

A woman with long blonde hair and glasses is focused on her work, looking down at a laptop. She is wearing a light-colored long-sleeved shirt. The background is a blurred office environment with other people and plants. The overall tone is warm and professional.

# Mobile Application UI

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## Material Design

*Ct-2016-048*

# SignUp UI

# Component



1 - App bars top

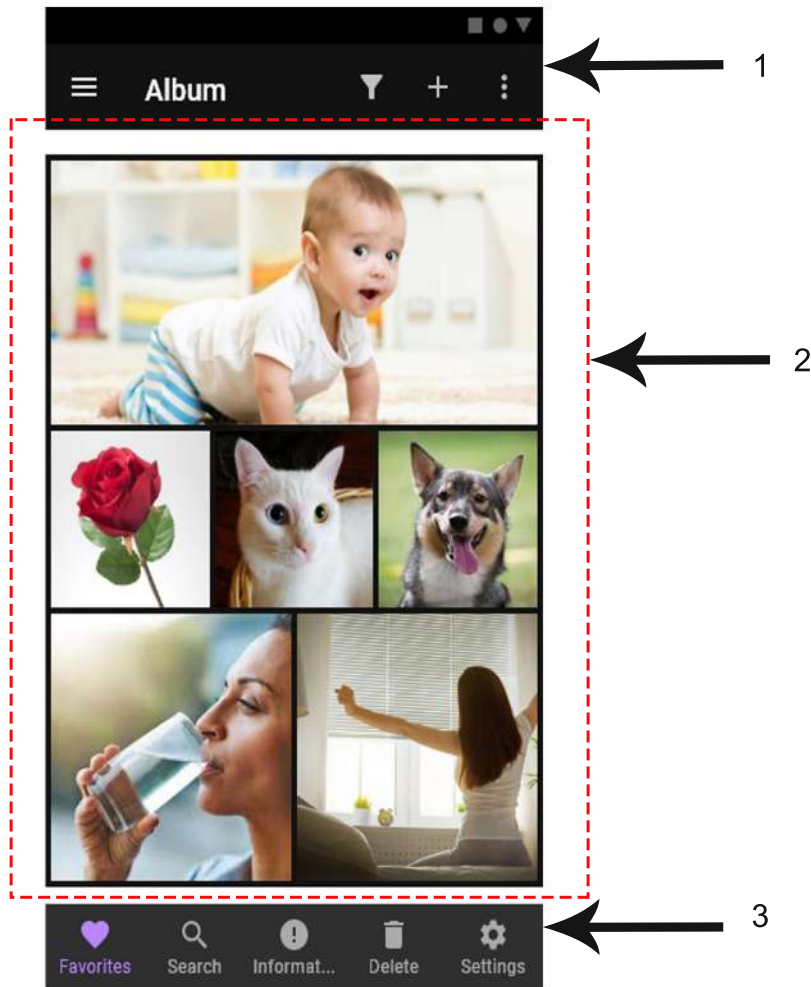
2 - Text fields

3- Buttons

This is the signUp UI, which have top app bar, 5 text fields and button and also optionally add title , action items and overflow men. in the form using text fields to allow user to enter text into a UI. the dark theme apply to this UI. the padding values are add under the material design guide lines. under the section clearly explain it.

