



# App Resources

It takes more than just code to build a great app. Resources are the additional files and static content that your code uses, such as bitmaps, layout definitions, user interface strings, animation instructions, and more.

## BLOG ARTICLES

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### New Tools For Managing Screen Sizes

Android 3.2 includes new tools for supporting devices with a wide range of screen sizes. One important result is better support for a new size of screen; what is typically called a "7-inch" tablet. This release also offers several new APIs to simplify developers' work in adjusting to different screen sizes.

### Holo Everywhere

Before Android 4.0 the variance in system themes from device to device could make it difficult to design an app with a single predictable look and feel. We set out to improve this situation for the developer community in Ice Cream Sandwich and beyond.

### New Mode for Apps on Large Screens

Android tablets are becoming more popular, and we're pleased to note that the vast majority of apps resize to the larger screens just fine. To keep the few apps that don't resize well from frustrating users with awkward-looking apps on their tablets, Android 3.2 introduces a screen compatibility mode that makes these apps more usable on tablets.

## TRAINING

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### Supporting Different Devices

This class teaches you how to use basic platform features that leverage alternative resources and other features so your app can provide an optimized user experience on a variety of Android-compatible devices, using a single application package (APK).

### Designing for Multiple Screens

This class shows you how to implement a user interface that's optimized for several screen configurations.