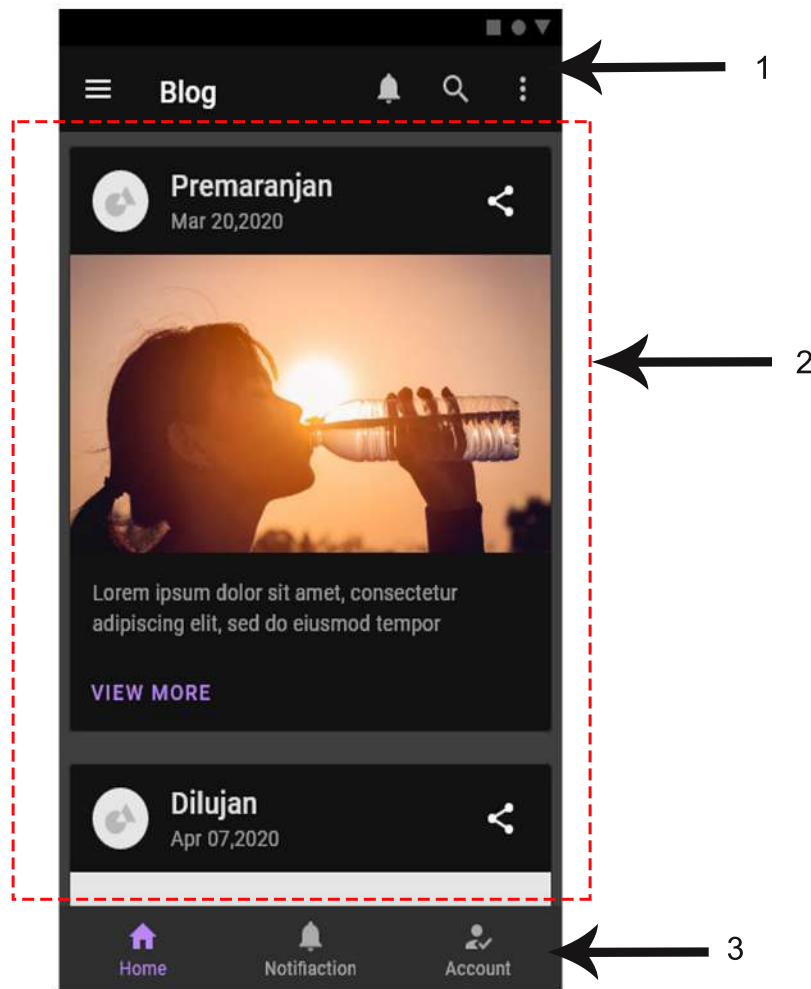


MOBILE APPLICATION UI DESIGN

CT-2016-012

Blog UI

Component



1 - App bars top

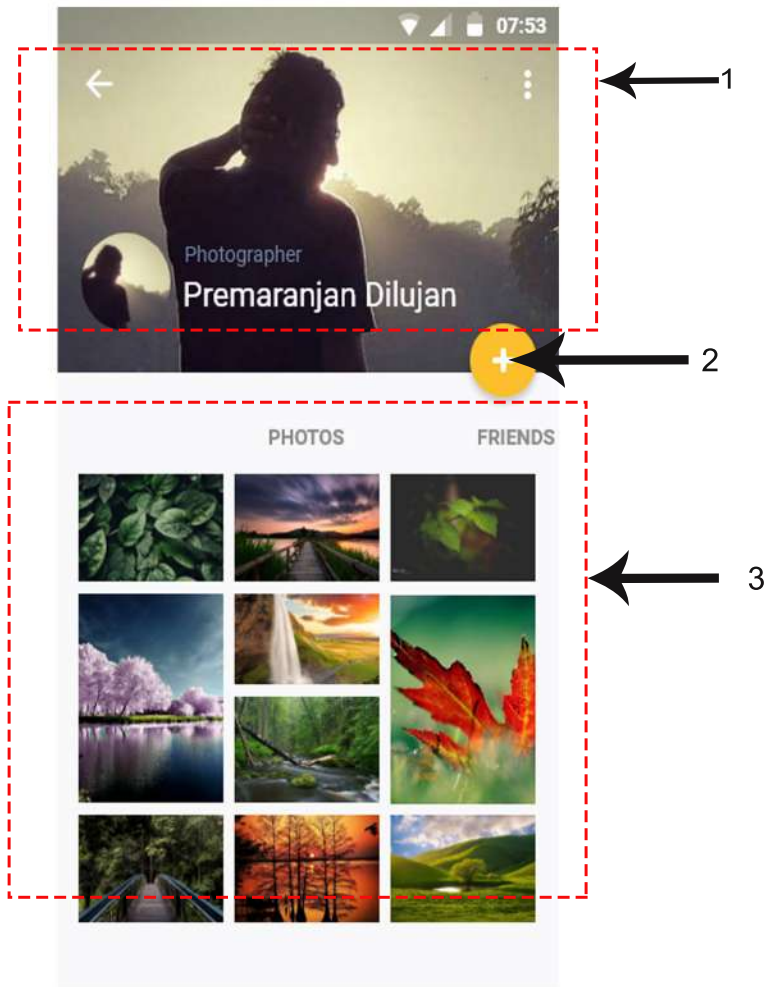
2 - Cards

3- Bottom navigation

The Blog UI shows the user recent blogs post. update and customized. the component card view using this design according the guide lines. the bottom navigation bar display three destination is represented by an icon and an optional text label. the active destination icon and label high emphasis 'on' color depending on the component's color scheme. and addition user can share and search post due to that material component icons used.