# Album UI

# Component



1 - App bars top

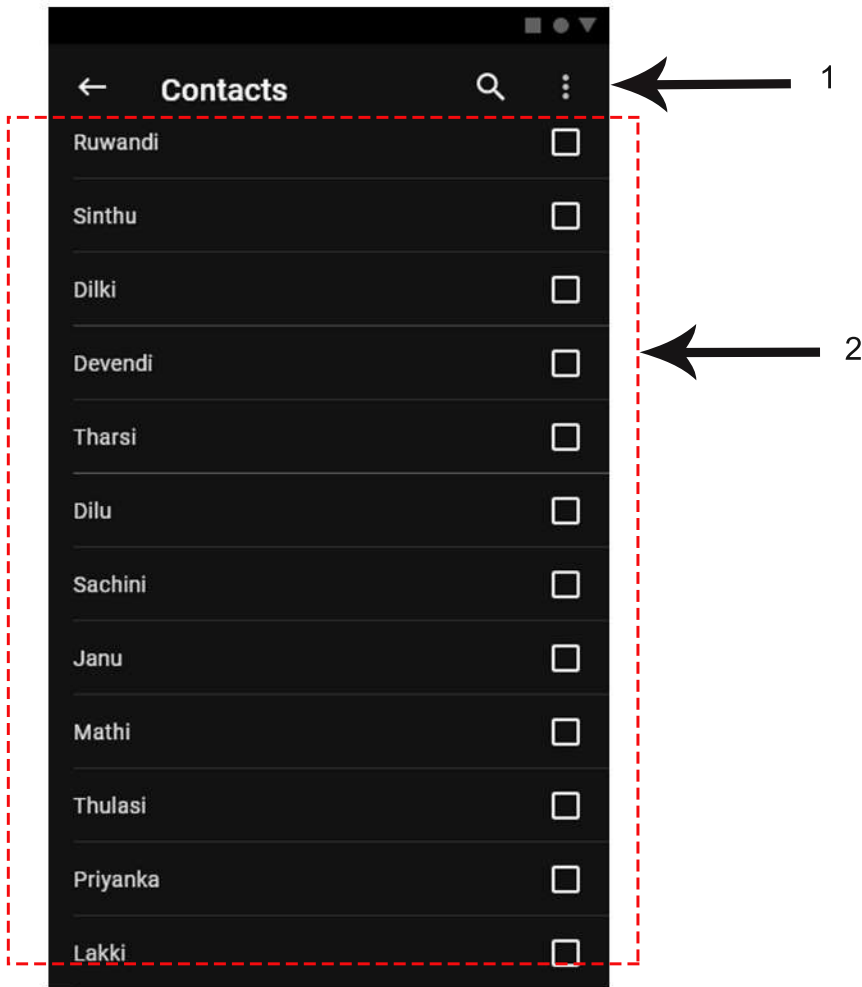
2 - Image list

3- Bottom navigation

The UI display the user gallery. it shows different size of images. the width and height of images will explain under the padding section.. the bottom navigation bar five destinations at the bottom of the screen. each destination is represented by an icon and an optional text label. active destinations display an icon and text label. inactive destinations display icons, and text labels according the design guide lines.

# Contacts UI

# Component



1 - App bars top

2 - List (single line list)

This is UI shows contact list of items which are store in contact in phone App bar and list components are given according the material design guide line. and check box are added to move or copy the contact and customized by the user. the single line list items contain a maximum of one line of text according the material design guideline.


# SignUp UI paddings


← SignUp 🔍 ⋮

Username  
username must contain capital letter

PhoneNumber

Email address

PassWord   
Capital letter or symbol or Number must 8 letter

Conform Password   
Reenter Passwod

SUBMIT


Annotations: 89 (bottom of Password field), 39 (bottom of Conform Password field)


← SignUp 🔍 ⋮

Username  
username must contain capital letter

PhoneNumber

Email address

PassWord   
Capital letter or symbol or Number must 8 letter

Conform Password   
Reenter Passwod

SUBMIT


Annotations: 24 (right of Password field), 24 (right of Conform Password field)


← SignUp 🔍 ⋮

Username  
username must contain capital letter

PhoneNumber

Email address

PassWord   
Capital letter or symbol or Number must 8 letter

Conform Password   
Reenter Passwod

SUBMIT


Annotations: 209 (bottom of Username field), 16 (bottom of Password field)


← SignUp 🔍 ⋮

Username  
username must contain capital letter

PhoneNumber

Email address

PassWord   
Capital letter or symbol or Number must 8 letter

Conform Password   
Reenter Passwod

SUBMIT

Annotations: 328 (bottom of Username field), 56 (bottom of PhoneNumber field)

