Dark Mode for Android

Phoenix Mobile User Group

About Me

- Senior Consultant I at Neudesic
- Android developer
- Obsessed with Cats

Dark Theme But really, it's dark mode

- Introduced in Android 10 (API 29)
 - System level function
 - Theoretically available on Android 9 via Developer Options
 - Available for all other android devices if an option is provided in app.
- Great for users who like minimal light interaction from their device, easier on the eyes for users of low-level vision
 - If you really want, can possibly get away with it in the theaters

How to access?

- Android 10
 - Go to Settings > Display > Toggle Dark Theme
- Android 9
 - Go to Settings > Display > Advanced > Scroll to Device Theme > Dark

How to implement dark theme?

- Theme.AppCompat.DayNight
- Theme.MaterialComponents.DayNight
- values-night folder for night resources

Picking a Dark Theme for your app

- Material Theme Guide to Dark Theme
 - https://material.io/design/color/dark-theme.html#ui-application
- Color picker for your app colors
 - https://material.io/resources/color/#!/?view.left=0&view.right=0
- Color scale to use for dark theme:
 - https://material.io/design/color/the-color-system.html#tools-for-pickingcolors

DOs and DONTs of Dark Theme

- DO use theme attributes/ night qualified resources
- DO test your app while implementing dark theme
- DO follow best practices provided by Google
- DO NOT use hard coded colors in views
- DO NOT use static colors in icons

Demo

Learn more about Dark Theme

- Raywenderlich: https://www.raywenderlich.com/6488033-android-10-dark-theme-getting-started
- https://blog.prototypr.io/how-to-design-a-dark-theme-for-your-androidapp-3daeb264637
- https://developer.android.com/guide/topics/ui/look-and-feel/darktheme

Thank you.

Questions, comments, concerns

- rachelle.boyette@neudesic.com
- LinkedIn: https://www.linkedin.com/in/rachelleboyette/
- Interested in presenting? It's easy to sign up!
 - Contact Shane Foley (<u>shane.foley@neudesic.com</u>) or Sam Morton (<u>sam.morton@neudesic.com</u>) to present