

Assignment No: 2

Title: Android UI design - Design user interface using pre-built UI components

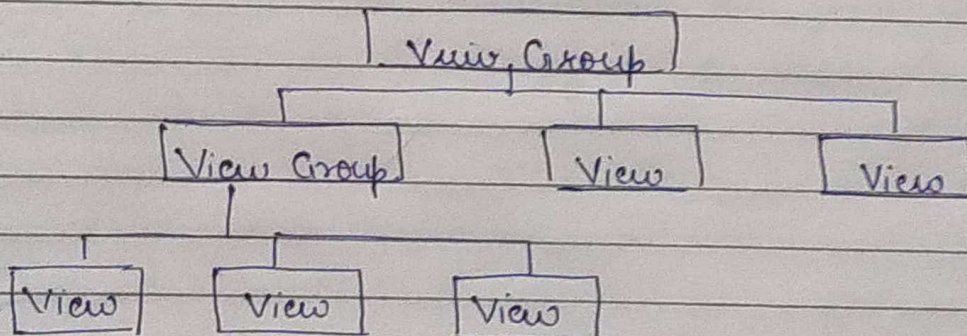
Problem Statements

Android UI Design: Design UI Interface using pre-built UI components such as structured layout objects, UI controls & special interfaces such as dialogs, notifications & menus. Also make this UI attractive using android graphic platform OpenGL.

Theory:→ Layout:

A layout is used to define a structure, for the user interface in your app. such as in activity. All elements in layout are built, using hierarchy of View & ViewGroup objects.

A View usually draws something the user can see & interact with whereas a ViewGroup is an invisible container that defines the layout structure for view & other ViewGroup objects.



You can declare layout in 2 ways.

1. Declare UI element in XML.
2. Instantiate layout element at runtime

Attributes -

Objects support variety of XML attributes such as id, color, background color, text etc.

ID -

Any View object may have integer ID associated with it to uniquely identify view within tree.

Syntax for ID inside XML tag is:

android:id="@id/my_button"

Common Layout:

1. LinearLayout:

A layout that organizes its children into a single or horizontal / vertical row. It creates scrollbar if length of window exceeds the length of screen.

2. RelativeLayout

Enables you to specify the location of child objects relative to each other or the parents.

3. WebView:

This View displays the web pages.

Conclusion:

In this assignment I have learnt how to design user interface using pre-built UI component such as structured layout, object, dialogs, menus etc.