current target will receive an ACTION\_CANCEL event, and no further messages will be delivered here. public boolean onTouchEvent (MotionEvent event) Implement this method to handle touch screen motion events. If this method is used to detect click actions, it is recommended that the actions be performed by implementing and calling performClick(). This will ensure consistent system behavior, including: obeying click sound preferences dispatching OnClickListener calls handling ACTION\_CLICK when accessibility features are enabled Parameters event MotionEvent: The motion event. Returns boolean True if the event was handled, false otherwise. public boolean performClick () Call this view's OnClickListener, if it is defined. Performs all normal actions associated with clicking: reporting accessibility event, playing a sound, etc. Returns boolean True there was an assigned OnClickListener that was called, false otherwise is returned. public boolean performLongClick () Calls this view's OnLongClickListener, if it is defined. Invokes the context menu if the OnLongClickListener did not consume the event. Returns boolean true if one of the above receivers consumed the event, false otherwise public void scrollBy (int x, int y) Move the scrolled position of your view. This will cause a call to onScrollChanged(int, int, int, int) and the view will be invalidated. Parameters x int: the amount of pixels to scroll by horizontally y int: the amount of pixels to scroll by vertically public void setDisplayedValues (String[] displayedValues) Sets the values to be displayed. Parameters displayedValues String: The displayed values. Note: The length of the displayed values array must be equal to the range of selectable numbers which is equal to getMaxValue() - getMinValue() + 1. public void setEnabled (boolean enabled) Set the enabled state of this view. The interpretation of the enabled state varies by subclass. Parameters enabled boolean: True if this view is enabled, false otherwise. public void setOnLongPressUpdateInterval (long intervalMillis) Sets the speed at which the numbers be incremented and decremented when the up and down buttons are long pressed respectively. The default value is 300 ms. Parameters intervalMillis long: The speed (in milliseconds) at which the numbers will be incremented and decremented. public void setOnScrollListener (NumberPicker.OnScrollListener onScrollListener) Set listener to be notified for scroll state changes. Paramters onScrollListener NumberPicker.OnScrollListener: The listener. public void setOnValueChangedListener (NumberPicker.OnValueChangedListener onValueChangedListener) Sets the listener to be notified on change of the current value. Parameters onValueChangedListener NumberPicker.OnValueChangedListener: The listener. public void setSelectionDividerHeight (int height) Set the height for the divider that separates the currently selected value from the others. Parameters height int: The height to be set Value is 0 or greater This units of this value are pixels. public void setTextColor (int color) Sets the text color for all the states (normal, selected, focused) to be the given color. Parameters color int: A color value in the form 0xAARRGGBB. public void set textSize (float size) Sets the text size to the given value. This value must be > 0 Parameters size float: The size in pixel units. Value is 0.0 or greater public void setWrapSelectorWheel (boolean wrapSelectorWheel) Sets whether the selector wheel shown during flinging/scrolling should wrap around the NumberPicker#getMinValue() and NumberPicker#getMaxValue() values. By default if the range (max - min) is more than the number of items shown on the selector wheel the selector wheel wrapping is enabled. Note: If the number of items, i.e. the range (getMaxValue() - getMinValue()) is less than the number of items shown on the selector wheel, the selector wheel will not wrap. Hence, in such a case calling this method is a NOP. Parameters wrapSelectorWheel boolean: Whether to wrap. protected int computeVerticalScrollExtent () Compute the vertical extent of the vertical scrollbar's thumb within the vertical range. This value is used to compute the length of the thumb within the scrollbar's track. The range is expressed in arbitrary units that must be the same as the units used by computeVerticalScrollRange() and computeVerticalScrollOffset(). The default extent is the drawing height of this view. Returns int the vertical extent of the scrollbar's thumb protected int computeVerticalScrollOffset () Compute the vertical offset of the vertical scrollbar's thumb within the horizontal range. This value is used to compute the position of the thumb within the scrollbar's track. The range is expressed in arbitrary units that must be the same as the units used by computeVerticalScrollRange() and computeVerticalScrollExtent(). The default offset is the scroll offset of this view. Returns int the vertical offset of the scrollbar's thumb protected int computeVerticalScrollRange () Compute the vertical range that the vertical scrollbar represents. The range is expressed in arbitrary units that must be the same as the units used by computeVerticalScrollExtent() and computeVerticalScrollOffset(). Returns int the total vertical range represented by the vertical scrollbar The default range is the drawing height of this view. protected void drawableStateChanged () This function is called whenever the state of the view changes in such a way that it impacts the state of drawables being shown. If the View has a StateListAnimator, it will also be called to run necessary state change animations. Be sure to call through to the superclass when overriding this function. If you override this method you must call through to the superclass implementation. protected float getBottomFadingEdgeStrength () Returns the strength, or intensity, of the bottom faded edge. The strength is a value between 0.0 (no fade) and 1.0 (full fade). The default implementation returns 0.0 or 1.0 but no value in between. Subclasses should override this method to provide a smoother fade transition when scrolling occurs. Returns float the intensity of the bottom fade as a float between 0.0f and 1.0f protected float getTopFadingEdgeStrength () Returns the strength, or intensity, of the top faded edge. The strength is a value between 0.0 (no fade) and 1.0 (full fade). The default implementation returns 0.0 or 1.0 but no value in between. Subclasses should override this method to provide a smoother fade transition when scrolling occurs. Returns float the intensity of the top fade as a float between 0.0f and 1.0f protected void onDetachedFromWindow () This is called when the view is detached from a window. At this point it no longer has a surface for drawing. If you override this method you must call through to the superclass implementation. protected void onDraw (Canvas canvas) Implement this to do your drawing. Parameters canvas Canvas: the canvas on which the background will be drawn protected void onLayout (boolean changed, int left, int top, int right, int bottom) Called from layout when this view should assign a size and position to each of its children. Derived classes with children should override this method and call layout on each of their children. Parameters changed boolean: This is a new size or position for this view left int: Left position, relative to parent top int: Top position, relative to parent right int: Right position, relative to parent bottom int: Bottom position, relative to parent protected void onMeasure (int widthMeasureSpec, int heightMeasureSpec) Measure the view and its content to determine the measured width and the measured height. This method is invoked by measure(int, int) and should be overridden by subclasses to provide accurate and efficient measurement of their contents. CONTRACT: When overriding this method, you must call setMeasuredDimension(int, int) to store the measured width and height of this view. Failure to do so will trigger an IllegalStateException, thrown by measure(int, int). Calling the superclass' onMeasure(int, int) is a valid use. The base class implementation of measure defaults to the background size, unless a larger size is allowed by the MeasureSpec. Subclasses should override onMeasure(int, int) to provide better measurements of their content. If this method is overridden, it is the subclass's responsibility to make sure the measured height and width are at least the view's minimum height and width (getSuggestedMinimumHeight() and getSuggestedMinimumWidth()). Parameters widthMeasureSpec int: horizontal space requirements as imposed by the parent. The requirements are encoded with View.MeasureSpec. heightMeasureSpec int: vertical space requirements as imposed by the parent. The requirements are encoded with View.MeasureSpec.

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