Term definitions:

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| Term | Definition |
| [Layout](https://developer.android.com/guide/topics/ui/declaring-layout#java)/ViewGroup | Defines 1 app UI structure  Hold other Views, define their layout structure  Can declare UI elements in XML/code  Need to use setContentView() when onCreate run during compile  Has attributes such as ID  EG: LinearLayout, relativeLayout |
| Activities | Entry point for user interaction  Crucial to how user navigates app |
| Widgets/[View](https://developer.android.com/reference/android/view/View#implementing-a-custom-view) | Link  Drawing & event handling  Get/set properties, focus & visibility.  Set up listeners like onClick/onFocus |
| ActionBar/action bar | Primary toolbar, display activity title, navigation  On top of activity window  May be generalized and rep by other Toolbar widget like |
| Toolbar | Generalization of Action bar  Contains nav button, logo, title & subtitle, custom views |
| [AppBarLayout](https://developer.android.com/reference/com/google/android/material/appbar/AppBarLayout) | Vertical LinearLayout to be used in CoordinatatorLayout |
| [CoordinatorLayout](https://developer.android.com/reference/androidx/coordinatorlayout/widget/CoordinatorLayout) | Container for specific interaction/behaviour with child views, eg: sliding drawers, swipe-disimissable elements and buttons. |
| [LinearLayout](https://developer.android.com/reference/android/widget/LinearLayout) | Layout, arranges views vertically/horizontally  Has attributes like orientation, layout\_weight, LayoutParams |
| [ConstraintLayout](https://developer.android.com/training/constraint-layout) | Create layout with flat hierarchy like RelativeLayout but more flexible and with the Layout Editor |
| [NavigationView](https://developer.android.com/reference/com/google/android/material/navigation/NavigationView) | Standard navigation menu populated by menu resource file, typically nested in a DrawerLayout |
| [Menu](https://developer.android.com/guide/topics/resources/menu-resource) | An application menu.  <menu> elements contain either item/group  <item> menu/group, contain a menu  <group> under menu, contain item |
| [DaoMaster](https://greenrobot.org/greendao/documentation/introduction/) | greenDAO entry point. Hold DB & manage DAO classes for a schema, creates/drop table. |
| DaoSession | Manage DAO objects for a schema, has getters, setters, & CRUD. |
| DAOs | Each entity has a DAO which persists & queries for entities, more CRUD methods. |
| Entities | Persistable objects usually rep db row. |
| **contentProvider** | Manages central repo of data through UI, more smoothly load data into UI |
| **Cursors** | Contains result set of db query |
| **CursorLoader** | Load data using a background thread |
| **AQ** |  |