

CREATE UI TO INTERACT WITH APPLICATION

The screenshot shows a web browser window with three tabs: IBM, learn.microsoft.com, and Zen Class UI/UX course. The URL bar shows a Google search link. The page features a dark background with the 'ZEN CLASS' logo in the top left and a 'HAVE A DOUBT?' button in the top right. The main heading is 'Certified Zen UI/UX Program' with subtext: 'The complete UI/UX course that covers UX Processes, Design systems, Responsive UI, & more with placement assistance till you get placed!'. Logos for GUVI and clje are also present. A white registration form titled 'I'm Interested in this Program' is on the right, containing fields for Name*, Email*, Phone*, Educational Qualification* (a dropdown menu), and a 'SUBMIT' button.

ZEN CLASS

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Phone*

Educational Qualification*

Select

Waiting for www.google.com...

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This screenshot is identical to the one above but includes a white text overlay that reads 'Thank You! You can prebook your seat now'. The registration form is still visible in the background, showing the 'SUBMIT' button at the bottom.

ZEN CLASS

HAVE A DOUBT?

GUVI clje

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I'm Interested in this Program

Name*

Email*

Phone*

Educational Qualification*

Select

Current Profile*

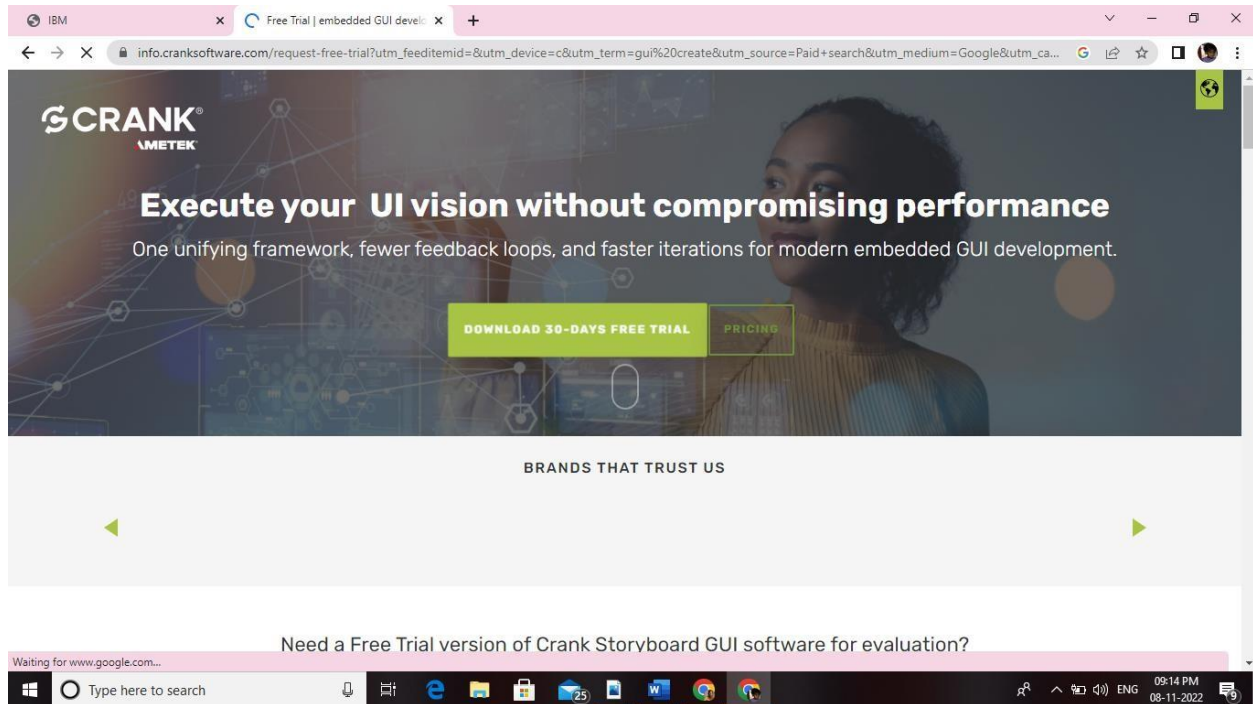
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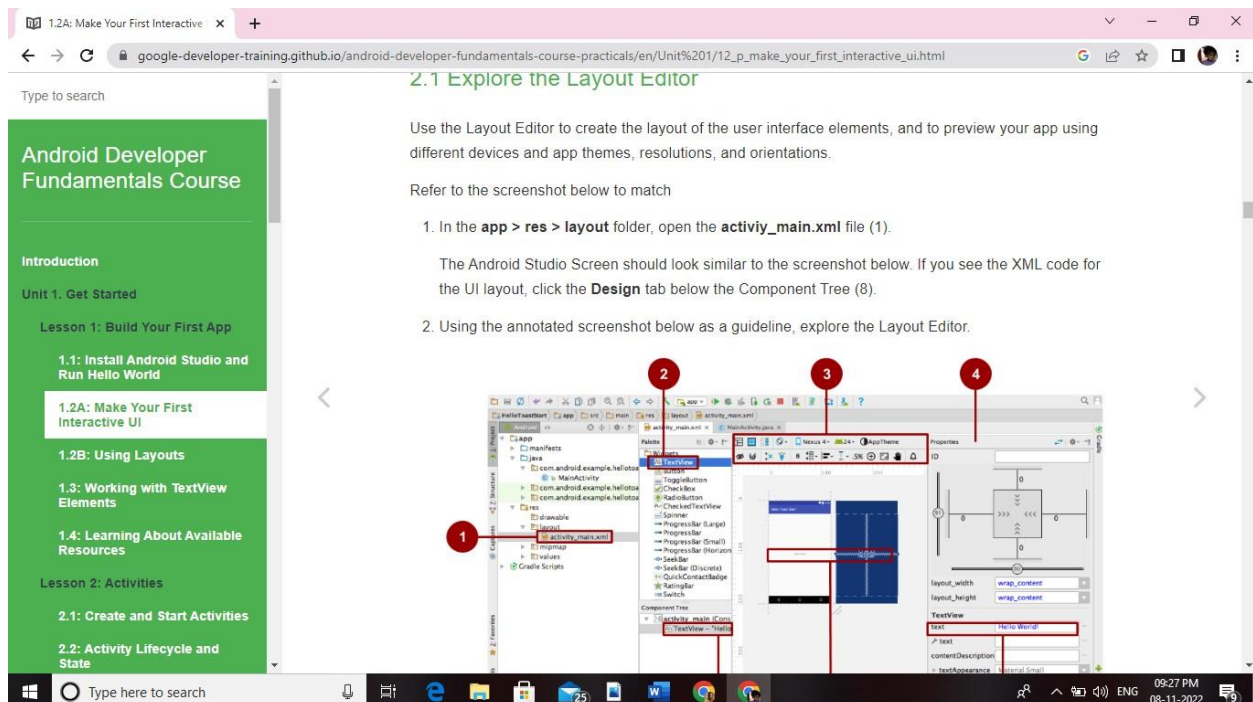
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1.2A: Make Your First Interactive

