

# Introduction to XML

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# XML

- XML stand for eXtensible Markup Language.
- XML is a markup language much like HTML, but XML used to describe data.
- XML tags are not predefined in XML.
- XML is scalable and simple to develop.
- In Android, we use XML for designing our layouts because XML is **lightweight** language, so it does not make our layout heavy.

# Note that

- **Markup** languages control presentation data.
- **Scripting** languages mediate between programs to generate data.
- **Programming** languages transform data.

# XML

- **XML** is used anywhere that can benefit from adding context to data.
- **XML** is used across the web to make the search smarter and simplify the data exchange process.
- **XML** is based on the Standard Generalized Markup Language (SGML), which has been used by the publishing industry for decades.
- **XML** performs the same function (which is describing data and introducing **elements**) in Android applications development.

# XML in Android development

- We will concentrate on two files for now at any Android Studio Project:
  - **MainActivity.kt**
  - **activity\_main.xml**
- **XML** will be the core responsible file for the User Interface (**UI**) definitions

**Check the Class Quiz, Hands-on, and Assignments**