

should be able to reside in an app widget host's UI like any other ordinary widget.



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## **PART II – Advanced Media**

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# Creating Drawables

Drawable resources come in all shapes and sizes, and not just in terms of pixel dimensions. While many Drawable resources will be PNG or JPEG files, you can easily create other resources that supply other sorts of Drawable objects to your application. In this chapter, we will examine a few of these that may prove useful as you try to make your application look its best.

## Traversing Along a Gradient

Gradients have long been used to add "something a little extra" to a user interface, whether it is Microsoft adding them to Office's title bars in the late 1990's or the seemingly endless number of gradient buttons adorning "Web 2.0" sites.

And now, you can have gradients in your Android applications as well.

The easiest way to create a gradient is to use an XML file to describe the gradient. By placing the file in `res/drawable/`, it can be referenced as a Drawable resource, no different than any other such resource, like a PNG file.

For example, here is a gradient Drawable resource, `active_row.xml`, from the Drawable/Gradient sample project: