Style Resource

A style resource defines the format and look for a UI. A style can be applied to an individual View (/reference/android/view/View.html) (from within a layout file) or to an entire Activity

(/reference/android/app/Activity.html) or application (from within the manifest file).

SEE ALSO

Styles and Themes

For more information about creating and applying styles, please read <u>Styles and Themes</u> (/quide/topics/ui/themes.html).

Note: A style is a simple resource that is referenced using the value provided in the name attribute (not the name of the XML file). As such, you can combine style resources with other simple resources in the one XML file, under one <resources> element.

FILE LOCATION:

res/values/filename.xml

The filename is arbitrary. The element's name will be used as the resource ID.

RESOURCE REFERENCE:

In XML: @[package:]style/style_name

SYNTAX:

ELEMENTS:

```
<resources>
```

Required. This must be the root node.

No attributes.

<style>

Defines a single style. Contains <item> elements.

attributes:

name

String. Required. A name for the style, which is used as the resource ID to apply the style to a View, Activity, or application.

parent

Style resource. Reference to a style from which this style should inherit style properties.

<item>

Defines a single property for the style. Must be a child of a <style> element.

attributes:

name

Attribute resource. Required. The name of the style property to be defined, with a package prefix if necessary (for example android:textColor).

EXAMPLE:

XML file for the style (saved in res/values/):

XML file that applies the style to a TextView (saved in res/layout/):

```
<?xml version="1.0" encoding="utf-8"?>
<EditText
    style="@style/CustomText"
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
    android:text="Hello, World!" />
```