←

SignUp

🔍

⋮

Username

username must contain capital letter

PhoneNumber

Email address

PassWord

Capital letter or symbol or Number must 8 letter

Conform Password

Reenter Passwod

SUBMIT

←

SignUp

🔍

⋮

Username

username must contain capital letter

PhoneNumber

Email address

PassWord

Capital letter or symbol or Number must 8 letter

Conform Password

Reenter Passwod

SUBMIT

←

SignUp

🔍

⋮

Username

username must contain capital letter

PhoneNumber

Email address

PassWord

Capital letter or symbol or Number must 8 letter

Conform Password

Reenter Passwod

SUBMIT



# Album UI paddings



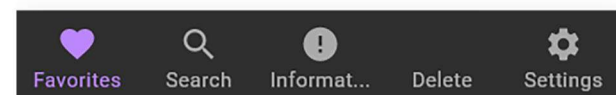
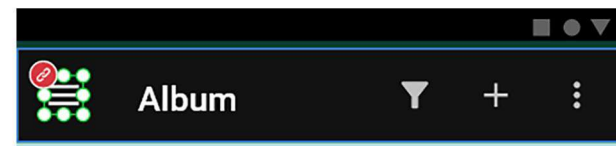
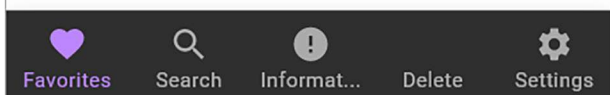
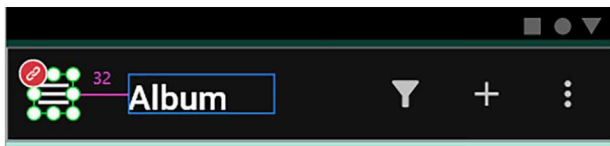
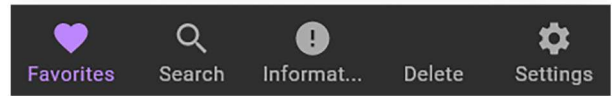
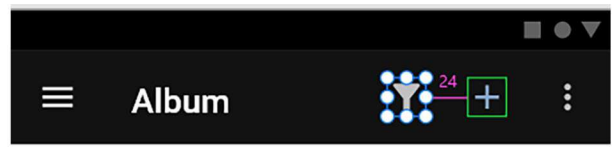
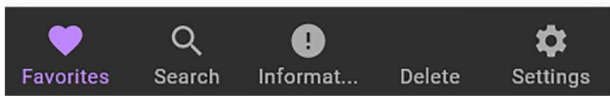
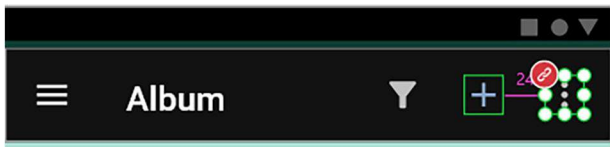


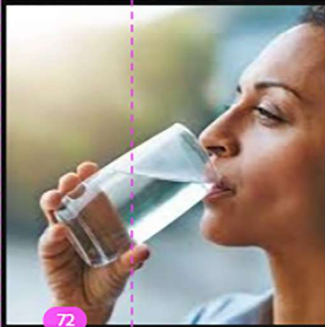
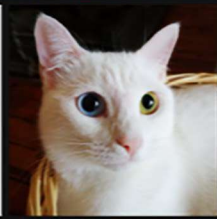
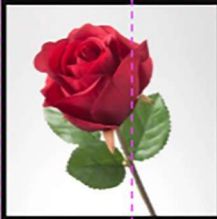












Favorites



56

Search



Informat...



