* Alpha is transparency (probably, have to confirm)
* The hardcoded size in android should always be dp(density independent pixel) and sp(scale independent pixel).
* Gravity will specify the position of the child according to the position of the parent. There is lots of option there, practice.
* Layout\_height and Layout\_width is two important properties. If match parent selected, it will take whole space same as parent. If wrap content selected it will take as much space as content is. We can use it in with the help of layout\_weight. For that we need to set the width/hight to 0dp and play with the weight. Also use dp as unit when hardcoding size.
* Inputtype is another important attirubute. It let us choose what kind of input users will provide. For example, it have options like phone number/password etc.
* scaleType is another important attribute for imageviews. It let us play with the position of the image.
* Src and srcompat is two attribute for images should study.