Score Calculator Prep
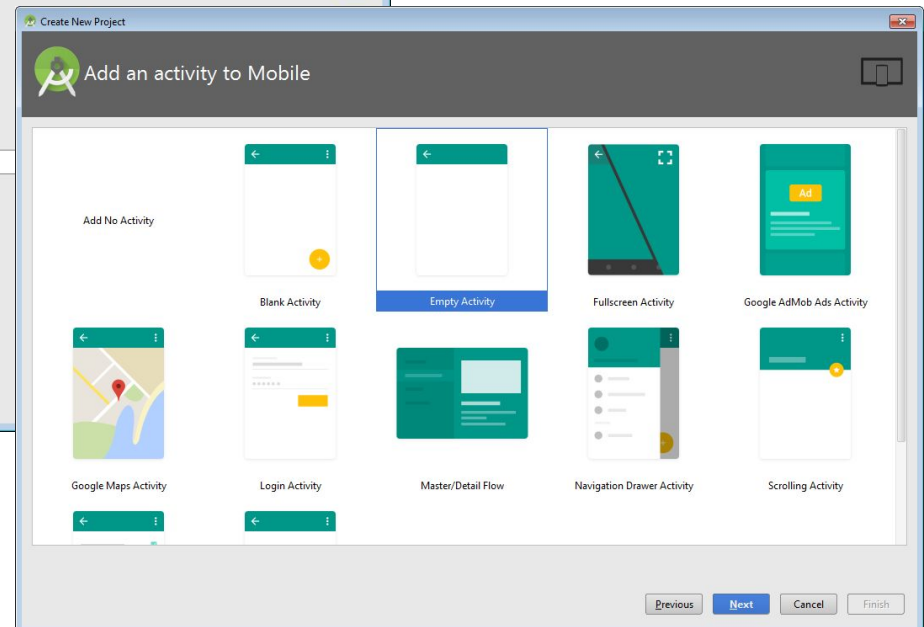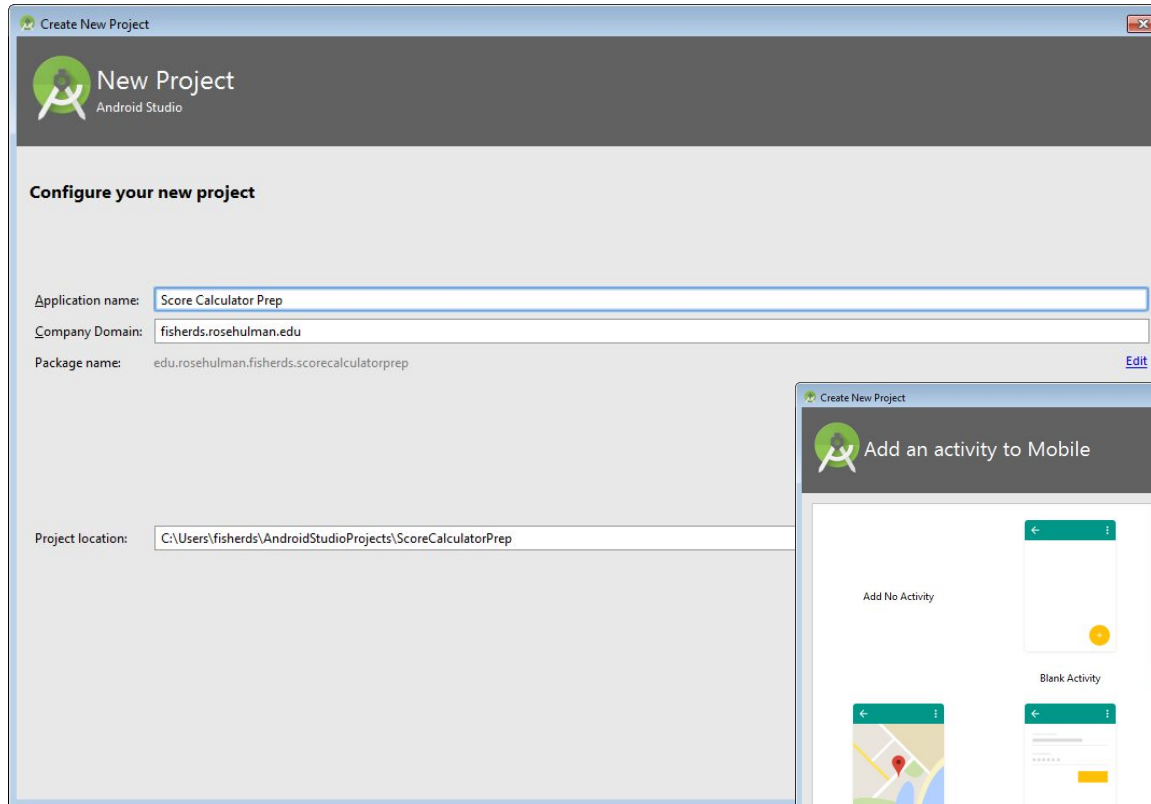

Playing with a LinearLayout and a TableLayout

Trying to help prepare you for your first app HW assignment

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New