

Values & Drawables

1.Values

Values Values are . . . values

- Strings: res/strings.xml
- Integers: res/integers.xml
- Booleans: res/bool.xml
- Colors: res/colors.xml
- Sizes: res/dimens.xml
- Arrays: res/arrays.xml
- Themes / Styles: res/styles.xml

Why values ?

- Central point of all “constants”
- Themeable
- i18n
- Size-, orientation- dependent (-large, -xlarge, -land. . .)

String Values

- Default: res/values/strings.xml
Refresh
- i18n: res/values-fr/strings.xml
Rafraîchir</string

Integers

- Default: res/values/integers.xml
1
- Landscape: res/values-land/integers.xml
2

Booleans

- Default: res/values/bools.xml
- Tablet: res/values-large/bools.xml

Colors

- Default: res/values/colors.xml
- Default: res/values/colors.xml

Dimensions

- Default: res/values/dimens.xml
- Tablet: res/values-large/dimens.xml

Using Values in Layout XML

- strings.xml
- colors.xml
- dimens.xml
- fragment_weather.xml

Using Values in Java

- String: can be used with TextView's setText()
- Integer
- Color: 32-bit AARRGGBB format
- Dimension

2.Drawables

9patch Drawables

.9.png

- *Transparency*
- *Stretch certain part of the image*
- *Padding*

Top & Left edges

- Black pixels define stretching area
- * Bottom & Right edges
- Black pixels define paddings
- * Can be edited with many image tools
- * Warning: other edge pixels need to be completely transparent