google-developer-training.github.io/android-developer-fundamentals-course-practicals/en/Unit%201/12_p_make_your_first_interactive_ui.html

2.1 Explore the Layout Editor

Use the Layout Editor to create the layout of the user interface elements, and to preview your app using different devices and app themes, resolutions, and orientations.

Refer to the screenshot below to match

1. In the **app > res > layout** folder, open the **activity_main.xml** file (1).

The Android Studio Screen should look similar to the screenshot below. If you see the XML code for the UI layout, click the **Design** tab below the Component Tree (8).

2. Using the annotated screenshot below as a guideline, explore the Layout Editor.

1

2

3

4

Android Developer Fundamentals Course

Introduction

Unit 1: Get Started

Lesson 1: Build Your First App

1.1: Install Android Studio and Run Hello World

1.2A: Make Your First Interactive UI

1.2B: Using Layouts

1.3: Working with TextView Elements

1.4: Learning About Available Resources

Lesson 2: Activities

2.1: Create and Start Activities

2.2: Activity Lifecycle and State

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1.2A: Make Your First Interactive UI

google-developer-training.github.io/android-developer-fundamentals-course-practicals/en/Unit%201/12_p_make_your_first_interactive_ui.html

Type to search

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7. Run the code to make sure it still works.

8. Switch back to **Design**.

9. Verify in the **Component Tree** pane that the top element is now a **LinearLayout** with its orientation attribute set to "vertical".

Solution Code: Depending on your version of Android Studio, your code will look something like the following.

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical"
    tools:context="hellotoast.android.example.com.hellotoast.MainActivity">

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Hello World!" />

</LinearLayout>
```

ar Layout in the Layout Editor

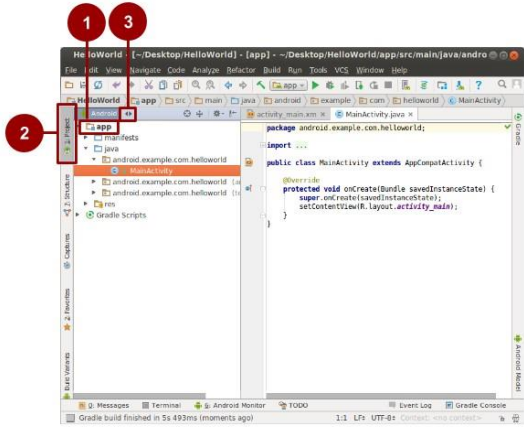
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1.1: Install Android Studio and Run Hello World

google-developer-training.github.io/android-developer-fundamentals-course-practicals/en/Unit%201/11_hello_world.html

The Android Studio window should look similar to the following diagram.



1. Click on the HelloWorld folder to expand the hierarchy of files (1),

2. Click on **Project** (2).

3. Click on the **Android** menu (3).

4. Explore the different view options for your project.

You can look at the hierarchy of the files for your app in multiple ways.

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