Chapter 3,

* 1, **We must import View.OnClickListener** to use code like View.OnClickListener
* 2, **onClick** is the abstract method of View.OnClick Listener
* 3,  **addView** method to add a child View to a parent View.
* 4, add **this** inside the private class Y, which to access the current object of the Y class.
* 5, access the current object of the **X.this** class inside the private
* 6, **getWindowManager().getDeraultDisplay.getSize(size);** to retrieve the size of the screen.
* 7, the data type of this is **Context** in the code of GridLayout gridLayout = new GridLayout(this)
* 8, **setRowCount** to set the number of rows of the grid
* 9, **setCountentView** method to set the view for an activity
* 10, **Button b = new Button(Activity);** to instantiate a button.
* 11, **LayoutParams** class to be used by views to tell their parents how they wan to laid out.
* 12, **setGravity** method to specify the alignment of the text within a TextView.