Profile (App) UI

Component



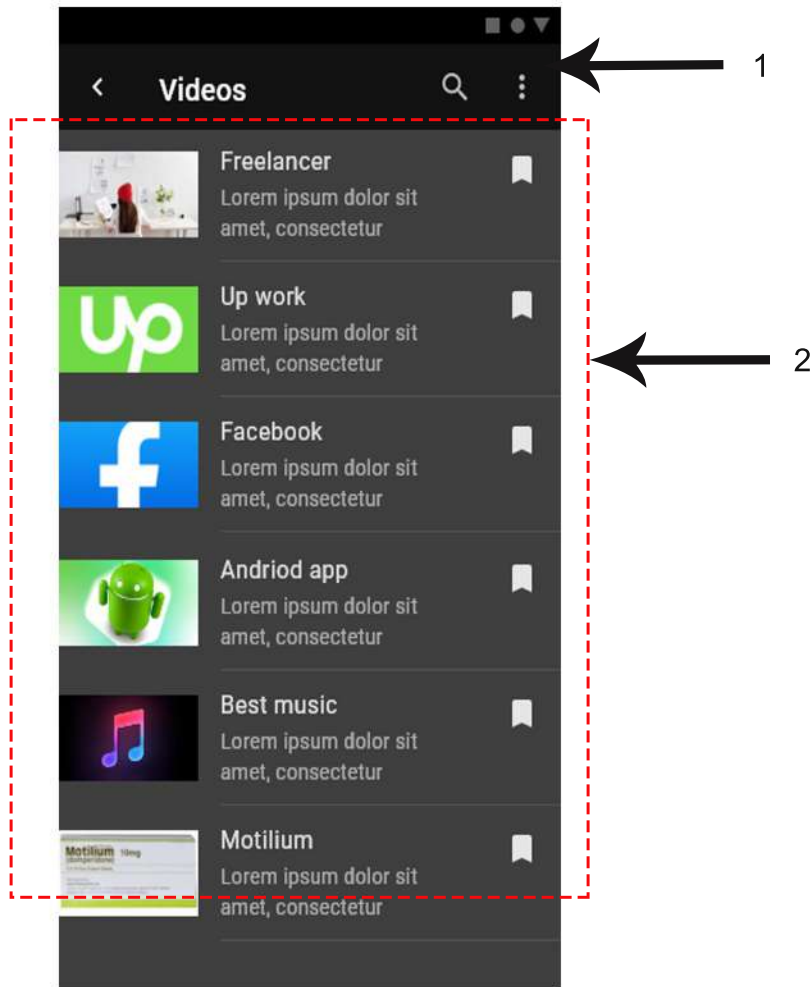
1 - App bars top (img in bar)

2 - Buttons

3- Image list

This is the profile app UI which includes top app bar, buttons and image list. The cover image width and height are defined according to the material design guideline. It will describe the below the padding section and rest of UI using image list. User can upload their interest photos. It can show different sizes under the material design guideline.

