**Activity\_main.xml**

import android.os.Bundle;

import android.app.Activity;

import android.view.Menu;

public class MainActivity extends Activity {

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

}

@Override

public boolean onCreateOptionsMenu(Menu menu) {

// Inflate the menu; this adds items to the action bar if it is present.

getMenuInflater().inflate(R.menu.main, menu);

return true;

}

}

STRING:

<?xml version=*"1.0"* encoding=*"utf-8"*?>

<resources>

    <string name=*"app\_name"*>aswinspinner</string>

    <string name=*"action\_settings"*>Settings</string>

    <string name=*"hello\_world"*>Hello world!</string>

    <string name=*"textView1"*>choose the Course</string>

    <string name=*"spinner1"*>Course</string>

</resources>

**Activity\_main.Xml**

<LinearLayout xmlns:android=*"http://schemas.android.com/apk/res/android"*

android:layout\_width=*"match\_parent"*

android:layout\_height=*"match\_parent"*

android:orientation=*"horizontal"*

android:padding=*"16dp"*>

    <TextView

        android:id=*"@+id/textView1"*

        android:layout\_width=*"wrap\_content"*

        android:layout\_height=*"wrap\_content"*

        android:layout\_alignParentLeft=*"true"*

        android:layout\_alignParentTop=*"true"*

        android:layout\_marginLeft=*"75dp"*

        android:layout\_marginTop=*"66dp"*

        android:text=*"@string/TextView1"* />

    <TextView

        android:id=*"@+id/textView2"*

        android:layout\_width=*"wrap\_content"*

        android:layout\_height=*"wrap\_content"*

        android:layout\_below=*"@+id/textView1"*

        android:layout\_marginLeft=*"17dp"*

        android:layout\_marginTop=*"57dp"*

        android:layout\_toRightOf=*"@+id/textView1"*

        android:text=*"@string/TextView2"* />

</LinearLayout>

Or

**Linear layout**

**POGRAM:**

package com.example.aswinlinear;

import android.os.Bundle;

import android.app.Activity;

import android.view.Menu;

public class MainActivity extends Activity {

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

}

@Override

public boolean onCreateOptionsMenu(Menu menu) {

// Inflate the menu; this adds items to the action bar if it is present.

getMenuInflater().inflate(R.menu.main, menu);

return true;

}

}

STRING:

<?xml version=*"1.0"* encoding=*"utf-8"*?>

<resources>

    <string name=*"app\_name"*>aswinspinner</string>

    <string name=*"action\_settings"*>Settings</string>

    <string name=*"hello\_world"*>Hello world!</string>

    <string name=*"textView1"*>choose the Course</string>

    <string name=*"spinner1"*>Course</string>

</resources>

XML CODE:

<LinearLayout xmlns:android=*"http://schemas.android.com/apk/res/android"*

android:layout\_width=*"match\_parent"*

android:layout\_height=*"match\_parent"*

android:orientation=*"horizontal"*

android:padding=*"16dp"*>

    <TextView

        android:id=*"@+id/textView1"*

        android:layout\_width=*"wrap\_content"*

        android:layout\_height=*"wrap\_content"*

        android:layout\_alignParentLeft=*"true"*

        android:layout\_alignParentTop=*"true"*

        android:layout\_marginLeft=*"75dp"*

        android:layout\_marginTop=*"66dp"*

        android:text=*"@string/TextView1"* />

    <TextView

        android:id=*"@+id/textView2"*

        android:layout\_width=*"wrap\_content"*

        android:layout\_height=*"wrap\_content"*

        android:layout\_below=*"@+id/textView1"*

        android:layout\_marginLeft=*"17dp"*

        android:layout\_marginTop=*"57dp"*

        android:layout\_toRightOf=*"@+id/textView1"*

        android:text=*"@string/TextView2"* />

</LinearLayout>

**OUTPUT:**