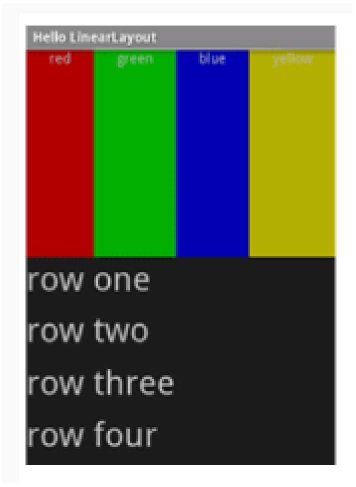
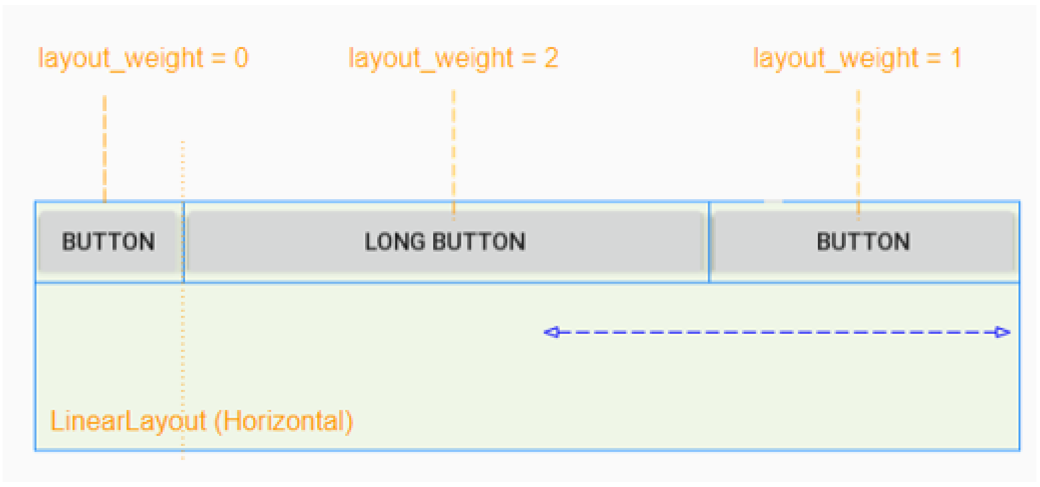
Layout

Created	@September 8, 2023 10:20 PM
Tags	

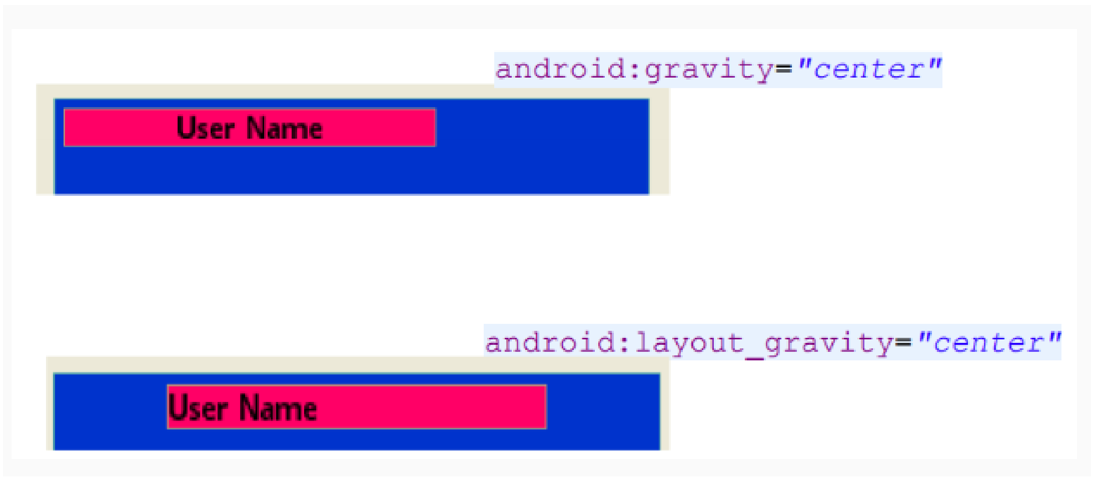
- LinearLayout



  - lay children horizontally/vertically (orientation=”…”)
  - layout_width/layout_height:
    - fixed size: 0dp,10dp,50dp…
    - wrap_content: large just enough to fit the contents inside
    - match_parent: as large as the one contains it
  - layout_weight: determine the proportion of space for a view (default=0; can be 1,2,3…)

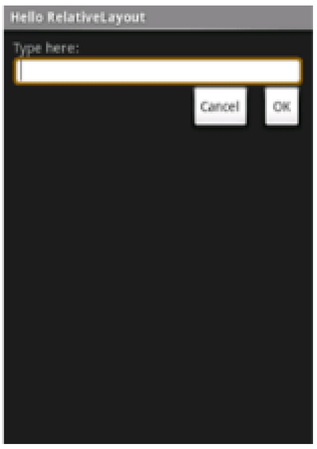


- gravity/layout_gravity:



  - arrange position on screen
    - gravity: contents inside View
    - layout_gravity: View
  - default = top|left
  - possible values: left, right, top, bottom, center, center_horizontal, center_vertical,…
- layout_margin: outer space
- padding: inner space

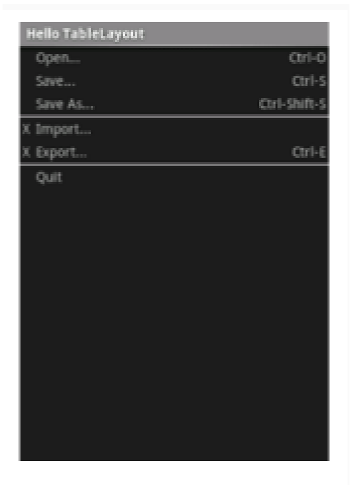
- RelativeLayout

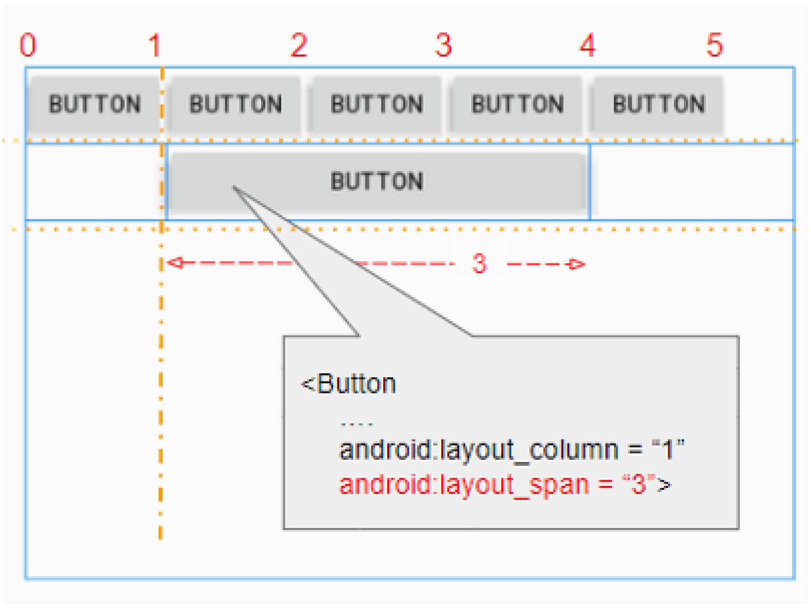


- lay children relatively to parent/siblings
- layout_(toLeftOf/toRightOf/above/below)=”id”: on the direction of element
- layout_align(Left/Right/Top/Bottom)=”id”: side on side (same direction)
- layout_alignParent(Left/Right/Top/Below)=bool: true → align to parent
- layout_center(InParent/Horizontal/Vertical): directional center, align to parent
- *Note: Left=Start, Right=End*

- AbsoluteLayout → set position through coordination (x,y)

- TableLayout





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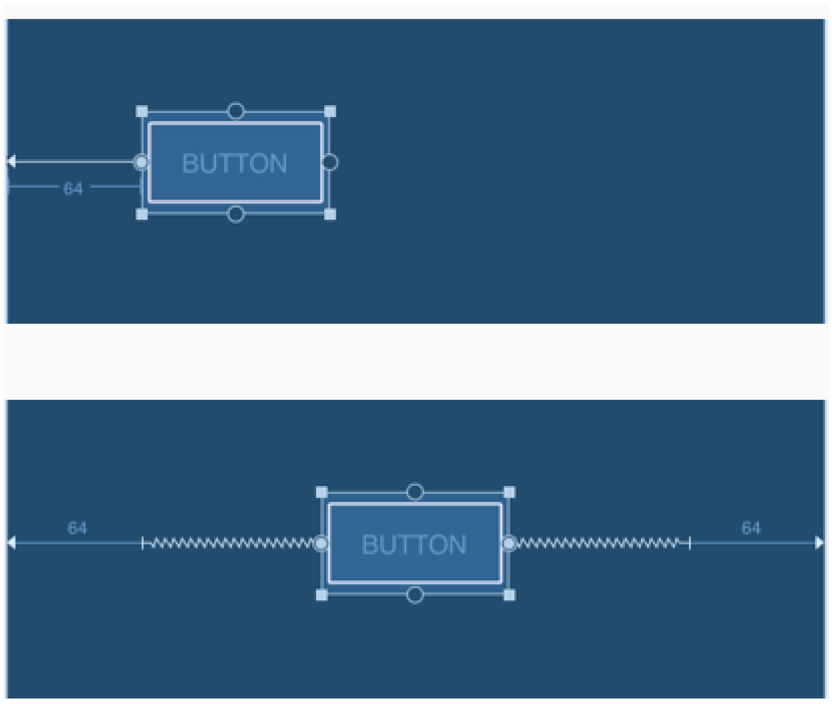
<Button
    ....
    android:layout_column = "1"
    android:layout_span = "3">
```

- lay children into rows & cols
- stretchColumns: make cols occupy remaining space
- shrinkColumns: avoid overflow
- layout_span: merge continuous cells in one row (make a fat cell)
- layout_column: starting position of the cell in row

- ConstraintLayout → similar to RelativeLayout, but has good drag-n- drop (*recommended*)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