

Resource types overview

Each page in this section describes the usage, format, and syntax for a certain type of app resource (<https://developer.android.com/guide/topics/resources/providing-resources>) that you can provide in your project resources directory (`res/`).

Here's a brief summary of each page:

Animation Resources

(<https://developer.android.com/guide/topics/resources/animation-resource.html>)

Define pre-determined animations.

Tween animations are saved in `res/anim/` and accessed from the `R.anim` class.

Frame animations are saved in `res/drawable/` and accessed from the `R.drawable` class.

Color State List Resource

(<https://developer.android.com/guide/topics/resources/color-list-resource.html>)

Define a color resources that changes based on the View state.

Saved in `res/color/` and accessed from the `R.color` class.

Drawable Resources

(<https://developer.android.com/guide/topics/resources/drawable-resource.html>)

Define various graphics with bitmaps or XML.

Saved in `res/drawable/` and accessed from the `R.drawable` class.

Layout Resource (<https://developer.android.com/guide/topics/resources/layout-resource.html>)

Define the layout for your application UI.

Saved in `res/layout/` and accessed from the `R.layout` class.

Menu Resource (<https://developer.android.com/guide/topics/resources/menu-resource.html>)

Define the contents of your application menus.

Saved in `res/menu/` and accessed from the `R.menu` class.

String Resources (<https://developer.android.com/guide/topics/resources/string-resource.html>)

Define strings, string arrays, and plurals (and include string formatting and styling).

Saved in `res/values/` and accessed from the `R.string`, `R.array`, and `R.plurals`

classes.

Style Resource (<https://developer.android.com/guide/topics/resources/style-resource.html>)

Define the look and format for UI elements.

Saved in `res/values/` and accessed from the `R.style` class.

Font Resources (<https://developer.android.com/guide/topics/resources/font-resource.html>)

Define font families and include custom fonts in XML.

Saved in `res/font/` and accessed from the `R.font` class.

More Resource Types (<https://developer.android.com/guide/topics/resources/more-resources.html>)

Define other primitive values as static resources, including the following:

Bool (<https://developer.android.com/guide/topics/resources/more-resources.html#Bool>)

XML resource that carries a boolean value.

Color (<https://developer.android.com/guide/topics/resources/more-resources.html#Color>)

XML resource that carries a color value (a hexadecimal color).

Dimension

(<https://developer.android.com/guide/topics/resources/more-resources.html#Dimension>)

XML resource that carries a dimension value (with a unit of measure).

ID (<https://developer.android.com/guide/topics/resources/more-resources.html#Id>)

XML resource that provides a unique identifier for application resources and components.

Integer (<https://developer.android.com/guide/topics/resources/more-resources.html#Integer>)

XML resource that carries an integer value.

Integer Array

(<https://developer.android.com/guide/topics/resources/more-resources.html#IntegerArray>)

XML resource that provides an array of integers.

Typed Array

(<https://developer.android.com/guide/topics/resources/more-resources.html#TypedArray>)

XML resource that provides a [TypedArray](#).

(<https://developer.android.com/reference/android/content/res/TypedArray.html>) (which you can use for an array of drawables).

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[Animation](#) (<https://developer.android.com/guide/topics/resources/animation-resource>)

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