

## Advertisements

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 UI Control

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    android:orientation="vertical" >

    <TextView android:id="@+id/text"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="I am a TextView" />

    <Button android:id="@+id/button"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="I am a Button" />

</LinearLayout>
```

There are number of UI controls provided by . . . . . build the graphical user interface for your app.

 $\frac{1}{3}$

7	<b>ToggleButton</b> An on/off button with a light indicator.
8	<b>RadioButton</b> The RadioButton has two states: either checked or unchecked.
9	<b>RadioGroup</b> A RadioGroup is used to group together one or more RadioButtons.
10	<b>ProgressBar</b> The ProgressBar view provides visual feedback about some ongoing tasks, such as when you are performing a task in the background.
11	<b>Spinner</b> A drop-down list that allows users to select one value from a set.
12	<b>TimePicker</b> The TimePicker view enables users to select a time of the day, in either 24-hour mode or AM/PM mode.
13	<b>DatePicker</b> The DatePicker view enables users to select a date of the day.

## Create UI Controls

Input controls are the interactive components in your app's user interface. Android provides a wide variety of controls you can use in your UI, such as buttons, text fields, seek bars, check box, zoom buttons, toggle buttons, and many more.

As explained in previous chapter, a view object may have a unique ID assigned to it which will identify the View uniquely within the tree. The syntax for an ID, inside an XML tag is –

```
android:id="@+id/text_id"
```

To create a UI Control/View/Widget you will have to define a view/widget in the layout file and assign it a unique ID as follows –

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    android:orientation="vertical" >

    <TextView android:id="@+id/text_id"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="I am a TextView" />
</LinearLayout>
```

Then finally create an instance of the Control object and capture it from the layout, use the following –

```
TextView myText = (TextView) findViewById(R.id.text_id);
```

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