Project → Score Calculator Prep Empty Activity
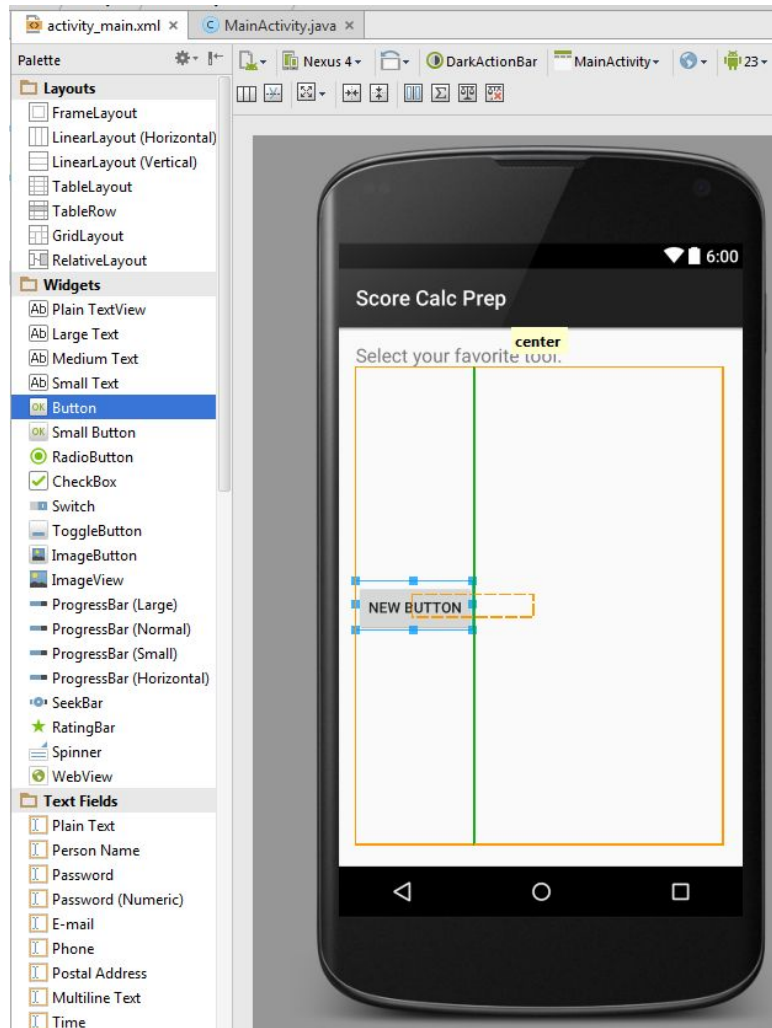
Modify the TextView

```xml
<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" />
```

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Add a horizontal Linear Layout here
