Stuff to remember:

Views:

* + two types: UIComponents and Container
    - UIComponents
      * TextView
        + Append(): adds on to previous text
        + setText(): overwrites what was previously there as text
    - Container: examples:
      * FrameLayout
      * ScrollLayout
      * RelativeLayout
      * ConstrainedLayout
  + properties: described inside of an XML file 🡪 in the res/layout folder
  + setContentView(R.layout.activity\_main);
    - R: dynamically pointing to the res folder
    - setContentView: inflates the layout
* how to import an existing project: File 🡪 New 🡪 Import Project
* android:id="@+id/tv\_toy\_names"
  + @refers to something
  + + : create if not already there
* findViewById(R.id.[nameOfId]); 🡪 dynamically have access to a certain View in the source code
* Responsive Design: layouts that adjust to the size of the screen
* Logging
  + Command: log.x(String tag, String message)
    - Tag: usually class name
      * Error (x=e): crash
      * Warn (x=w): can still run
      * Debug (x=d):
      * Verbose:
      * Wtf: errors that should never happen

- difference between px, dip, dp, sp: http://stackoverflow.com/questions/2025282/what-is-the-difference-between-px-dp-dip-and-sp-on-android

- static methods do not need an object generation

- always use auto complete when coding!! --> quicker and less mistakes

Best practices:

* Member variables (Instanzvariablen) are called m…