

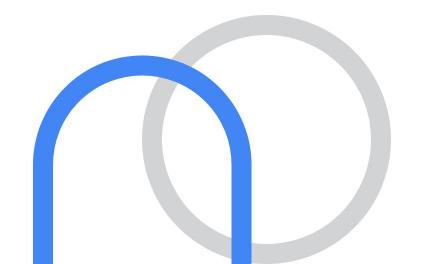
Become an Android Developer

Developer Student Clubs KIET



Android Study Jams

Day #2 Playing around with Uls





Before we begin...



A little bit of fun!



Time to take off!

Prerequisites

- Basic Math Skills
- Basic Computer Literacy
- A Computer, headphones & Internet
- Willingness to learn & explore new things!



Learning Objectives

- Exploring Layouts in Android
- Playing with Views and Properties
- Build your first Android App



Exploring Layouts in Android





What is a Layout?

A layout defines the structure for a user interface in your app.

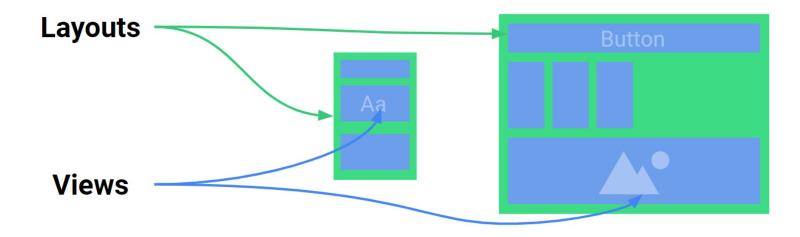
What is a View?

A View is something which a user can see, or interact with.





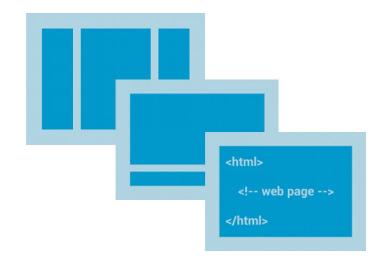
Android User Interface — An Illustration





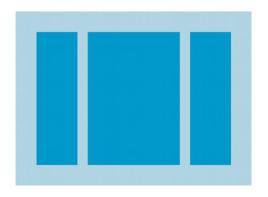
Types of Layouts

- Linear Layout
- Relative Layout
- Constraint Layout
- Coordinator Layout

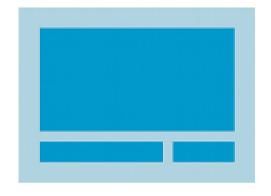




Linear Layout v/s Relative Layout



LinearLayout is a view group that aligns all children in a single direction, vertically or horizontally.



RelativeLayout is a view group that displays child views in relative positions.



Playing with Views & Properties





Hello Android!

TextView



ImageView



SEND

Button



XML - The UI Language of Android

Ready for a little bit of coding?

Don't be scared, It's easy!



Understanding Basic Code Structure

Key Terms:

- View
- ViewGroup
- Parent & Child Views
- View ids
- Mandatory layout attributes

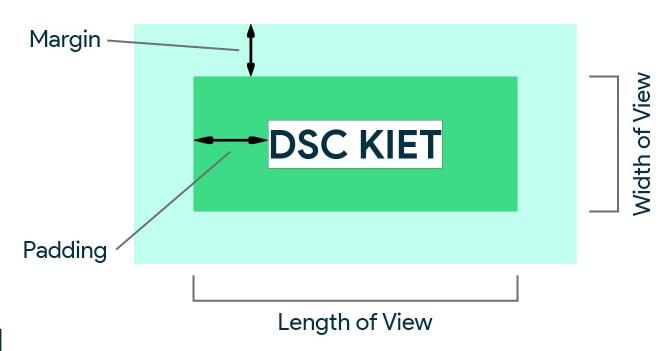
```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
              android:layout_width="match_parent"
              android:layout height="match parent"
              android:orientation="vertical" >
    <TextView android:id="@+id/text"
              android:layout width="wrap content"
              android:layout_height="wrap_content"
              android:text="Hello, I am a TextView" />
      <Button android:id="@+id/button"
              android:layout width="wrap content"
              android:layout_height="wrap_content"
              android:text="Hello, I am a Button" />
</LinearLayout>
```



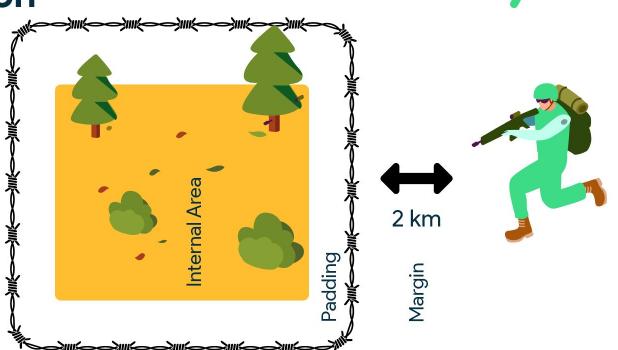
Time for some action!

Margin & Padding — An important UI concept





Margin & Padding — An Illustration





Building your first Android App

Happy Birthday App 👑





It's Coding Time





So, How did the birthday go?

Now whether you are feeling excited or bored, let's get you a booster with a small brain teaser session!



And, before we sign off from day #1...





Complete the pathways and earn badges for your Google Developers Profile!

g.co/android/studyjams