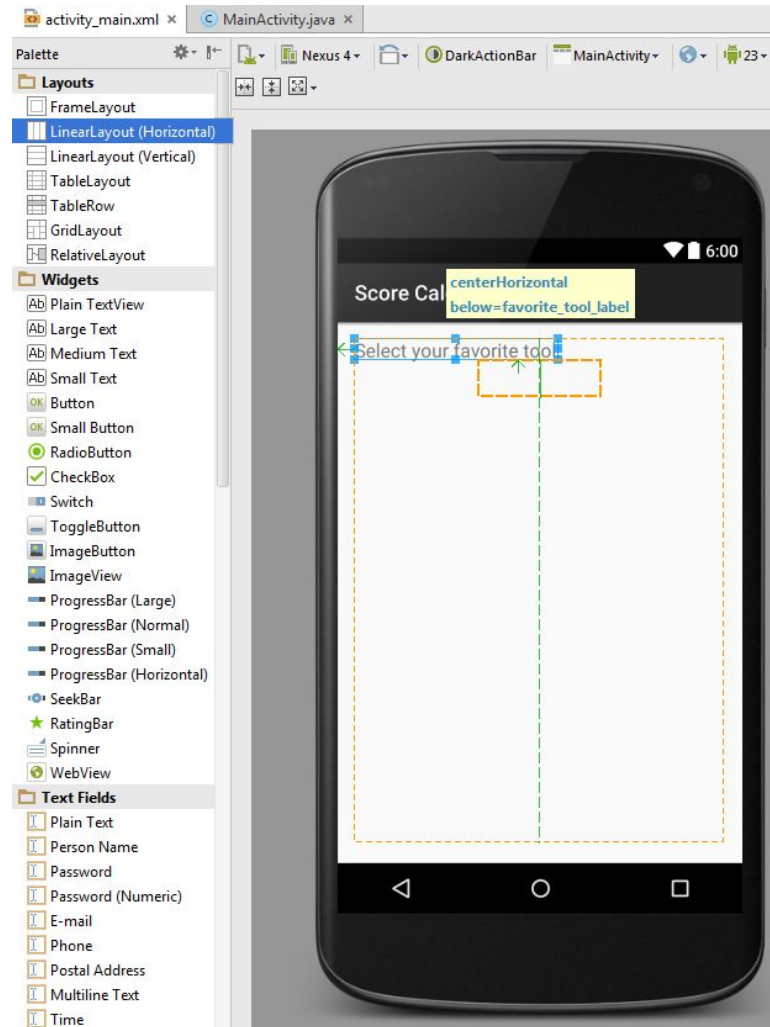
Add at least 1 button

Do the rest in xml text

```xml
<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
    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"
        />

    <Button
