

Assignment - 2

classmate

Date _____
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Title : - Android UI design - Design a user interface using pre-built UI components.

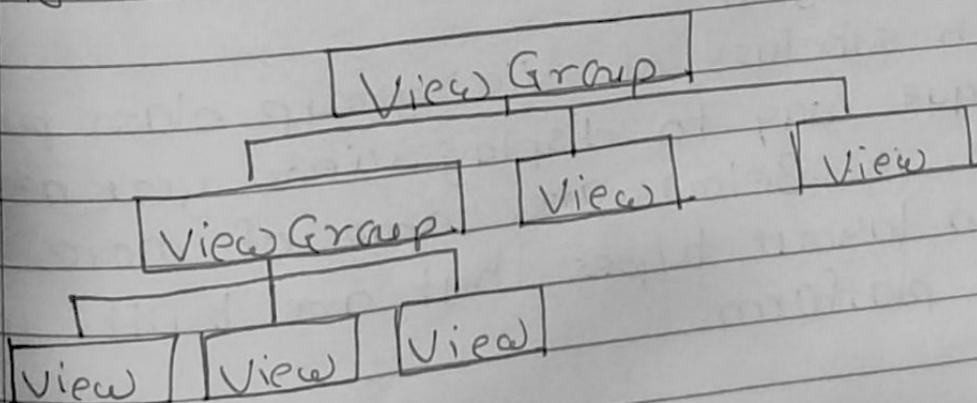
Problem statements :-

Android UI design - Design a 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 graphics platform open GL.

Theory -

Layouts -

- A layout is used to define structure for user interface in your app, such as in an activity. All the elements in layout are built, using a hierarchy of view & view group object.
- A view usually draws something user can see & interact with. whereas, a view group is an invisible container that defines layout structure for view & other ViewGroup objects.



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— The view objects are usually called widgets & can be one of many subclasses such as Button, or Textview. The ViewGroup objects are usually called "Layouts". & can be one of many types that provide a different layout structure such as LinearLayout or constrained layout.

You can declared layout in 2 ways.

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

Attributes -

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

ID -

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

The syntax for ID inside XML tag is
`android:id="@+id/my_button"`

Common Layout

— Each subclass of ViewGroup class provides a unique way to display views you nest within it. Below are some of more common layout types that are built into Android platform.

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1. Linear Layout -

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

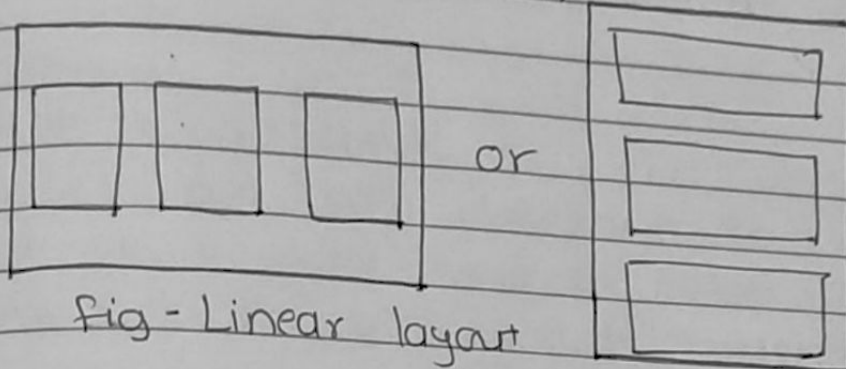
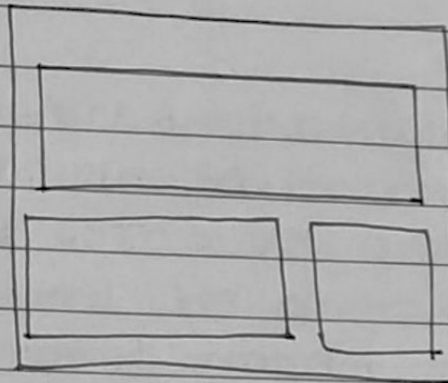


Fig - Linear layout

2. Relative layout:-



Enables you to specify location of child object relative to each other ~~or~~ or the parent

3. Web view -

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<html>
<! .... Web page ....>
</html>

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- Displays web pages.

Conclusion:- We learnt, how to design user interface using pre-built UI components such as structured objects, dialogs, menus etc.