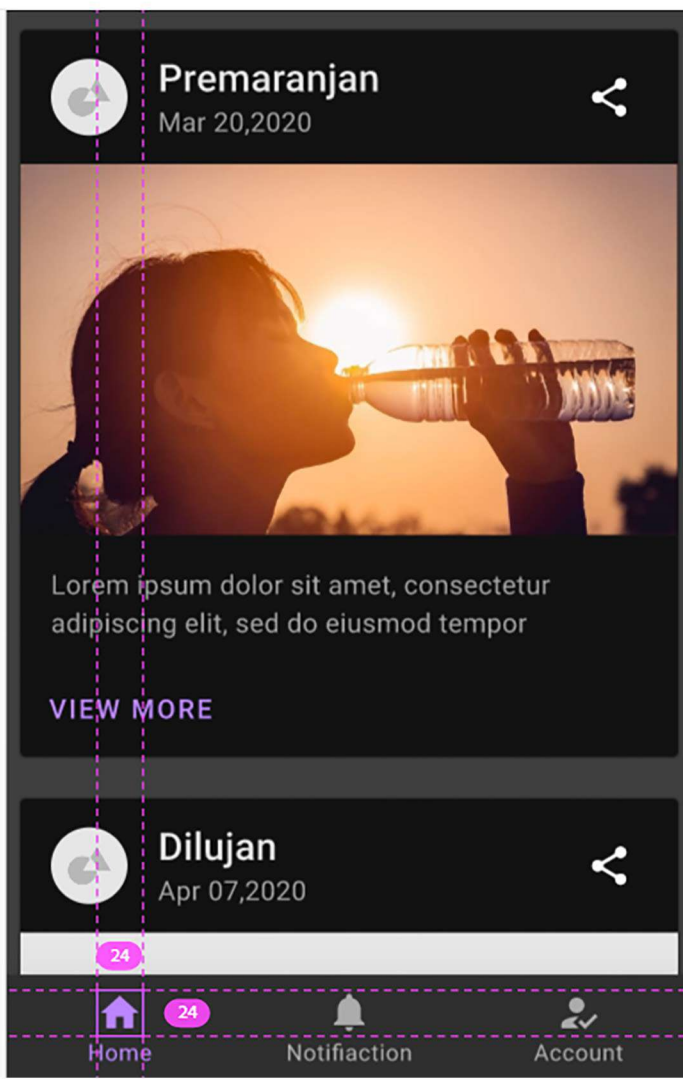
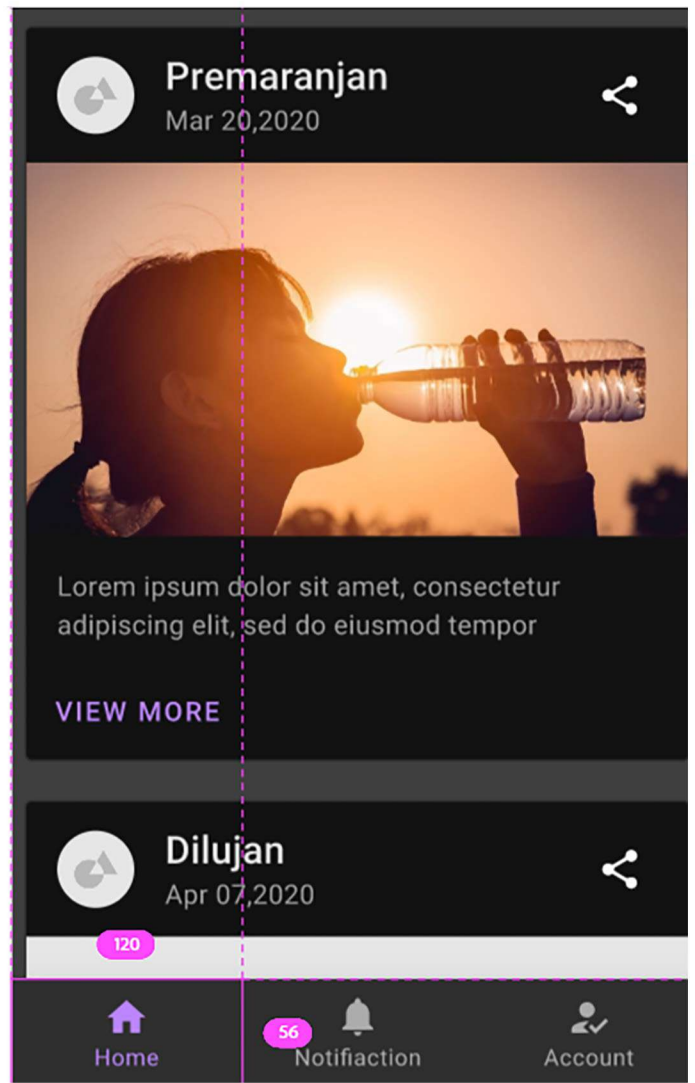
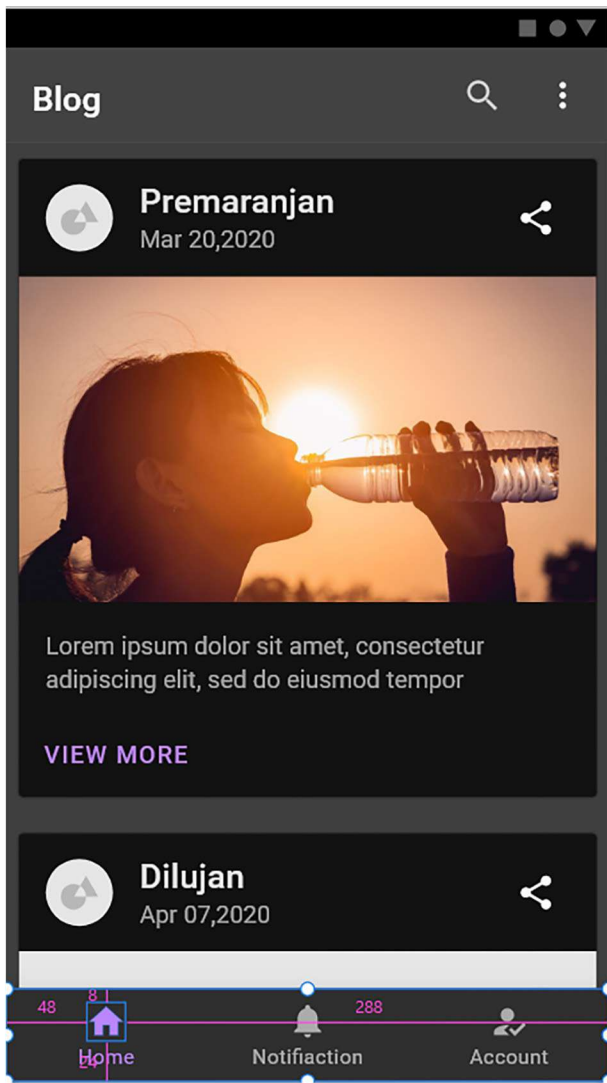
Video channel UI Component

