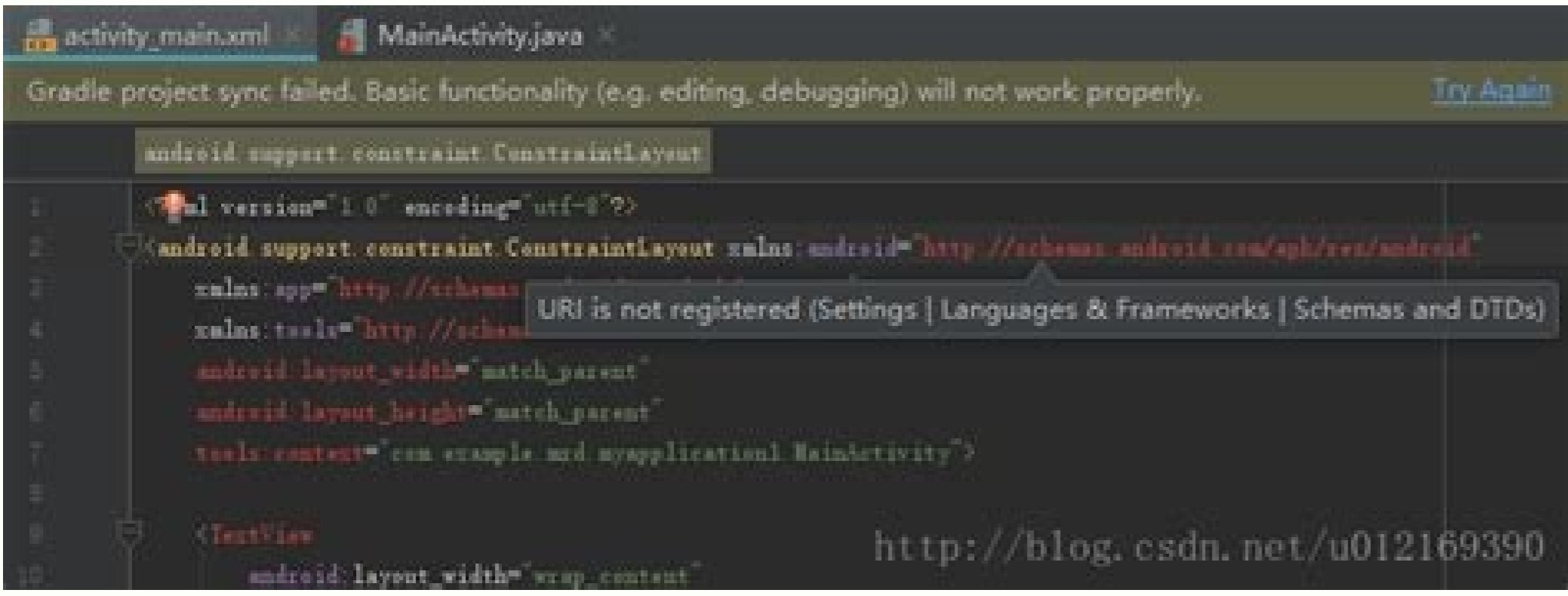
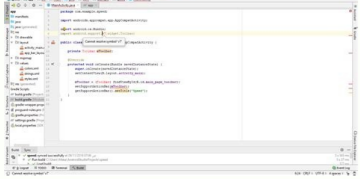
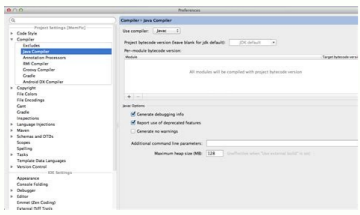


Cannot resolve symbol callback android studio

I'm not robot!



```
import android.hardware.fingerprint.FingerprintManager;
import android.location.Location;
import android.location.LocationManager;
import android.net.Uri;
import android.os.Build;
import android.os.Bundle;
import android.support.annotation.Nullable;
import android.support.design.widget.TextInputLayout;
import android.support.v4.app.ActivityCompat;
import android.support.v4.content.ContextCompat;
import android.support.v4.hardware.fingerprint.FingerprintManagerCompat;
import android.support.v7.app.AlertDialog;
import android.support.v7.app.AppCompatActivity;
import android.support.v7.widget.Toolbar;
import android.support.v7.widget.RecyclerView;
import android.support.v7.widget.SwitchCompat;
import android.support.v7.widget.Toolbar;
import android.util.Log;
import android.view.LayoutInflater;
import android.view.MenuItem;
import android.view.View;
import android.view.ViewGroup;
import android.widget.Button;
```



Email and password authentication

You can use Firebase Authentication to let your users sign in with their email addresses and passwords, and to manage your app's password-based accounts. This tutorial helps you set up an email and password system and then access information about the user.