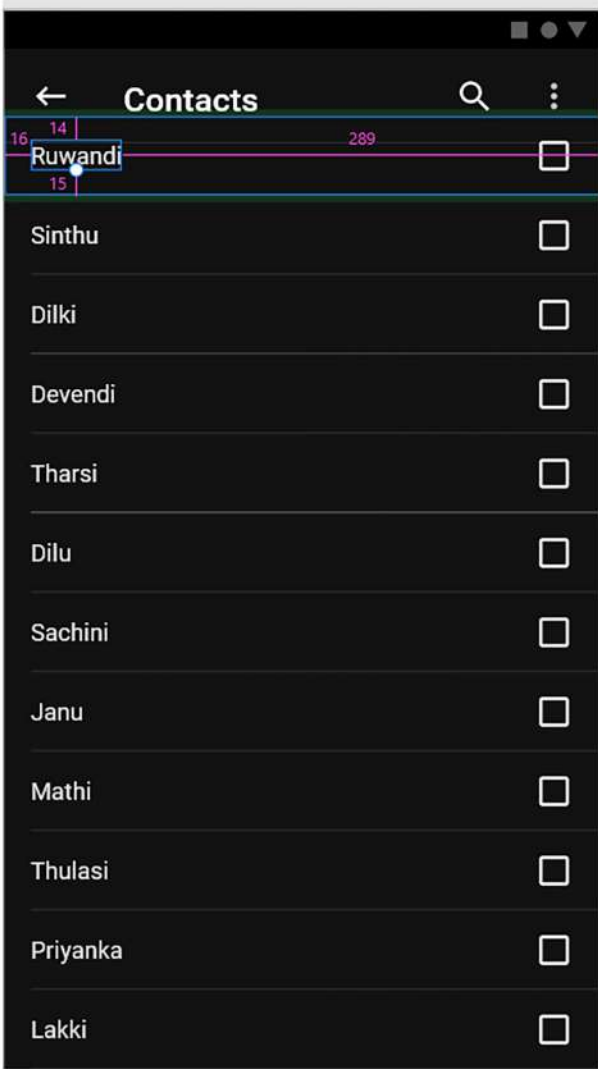
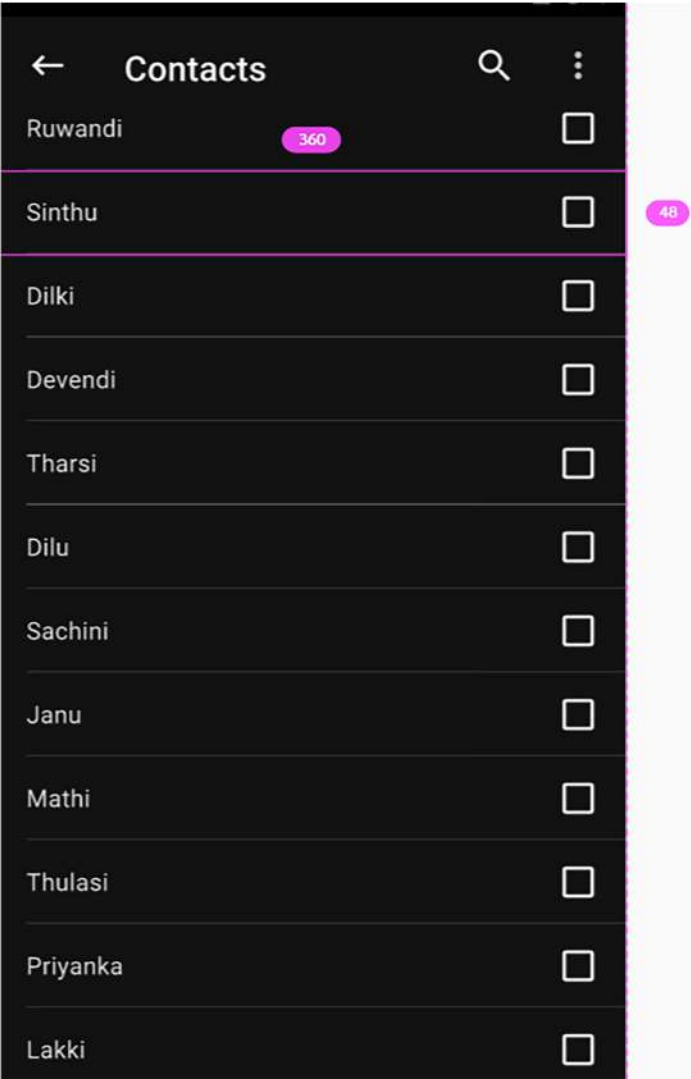
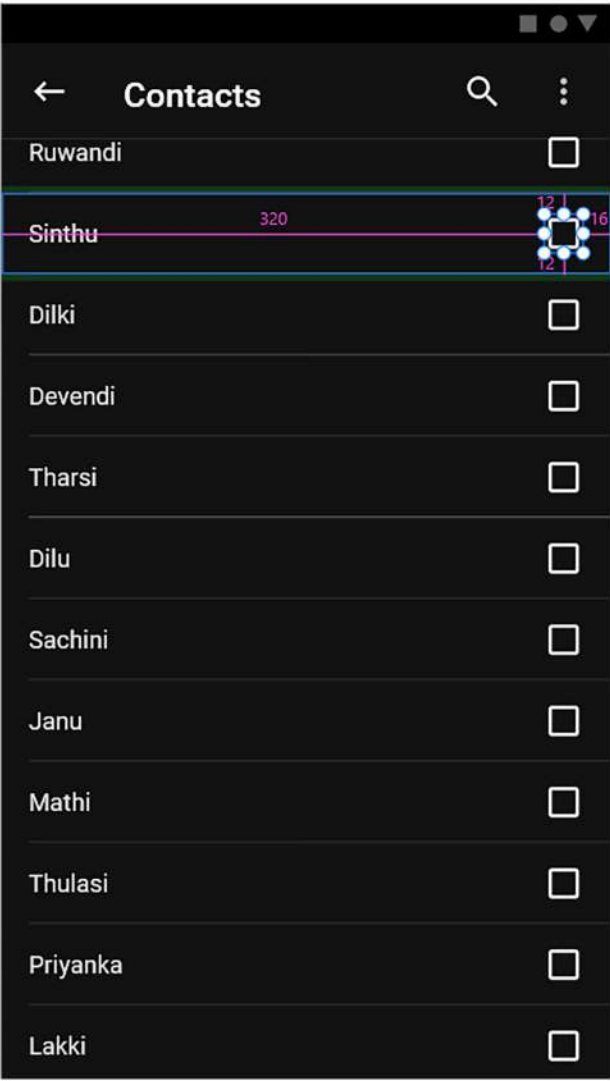
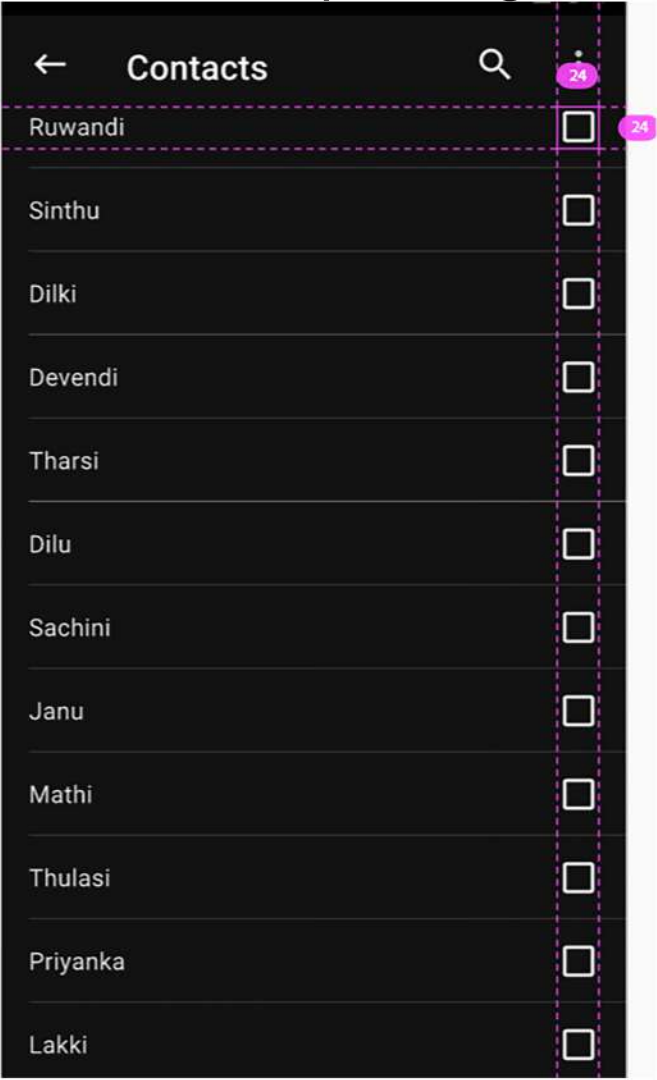
Delete



