

## Resource Types

Each of the documents in this section describe the usage, format and syntax for a certain type of application resource that you can provide in your resources directory (`res/`).

**See also**[Providing Resources](#)[Accessing Resources](#)

Here's a brief summary of each resource type:

### [Animation Resources](#)

Define pre-determined animations.

Tween animations are saved in `res/anim/` and accessed from the `R.anim` class.

Frame animations are saved in `res/drawable/` and accessed from the `R.drawable` class.

### [Color State List Resource](#)

Define a color resources that changes based on the View state.

Saved in `res/color/` and accessed from the `R.color` class.

### [Drawable Resources](#)

Define various graphics with bitmaps or XML.

Saved in `res/drawable/` and accessed from the `R.drawable` class.

### [Layout Resource](#)

Define the layout for your application UI.

Saved in `res/layout/` and accessed from the `R.layout` class.

### [Menu Resource](#)

Define the contents of your application menus.

Saved in `res/menu/` and accessed from the `R.menu` class.

### [String Resources](#)

Define strings, string arrays, and plurals (and include string formatting and styling).

Saved in `res/values/` and accessed from the `R.string`, `R.array`, and `R.plurals` classes.

### [Style Resource](#)

Define the look and format for UI elements.

Saved in `res/values/` and accessed from the `R.style` class.

### [More Resource Types](#)

Define values such as booleans, integers, dimensions, colors, and other arrays.

Saved in `res/values/` but each accessed from unique `R` sub-classes (such as `R.bool`, `R.integer`, `R.dimen`, etc.).

### [← Back to Application Resources](#)

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