

## **19th July 2025 (Saturday)**

The day's topic was Designing the Chat Interface, arguably one of the most engaging sessions so far. The mentor first demonstrated the structure of a typical chat layout — with a top app bar showing the chat partner's name, a scrollable list of messages, and an input field with a send button at the bottom.

In the first hour, we worked on designing the chat screen in XML using a RecyclerView for displaying messages dynamically. The layout also included an EditText for message input and a send button icon using Material Icons. I learned about the importance of ConstraintLayout for positioning elements responsively on various screen sizes.

In the second hour, I designed two separate layout files — one for sent messages and another for received messages. Each layout had different background colors and gravity to distinguish between the sender and receiver visually. The mentor helped me adjust paddings and add rounded corners using shape drawables, creating message bubbles. After testing on an emulator, I was thrilled to see the UI taking shape.

This day marked a major step forward because I could now visualize how the core interface of my Android Chat Application would appear and function. It gave me a tangible sense of progress toward the final product.