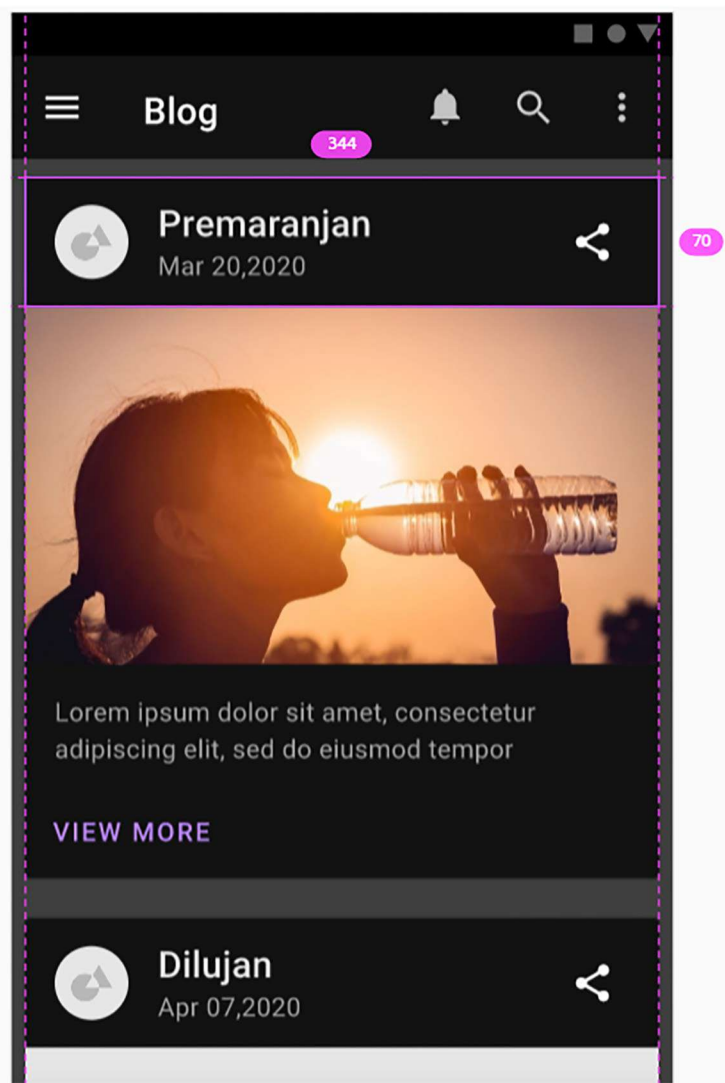
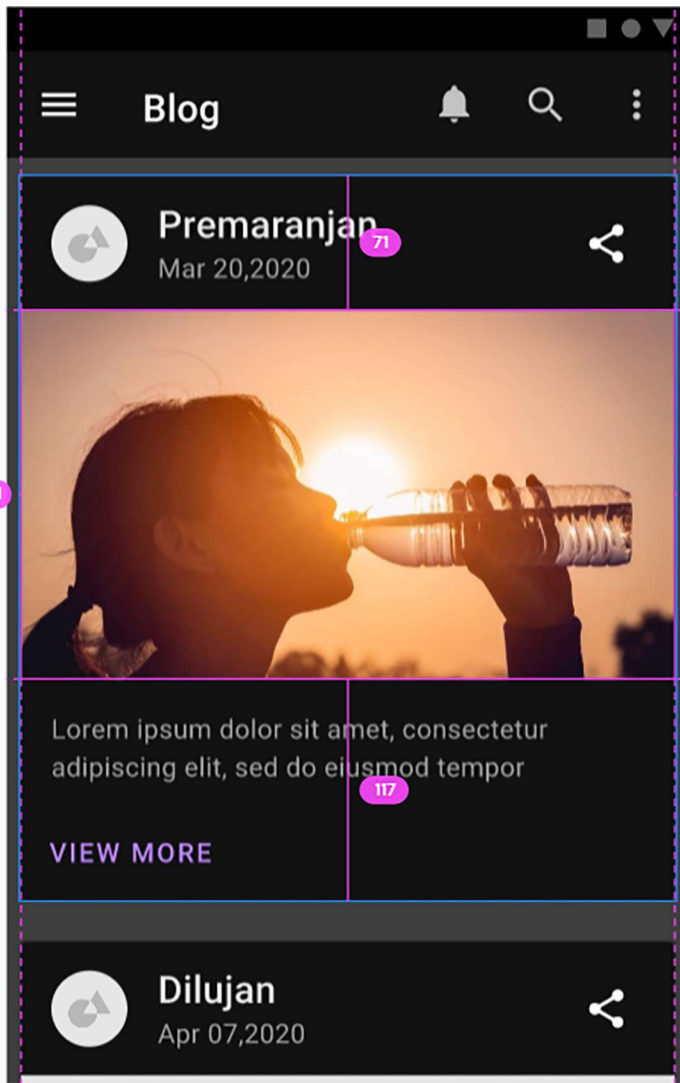