[Launch in browser](#)

1 Connect your app to Firebase

[Connect to Firebase](#)

2 Add Firebase Authentication to your app

[Add Firebase Authentication to your app](#)

To use an authentication provider, you need to enable it in the [Firebase console](#). Go to the [Sign-in Method](#) page in the Firebase Authentication section to enable Email/Password sign-in and any other identity providers you want for your app.

3 Listen for auth state

Declare the `FirebaseAuth` and `AuthStateListener` objects.

```
private FirebaseAuth mAuth;

private FirebaseAuth.AuthStateListener mAuth
```

I am currently creating a 2D Android game using Android Studio. I have created a class called GameView which extends SurfaceView and implements SurfaceHolder.Callback. However, I am getting the error, "Cannot resolve symbol 'Callback'". I have already checked the SurfaceHolder class and the interface for Callback exists already. I have already tried cleaning the project and tried looking around the internet for help, but can't seem to solve it. Can someone help me figure out what the problem and how I can solve it? The code for the GameView class which I wrote so far: import android.content.Context; import android.support.annotation.MainThread; import android.view.SurfaceHolder; import android.view.SurfaceView; /** Created by Shreyas on 22/03/2017. */ public class GameView extends SurfaceView implements SurfaceHolder.Callback { private MainThread thread; public GameView(Context context) { super(context); getHolder().addCallback(this); thread = new MainThread(getHolder(), this); setFocusable(true); public void surfaceDestroyed(SurfaceHolder holder) { } } Thank you. Symbol tables are an important data structure created and maintained by compilers to store information associated with identifiers [1] in a given source code. This information is entered into the symbol tables during lexical and syntax analysis and is used in the later phases of compilation. As the declarations of classes, interfaces, variables, and methods are processed, their identifiers are bound to corresponding entries in the symbol tables. When uses of these identifiers are encountered in the source code, the compiler looks them up in the symbol tables and relies on this information for things such as verifying that a variable has been declared, determining the scope of a variable, and verifying that an expression is semantically correct with type checking. Symbol tables are also used for code generation and optimization [2]. A simplified representation of a symbol table entry (or simply, a symbol) in Java has the following format: . Given a global variable declaration like final double ratio; the corresponding symbol would then be . Cannot Find Symbol Error As its name implies, the cannot find symbol error refers to a symbol which cannot be found. While there are multiple ways and reasons this can occur, they all boil down to the fact that the Java compiler is unable to find the symbol associated with a given identifier. The message produced by the compiler for the cannot find symbol error includes two additional fields: "symbol"—the name and type of the referenced identifier; and "location"—the specific class in which the identifier has been referenced. What Causes the Cannot Find Symbol Error The most common triggers for the cannot find symbol compile-time error include: missing variable and method declarations; out-of-scope references to variables and methods; misspelled identifiers; and omitted import statements. Cannot Find Symbol vs Symbol Not Found vs Cannot Resolve Symbol As different Java compilers use slightly different terminology, the cannot find symbol error can also be found under the terms symbol not found and cannot resolve symbol. Besides the naming, there is no difference between what these terms stand for. Cannot Find Symbol Error Examples Undeclared variable When the Java compiler encounters a use of an identifier which it cannot find in the symbol table, it raises the cannot find symbol error. Consequently, the most common occurrence of this error is when there is a reference to an undeclared variable. Unlike some other languages that don't require explicit declaration of variables [3], or may allow declaring a variable after it has been referenced (via hoisting [4]), Java requires declaring a variable before it can be used or referenced in any way. Fig. 1(a) shows how an undeclared variable, in this case the identifier average on line 9, results in two instances of the cannot find symbol error, at the positions where they appear in the code. Declaring this variable by specifying its data type (or, alternatively, inferring its type with the var keyword in Java 10+) resolves the issue (Fig. 1(b)). (a) 1 2 3 4 5 6 7 8 9 10 11 12 package rollbar; public class UndeclaredVariable { public static void main(String... args) { int x = 6; int y = 10; int z = 32; average = (x + y + z) / 3.0; // average is not declared System.out.println(average); } } UndeclaredVariable.java:9: error: cannot find symbol average = (x + y + z) / 3.0; ^ symbol: variable