

Estructura de la pantalla principal

LinearLayout (horizontal) contenedor principal

LinearLayout (vertical)
stage

FrameLayout
gridFrame
(acepta views superpuestos)

GridView
runArea
(grid de colores)

ImageView
Robot

ImageView
Target

LinearLayout (horizontal)
programmingPanel

FrameLayout
centerColumn
(acepta views superpuestos)

LinearLayout (vertical)
commandPalette
(aqui bloques disponibles)

ScrollView
logConsole
(gira para verse)

TextView
logScreen

LinearLayout (vertical)
ProgramCanvasPanel

ScrollView
(solo puede tener un hijo!)

RelativeLayout
programCanvas
(aqui se encadenan bloques)

LinearLayout (horizontal)

ToggleButton
runButton

ImageView
wastepaper
basket

LinearLayout (horizontal)
colorSensorPanel

TextView
colorSensor
Label

ImageView
color
Sensor

LinearLayout (horizontal)
numberSensorPanel

TextView
numberSensor
Label

TextView
number
Sensor

GridView
numberKeyPad