#### **Score Calculator Prep**

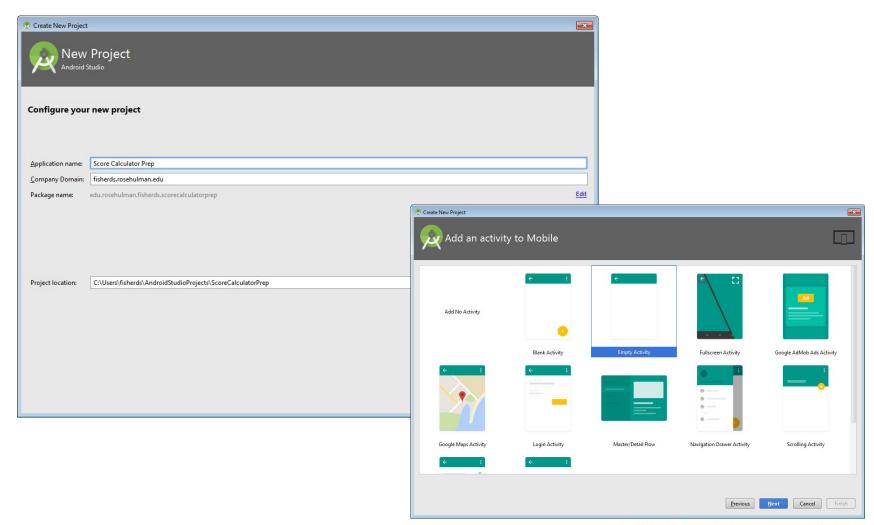


Playing with a LinearLayout and a TableLayout

Trying to help prepare you for your first app HW assignment



# **New Project** → **Score Calculator Prep Empty Activity**





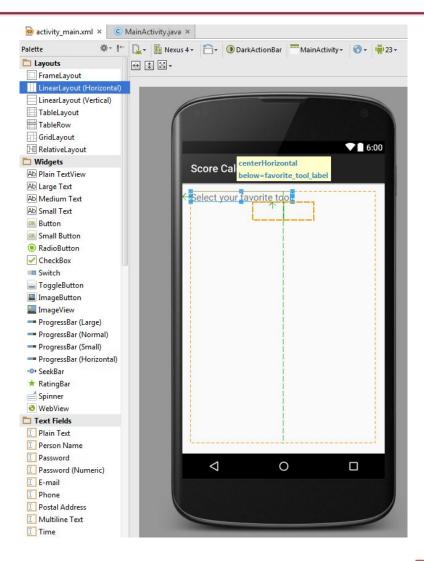
#### **Modify the TextView**

#### <TextView

```
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:id="@+id/favorite_tool_label"
android:text="Select_your_favorite_tool:"
android:textSize="18sp"
android:layout_alignParentLeft="true"
android:layout_alignParentStart="true" />
```

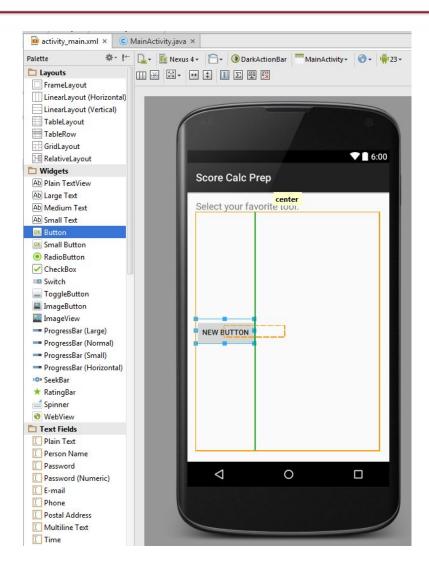


# Add a horizontal Linear Layout here





#### Add at least 1 button





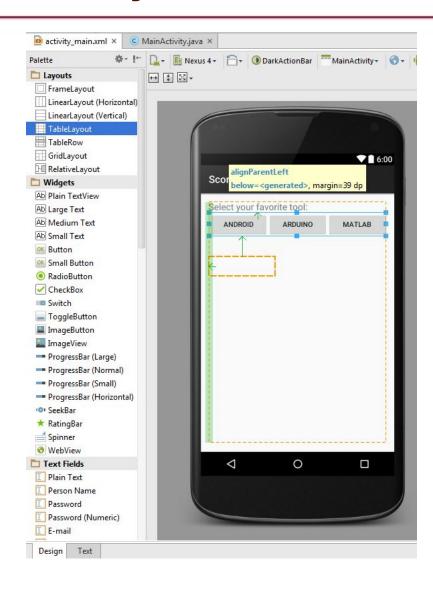
#### Do the rest in xml text

```
<TextView
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:id="@+id/favorite tool label"
    android:textSize="18sp"
    android:text="Select your favorite too:" />
<LinearLayout</p>
    android:orientation="horizontal"
    android:layout width="match parent"
    android:layout height="wrap content"
    android:id="@+id/button row"
    android:layout below="@+id/favorite tool label"
    android:layout centerHorizontal="true">
    <Button
        android:layout width="0dp"
        android:layout weight="1"
        android:layout height="wrap content"
        android:text="Android"
        1>
    <Button
        android:layout width="0dp"
        android: layout weight="1"
        android:layout height="wrap content"
        android:text="Arduino"
        1>
    <Button
        android:layout width="0dp"
        android:layout weight="1"
        android:layout height="wrap content"
        android:text="MATLAB"
</LinearLayout>
```



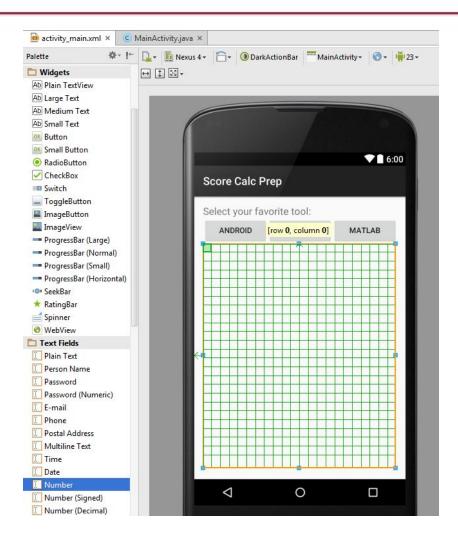


#### Add a TableLayout below the Linear Layout



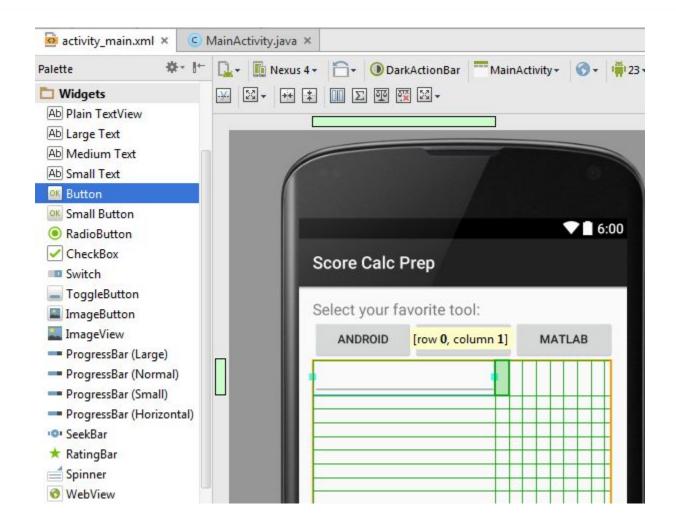


# Add an EditText to the upper left in the table



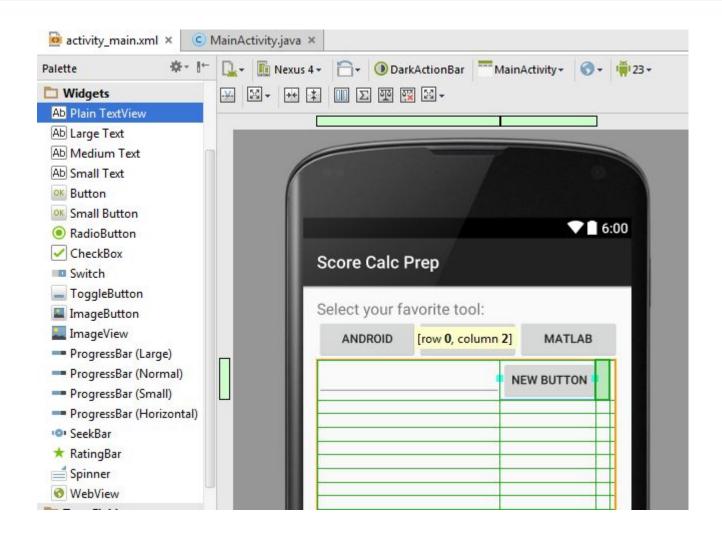


#### Then a button





#### Then a text view





# In this class it is perfectly ok to design your UI specifically for your device

```
<TableLayout
    android:layout width="match parent"
    android: layout height="match parent"
    android:layout below="@+id/button row"
    android:layout centerHorizontal="true">
    <TableRow
        android:layout width="match parent"
        android:layout height="match parent">
        <EditText
            android:layout width="150dp"
            android:layout height="wrap content"
            android:inputType="number"
            android:ems="10"
            android:id="@+id/editText"
            android:layout column="0" />
        <Button
            android:layout width="wrap content"
            android:layout height="wrap content"
            android:text="New Button"
            android:id="@+id/button"
            android:layout column="1" />
        <TextView
            android:layout width="wrap content"
            android:layout height="wrap content"
            android:text="New Text"
            android:id="@+id/textView"
            android:layout column="2" />
    </TableRow>
</TableLayout>
```

Hardcoded numbers are just fine

Must look good on the device you use. If it only looks good on that device, that is just fine!



# Time permitting

Try to read the EditText value and display it in the TextView when the button is pressed.



# More time permitting

Try to read the EditText value

as a number

Multiply it by 10

Then display the result in the TextView when the button is pressed.