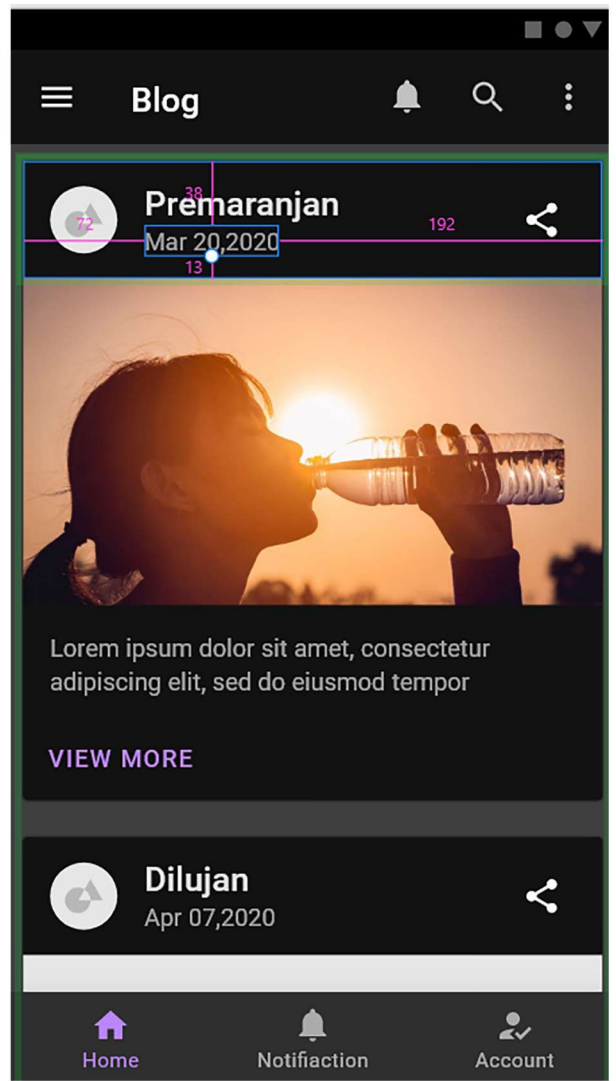
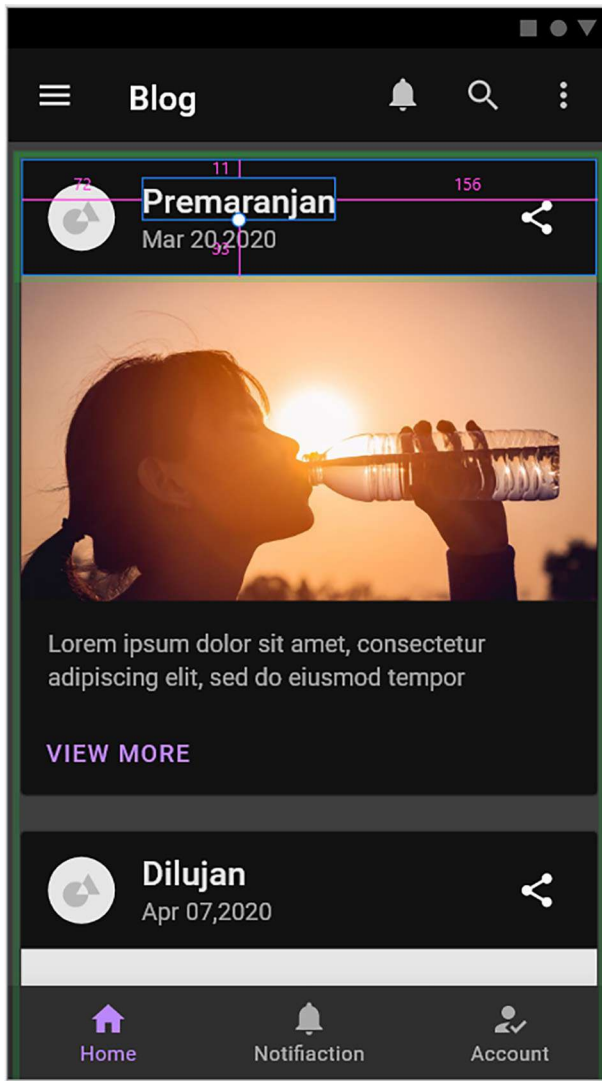


