

12th July 2025 (Saturday)

This session focused on UI design and Layout Management. The first half was theoretical — our mentor explained how XML layout files define the visual structure of an app. We explored `LinearLayout`, `ConstraintLayout`, and `RelativeLayout`, understanding their properties like orientation, gravity, and `layout_weight`. The trainer emphasized `ConstraintLayout` for modern designs because of its flexibility.

In the second hour, I created a Login Activity UI. It included `TextViews` for labels, `EditTexts` for username and password input, and `Buttons` for login actions. I also added basic styling using color resources, drawable shapes for buttons, and proper padding and margins. This task made me realize the balance between functional UI and user experience. My mentor reviewed my layout and provided suggestions to make it more consistent with Material Design principles.