Settings



# Contact UI paddings



## Android Resource Externalization

Always keep non-code resources such as images and string constants external to our code. Android supports the externalization of resources simple values, colors, drawable images, animation and themes. It should not really require a recompile. It helps to maintain, update and manage. We can easily define alternative resources values to support different hardware and internationalization. The application different resource value for specific language, countries, screens and keyboards. When an application starts, android will automatically value without to write a line code. It is an easy mechanism for keeping resources apart from the code due to that they can be changed easily. These resources are always maintained under the res/ directory.

Directory & resources types

res/

- **drawable:** image files such as .jpg, .png, .gif or xml files that are compiled into bitmaps, state list, shapes, animation drawable. They are saved in res/drawable/ and accessed from R.drawable class.
- **Layout:** XML files that define a user interface layout. They are saved in res/layout/ and accessed from the R.layout class.
- **Values:** XML files that contain simple values, such as strings, integers, and colors.

Alternative resources

Android application have alternative drawable resources for different screen resolution and alternative string resources for different languages. At runtime, Android detects the current device configuration and loads the appropriate resources for your application.

For example, string.xml for string values, and accessed from the R.string class. if we look at the signup page text view. The text should be in the resource file instead of hard coded string. It means, it's going to be pulling out a value from the resource file. This is being compiled during the build process and packaged with the application, when it's deployed to the phone. It is a benefit, now if the app use in internationalize or translate the entire application, by just translating the string style xml file. An application multiple string xml file each with same set of names. Example for "user name", just translate into different language, such as Tamil, Sinhala and English, and runtime based on the user's preference of their device. It'll select the message in correct language.

# Summery

The above the 3 UI are design under the material design guide line using Adobe XD wireframe prototyping tool. Three UIs are different looks and most suitable layouts can be used by the users. And this the public access link of my design anyone can copy and past the browser and can see the exact padding values of the designed UI. [The public aceess link \(exact padding and specs values\)](https://xd.adobe.com/view/39b39b8d-3af0-443c-b2ae-dc23acbaa864-6ce0/specs/) - <https://xd.adobe.com/view/39b39b8d-3af0-443c-b2ae-dc23acbaa864-6ce0/specs/>