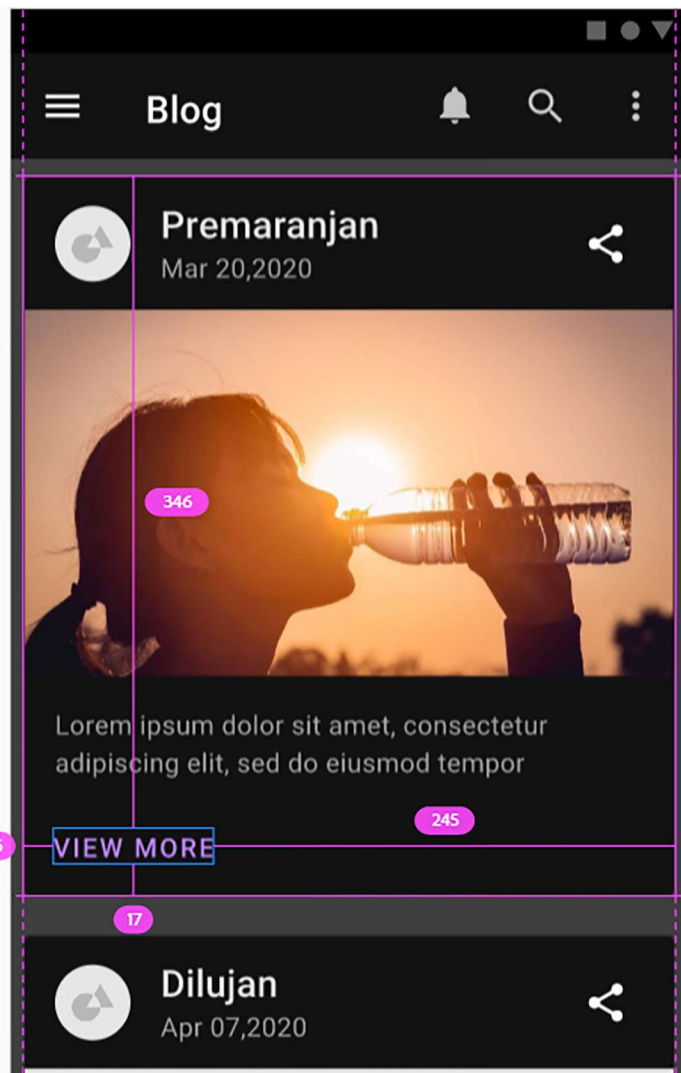
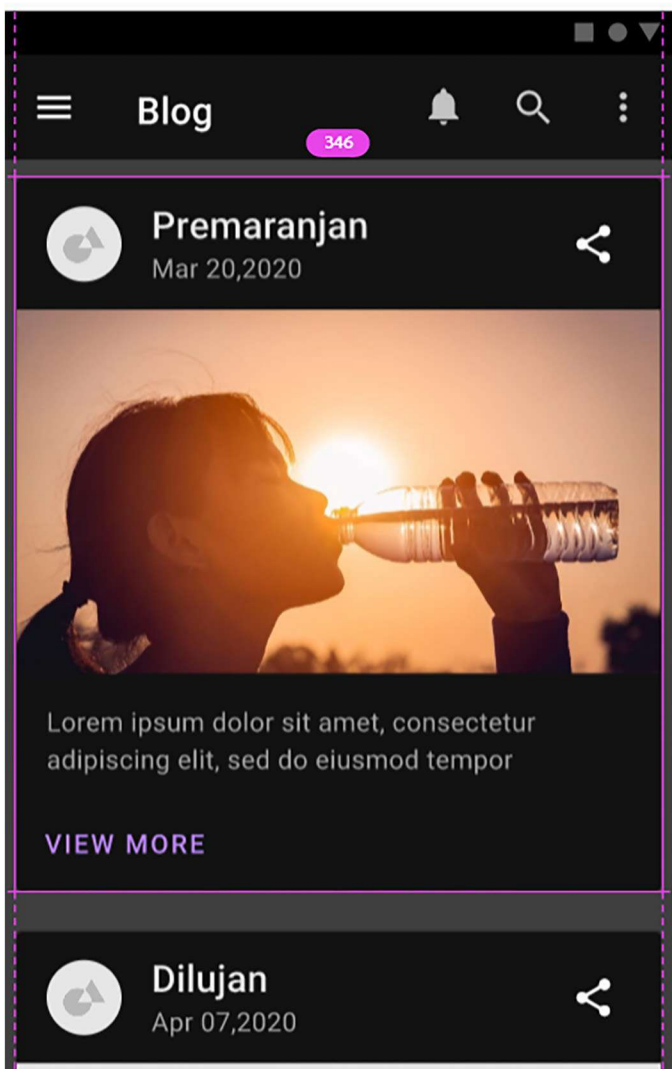
