# Presentation Cues

## Design Principles

* + Who is your target market?
  + Cues and guides
  + Spaces
  + Clean
  + Color, size and shape
  + Inform user (User Experience)

## XML Basics

* XML is a markup language used to format and arrange screen layouts.
* Two formats: One ending in > and one ending in />
* Why do we use xml? Because programmatically typing layouts is a lot of work.
* Main goal for designing layouts: Make things as relative as possible.

## Linear Layout

* Arranges views in a linear fashion
* Don’t be generic, specify orientation
* Best approach is to use weight

## Relative Layout

* Arranges views relative to one another
* Best layout to use with the drag and drop method

## Margins, Padding and Gravity

* Margins is more of extending your layout (Pushes outward): Pushes other layouts away from your content
* Padding is more filling up your layout (Pushes inward): Gives your content more room on the inside
* Gravity: Setting up gravity for the content
* Layout Gravity:

## Adding Images

* Two ways:
  + Adding images in the layout itself: Background
  + Using image view to format the image better. (Using scale type)

## Adding Event Listeners

* .setOnClickListener()