average location: class UndeclaredVariable.java:10: error: cannot find symbol System.out.println(average); ^ symbol: variable average location: class UndeclaredVariable 2 errors (b) 1 2 3 4 5 6 7 8 9 10 11 12 package rollbar; public class UndeclaredVariable { public static void main(String... args) { int x = 6; int y = 10; int z = 32; double average = (x + y + z) / 3.0; System.out.println(average); } } 16.0 Figure 1: Cannot find symbol for undeclared variable (a) error and (b) resolution Out of scope variable When a Java program tries to access a variable declared in a different (non-inherited or non-overlapping) scope, the compiler triggers the cannot find symbol error. This is demonstrated by the attempt to access the variable counter on lines 17 and 18 in Fig. 2(a), which is accessible only within the for statement declared on line 11. Moving the counter variable outside the for loop fixes the issue, as shown on Fig. 2(b). (a) 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 package rollbar; import java.util.Arrays; import java.util.List; public class OutOfScopeVariable { public static void main(String... args) { final List strings = Arrays.asList("Hello", "World"); final String searchFor = "World"; for (int counter = 0; counter < strings.size(); counter++) { if (strings.get(counter).equals(searchFor)) { break; } } if (counter < strings.size()) { System.out.println("The word " + searchFor + " was found at index " + counter); } else { System.out.println("The word " + searchFor + " wasn't found"); } } } OutOfScopeVariable.java:17: error: cannot find symbol if (counter < strings.size()) { ^ symbol: variable counter location: class OutOfScopeVariable OutOfScopeVariable.java:18: error: cannot find symbol System.out.println("The word " + searchFor + " was found at index " + counter); ^ symbol: variable counter location: class OutOfScopeVariable 2 errors (b) 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 package rollbar; import java.util.Arrays; import java.util.List; public class OutOfScopeVariable { public static void main(String... args) { final List strings = Arrays.asList("Hello", "World"); final String searchFor = "World"; int counter; for (counter = 0; counter < strings.size(); counter++) { if (strings.get(counter).equals(searchFor)) { break; } } if (counter < strings.size()) { System.out.println("The word " + searchFor + " was found at index " + counter); } else { System.out.println("The word " + searchFor + " wasn't found"); } } } The word "World" was found at index 1 Figure 2: Cannot find symbol for out-of-scope variable reference (a) error and (b) resolution Misspelled method name Misspelling an existing method, or any valid identifier, causes a cannot find symbol error. Java identifiers are case-sensitive, so any variation of an existing variable, method, class, interface, or package name will result in this error, as demonstrated in Fig. 3. (a) 1 2 3 4 5 6 7 8 9 10 11 12 13 14 package rollbar; public class MisspelledMethodName { static int fibonacci(int n) { if (n == 0) return 0; if (n == 1) return 1; return fibonacci(n - 1) + fibonacci(n - 2); } public static void main(String... args) { int fib20 = fibonacci(20); System.out.println(fib20); } } 6765 Figure 3: Cannot find symbol for misspelled method name (a) error and (b) resolution Missing import statement Using classes, either from the Java platform or any library, requires importing them correctly with the import statement. Failing to do so will result in the cannot find symbol error being raised by the Java compiler. The code snippet in Fig. 4(a) makes use of the java.util.List class without declaring the corresponding import, therefore the cannot find symbol error occurs. Adding the missing import statement (line 4 in Fig. 4(b)) solves the problem. (a) package rollbar; import java.util.Arrays; public class MissingImportList { private static final List CONSTANTS = Arrays.asList("A", "B", "C"); public static void main(String... args) { System.out.println(CONSTANTS); } } MissingImportList.java:6: error: cannot find symbol private static final List CONSTANTS = Arrays.asList("A", "B", "C"); ^ symbol: class List location: class MissingImportList (b) 1 2 3 4 5 6 7 8 9 10 11 12 package rollbar; import java.util.Arrays; import java.util.List; public class MissingImportList { private static final List CONSTANTS = Arrays.asList("A", "B", "C"); public static void main(String... args) { System.out.println(CONSTANTS); } } [A, B, C] Figure 4: Cannot find symbol for missing import (a) error and (b) resolution Less common examples The root cause for the cannot find symbol Java error can occasionally be found in some unexpected or obscure places. Such is the case with accidental semicolons that terminate a statement ahead of time (Fig. 5), or when object creation is attempted without a proper constructor invocation which has to have the new keyword (Fig. 6). (a) package rollbar; public class LoopScope { public static void main(String... args) { int start = 1, end = 10; for (int i = start;

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