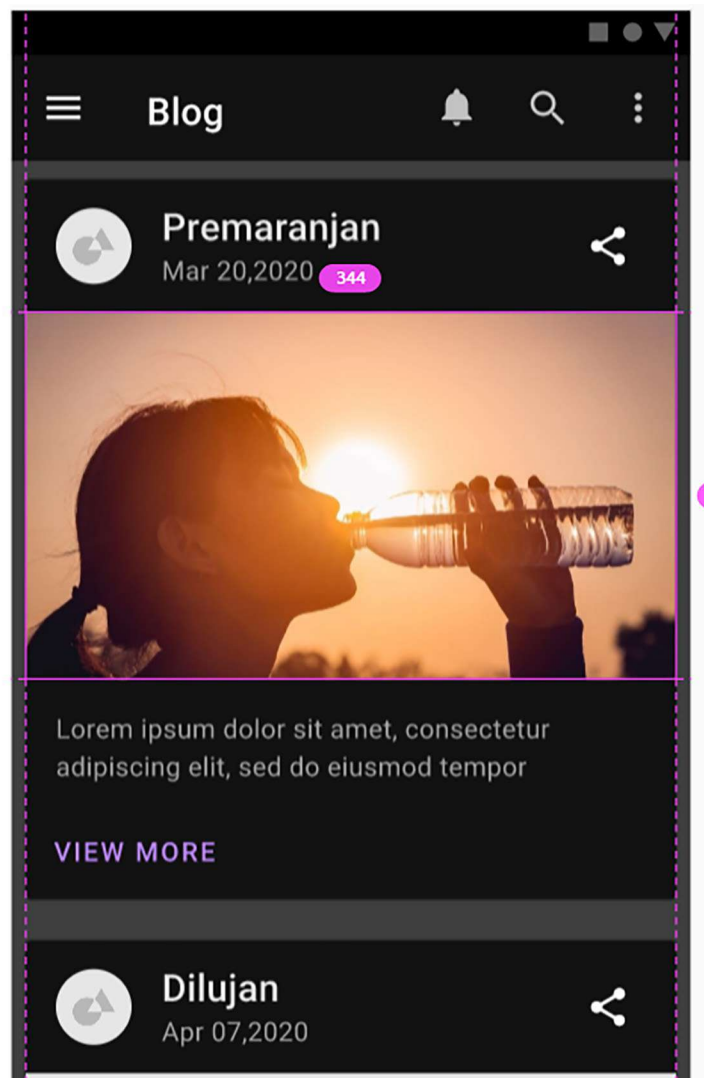
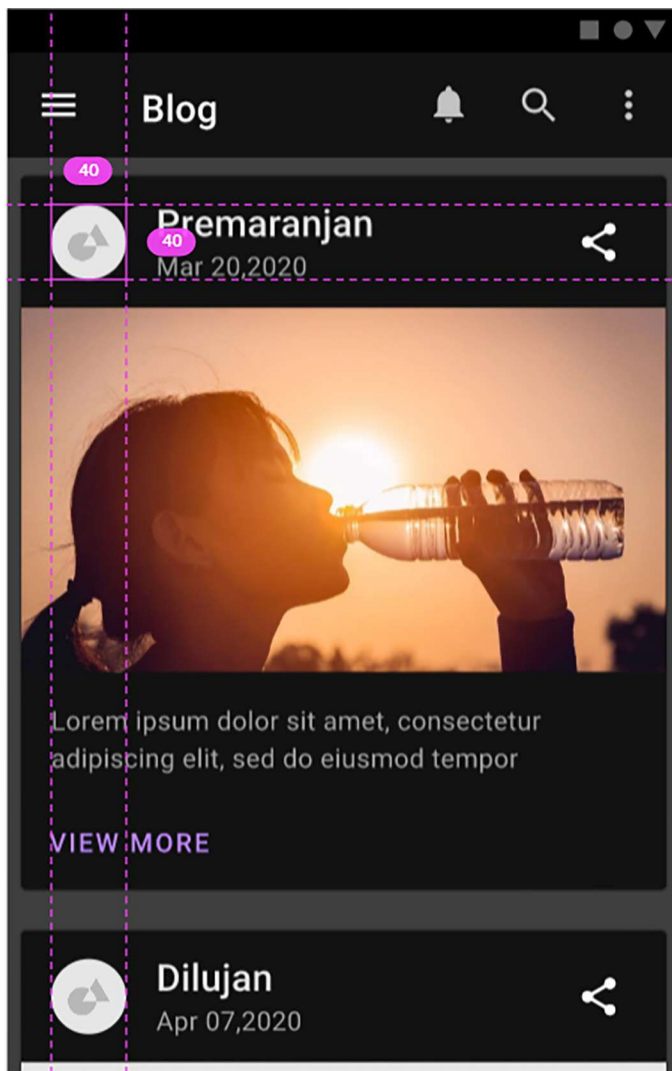
1 - App bars top

