

globsyn



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Basic Android UI Design

Basic Android UI Design

- Topics to be covered in this session
 - Using Common UI Elements
 - Android View Hierarchies
 - Defining Screen Layouts: Using XML

UI In Android

- Basic Android UI elements are used to create functional and intuitive user interfaces. The elements are classified as:
 - View
 - View Groups
 - Layouts
- Each element of an android user interface are arranged on screen by means of a variety of layout managers derived from View Group

Android UI Terminologies

- Views They are the base class for all visual interface elements. All UI controls, including the layout classes are derived from Views
- View Groups View Groups are extension of view class that contain multiple child
- Activities It represents the window or screen being displayed. They are the android equivalent of forms.
- For creating graphical applications, the standard views need to be extended and modified

Introducing Views

All visual components in Android descends from the view class and are referred to as Views

View Group – Special kinds of views that contains other view

Layout – It is a special type of View Group

Approaches of Developing UI in Android

User Interface can be developed using coding in Java

User Interface can also be designed using XML

The preferred and conventional approach of designing
UI is through XML

The IDEs facilitates this approach

XML Based Layout in Android

XML Layout Files are stored under the resources (/res/) directory within a folder called layout

Developing Application in Android

- Every Android Application consists of one or more activities
- Each activity is developed using class: android.app.activity
- UI is designed inside activity
- Users interact with activity

Important Methods of Activity

- onCreate(Bundle b) Where the activity is initialized,
 Create components, layout interface
- setContentView(View v) Sets the content of this activity to a specific view. Views can be components or layout objects that contain components or nested layouts. This method is always called by the OS when a new activity is started

Approach of Developing UI

- First Step: Decide a Layout
- Second Step: Place UI components in Layout
- Third Step: Add interactivity using Android event handling

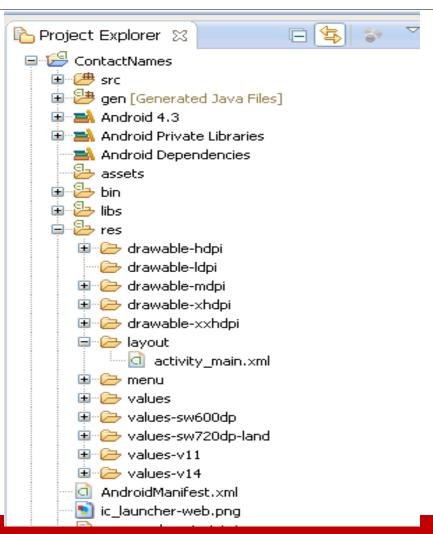
Layout

- Android adopts a revolutionary approach to develop

 UI
- Layout are designed using XML
- XML layout files are stored under the resources (/res/) directory within a folder called Layout

Types of Layout

- Linear
- Horizontal
- Vertical
- Relative
- Grid
- Table



Code for Using Layout

Protected void onCreate (Bundle saved InstanceState) super.onCreate(saved Instance State); setContentView(R.layout.activity_main);

Creating XML Layout in Eclipse

- New activity creation process creates a layout for that activity
- XML layout file can be created in the following way:
- File > New -> Other....->Android ->Android XML Layout File

Linear Layout

```
Orientation
                  <?xml version="1.0" encoding="utf-
                  8"?>
Layout_width
                  <LinearLayout
                  xmlns:android="<u>http://schemas.androi</u>
Layout_height
                  d.com/apk/res/android"
                  android:layout_width="match_parent"
                  android:layout_height="match_parent"
                     android:orientation="vertical" >
                  </LinearLayout>
```

Placing UI Components in Layout

- Every UI component has corresponding tag
- UI component tag must be used inside a View Group
- "Linear Layout" is example of View Group

Placing UI Components in Layout (Code)

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout
xmlns:android=<u>"http://schemas.android.com/apk/res/androi</u>
d"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  android:orientation="vertical" >
  <TextView
    android:id="@+id/textView1"
     android:layout_width="wrap_content"
     android:layout_height="wrap_content"
     android:text="It is a label"/>
```

</LinearLayout>

Taking People To The Next Level ...