        android:layout_width="0dp"
        android:layout_weight="1"
        android:layout_height="wrap_content"
        android:text="Arduino"
        />

    <Button
        android:layout_width="0dp"
        android:layout_weight="1"
        android:layout_height="wrap_content"
        android:text="MATLAB"
        />
</LinearLayout>
```
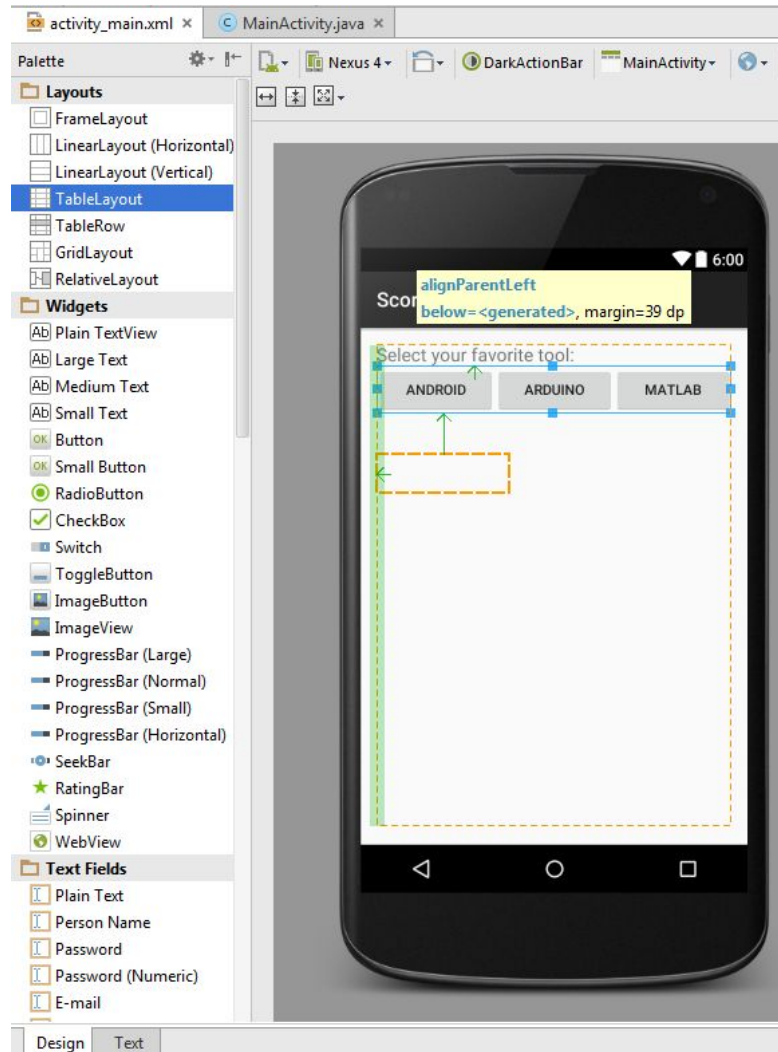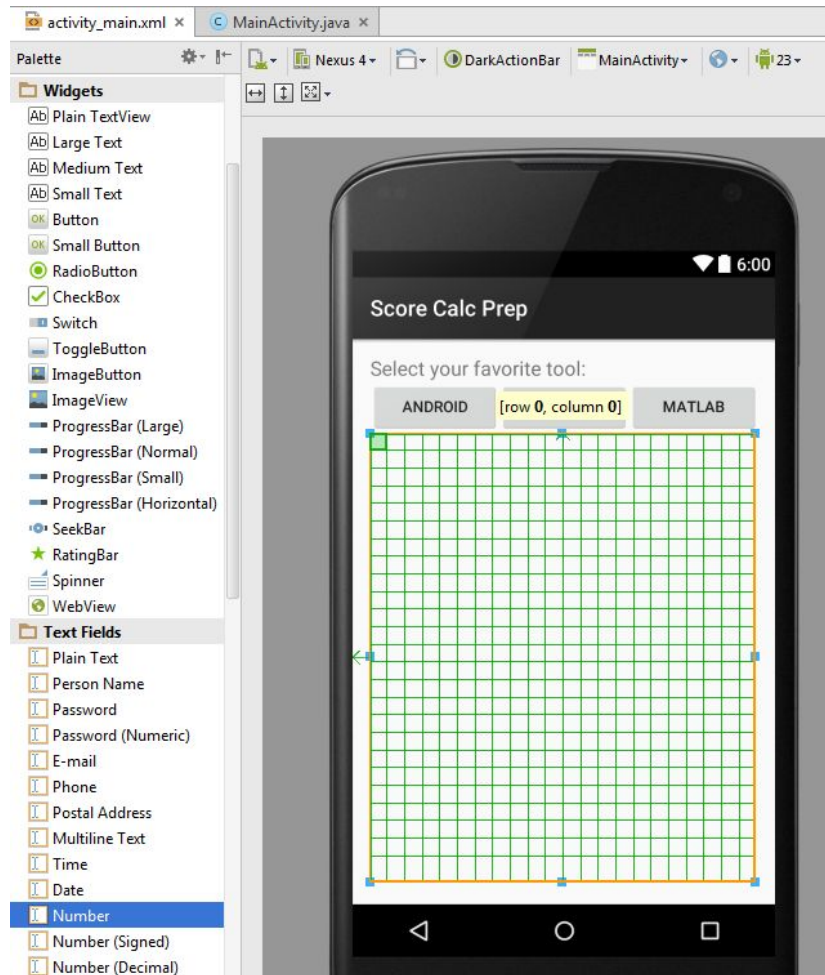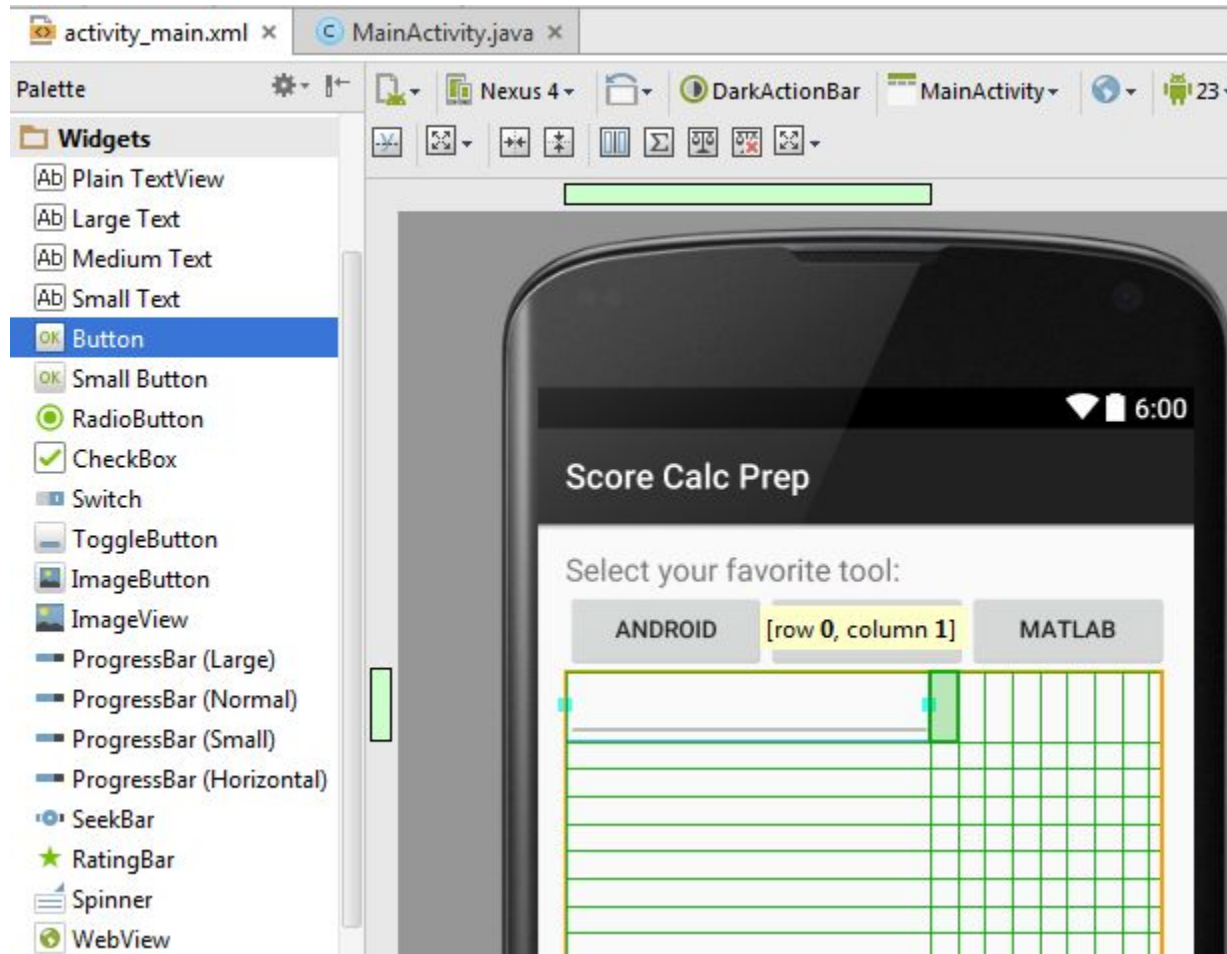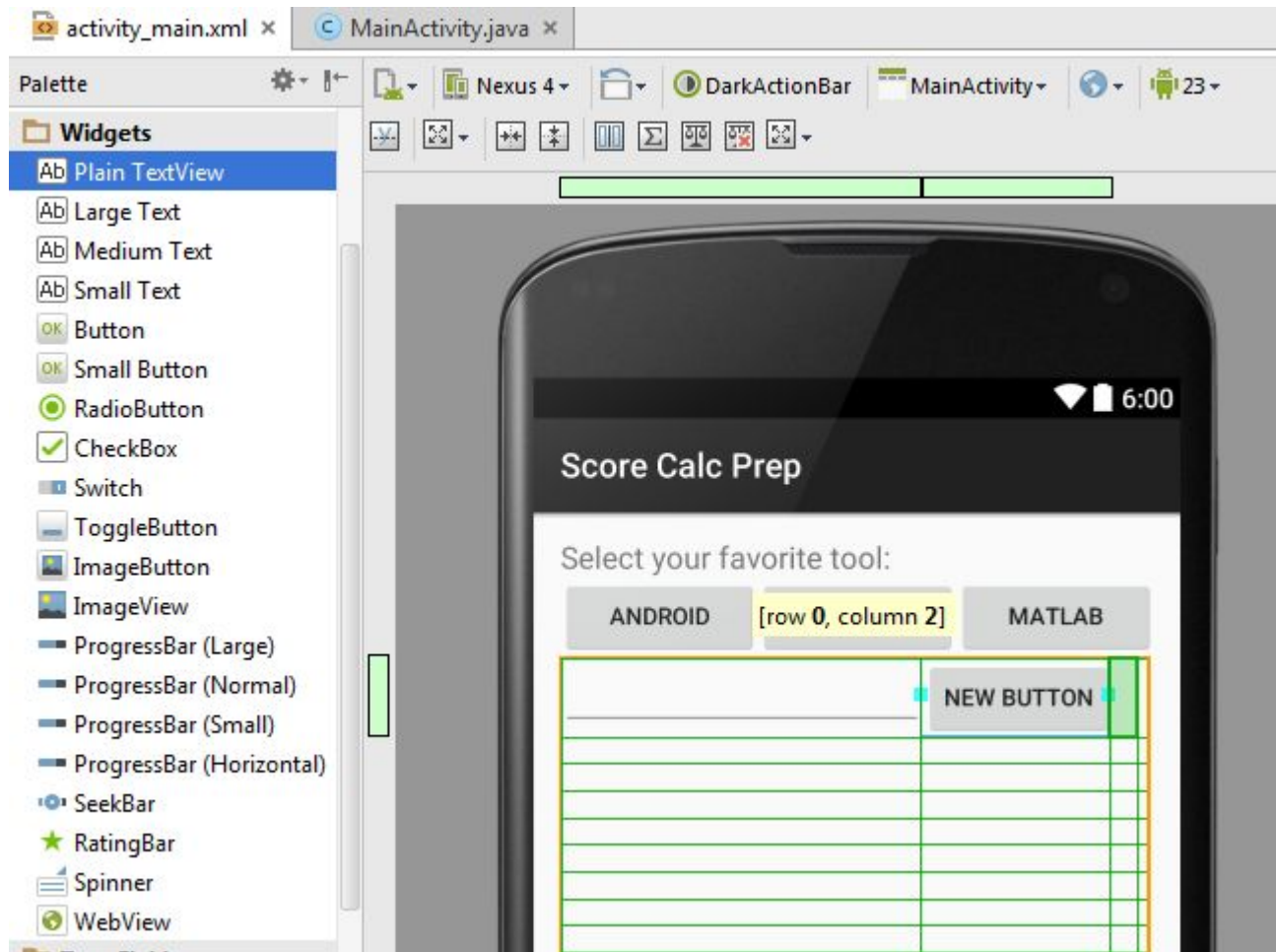
Add a TableLayout below the Linear Layout

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

```xml
<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!

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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.