**Changing android studio theme**

Customize -> color theme, IDE font version

Plugins

**Android studio user interface**

Consist in:

1. Main menu
   1. New project, save project, open project
   2. Manage IDE settings
   3. Edit the toolbars and other sections
   4. Inspect, analyse the code
   5. Build project, clean project, generate APK
   6. Run the project, debug, profile
   7. Managing SDK, the device, the resources
   8. Integrating version control
2. The navigation bar (compact view of the structure visible in the project window)
3. The tool window bar (contains the buttons that allow you to expand or collapse individual tool windows)
4. The status bar (displays the status of your project, IDE itself, warnings and messages)
5. Searching for specific action
6. The editors
   1. ***Android studio editor*** (appears when a Java, Kotlin, XML or other based file is selected for editing)
   2. ***Document tabs*** (appears when a Java, Kotlin, XML or other based file is selected for editing)
   3. ***The editor gutter area*** (used by the editor to display informational icons and controls)
   4. ***Code structure location*** (display the current position of the cursor as it relates to the overall structure of the code)
   5. ***The editor area*** (the main area where the code is displayed, entered and edited by the user)
   6. ***The validation and marker sidebar*** (when you type code, the editor is analysing the code to check for warnings and syntax errors)
   7. ***Layout editor*** (we ca build layouts by dragging components onto the screen instead of writing the layout XML by hand)
      1. ***Add components***
      2. ***Add and change all the attributes for components***
      3. ***View and edit constrains for layouts***
      4. ***Prepare a responsive design with a preview***
      5. ***Edit XML code for layout***
   8. ***Pallete*** *(provides a list of components and layouts that you can drag into your layout in the editor)*
   9. ***Component tree*** *(shows the view hierarchy for your layout)*
   10. ***Toolbar*** *(provides buttons to configure your layout design in the editor and helps you change some attributes)*
   11. ***Design & code editors*** 
       1. ***The design editor*** *displays your layout in a combination of the design and blueprint’s view*
       2. ***The code editor*** *text editor you can define the visual aspects of components with the XML code*
   12. ***Attributes*** *are properties for components in your layout*
7. The editors of Android Studio
   1. ***Android Studio Editor*** *appears when a Java, Kotlin, XML or other based file is selected for editing*
   2. ***Document tabs*** *appears when a Java, Kotlin, XML or other based file is selected for editing*
   3. ***The editor gutter area*** *used by the editor to display informational icons and controls*
   4. ***Code structure location*** *displays the current position of the cursor as it relates to the overall structure of the code*
   5. ***The editor area*** *the main area where the code is displayed, entered and edited by the user*
   6. ***The validation and marker sidebar*** *when you type code, the editor is analysing the code*
   7. ***Layout editor*** *we can build layouts by dragging components onto the screen instead of writing the layout XML by hand.*
   8. ***Android studio layout editor***  *you can:*
      1. ***Add components to the layout***
      2. ***Add and change all the attributes***
      3. ***View and edit constraints for layouts***
      4. ***Prepare a responsive design with a preview***
      5. ***Edit XML code***
      6. ***Pallete***
      7. ***Component tree***
      8. ***Toolbar***
      9. ***Design and code editors***
      10. ***Attributes***
8. Project tab
   1. ***Manifest*** *(describe essential information about your app to the Android build tools, the Android operating system, and google play)*
   2. ***Java*** *(contains Java source code files separated by package names, including JUnit test code)*
   3. ***Res (****values folder is used to store the value for the resources that are used in many Android projects to include features of color, styles, dimensions, etc.)*
   4. ***Drawable*** *(contains different types of images used for the development of the application [add all the images here])*
   5. ***Layout*** *(normally we store every XML layout file inside the res)*
   6. ***Mipmap*** *(are for placing your app/launcher icons [shown on the home screen])*
   7. ***Color*** *(XML file is used to store the colors for the resources [primary, primary dark, accent])*
   8. ***Strings*** *(define the strings in one file so that it is easy to use same sting in different positions in the android project plus it makes the project looks less messy)*
   9. ***Themes*** *allow you to separate the details of your app design form the UI structure and behaviour, like stylesheets in web design.*
      1. ***Style*** *is a collection of attributes that specify the appearance for a single view [font colour, font size, background colour, …]*
      2. ***Theme*** *collection of attributes that’s applied to an entire app, activity or view hierarchy.*
   10. ***Grandle scripts*** 
       1. ***Gradle build scripts*** *configure and build Android project*
          1. ***Process (****build.gradle.kts****)****[configuring the building process, specify settings and dependencies to all modules]*
          2. ***Dependencies*** *(build.gradle.kts at module level)[configures the specific build settings for your Android app module include dependencies, compile options, …]*