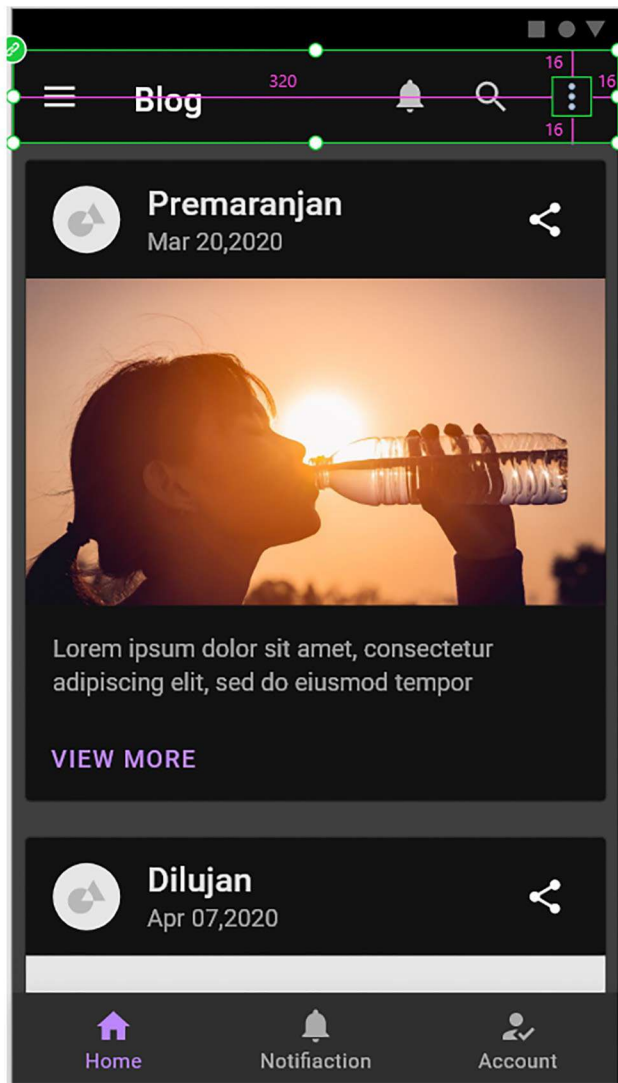
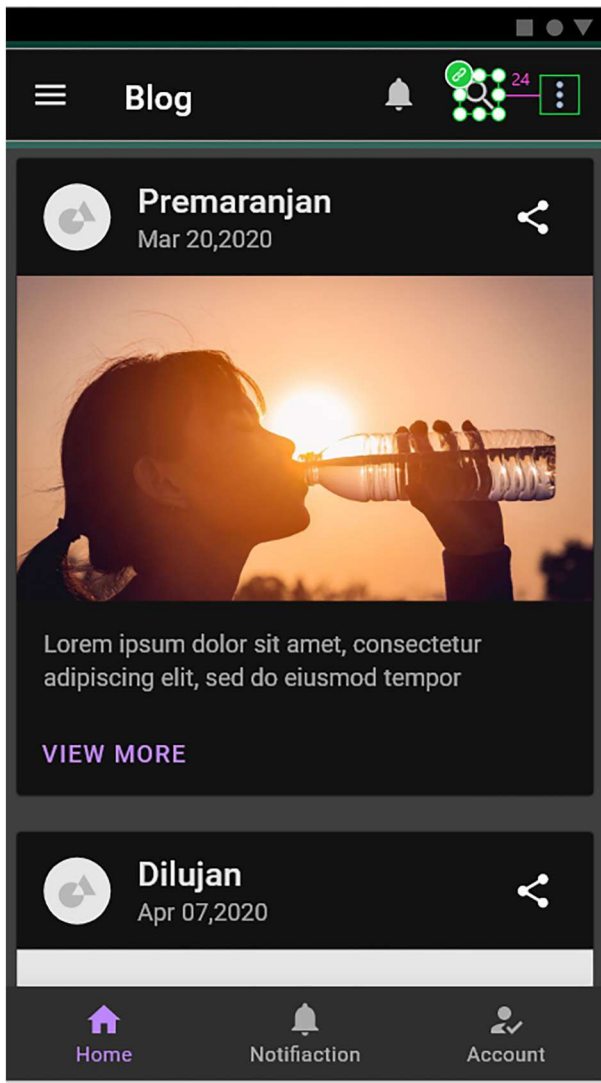
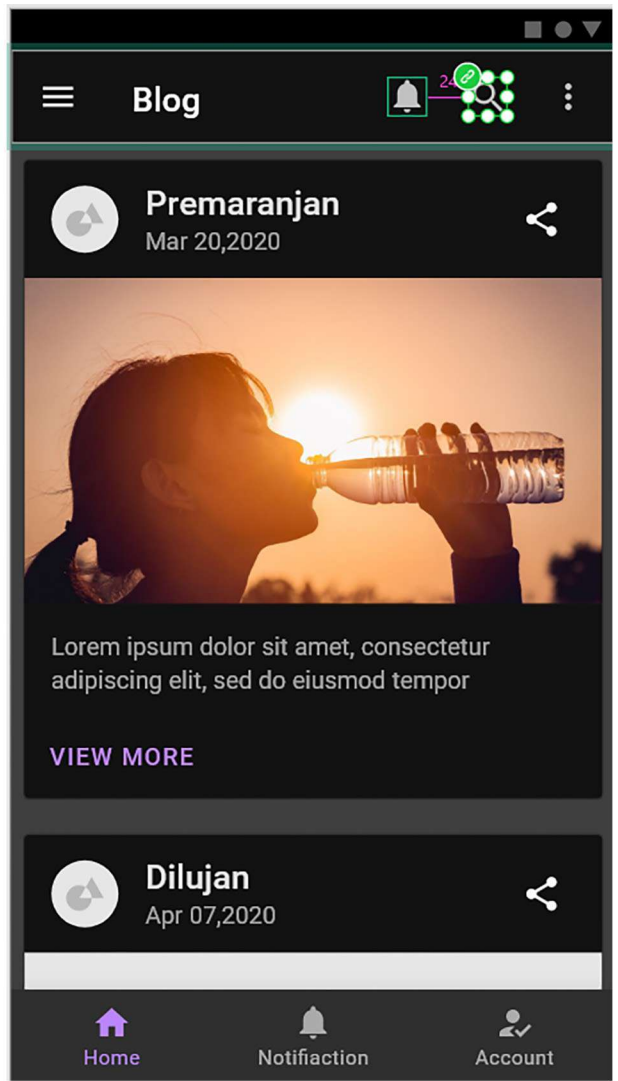
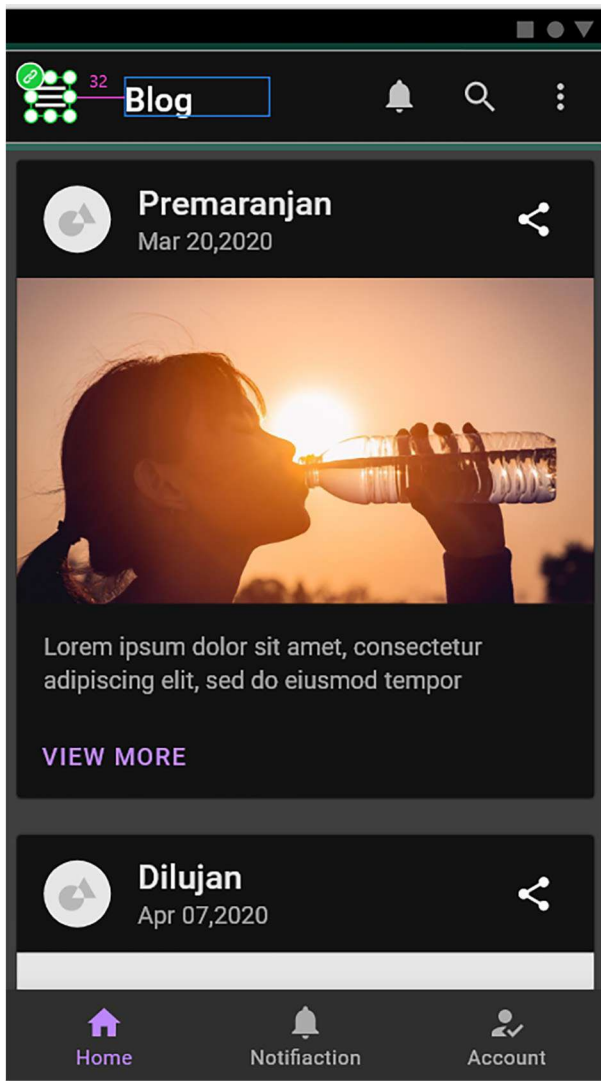
2 - List (Three line list)

The UI design using three line list. it contains group of text or images. they are composed of items. and this app show the user interest videos and also sufficient space between list items according the material design guide line. and padding and width values show below the padding section. Users can quickly share the item and make favourites that.

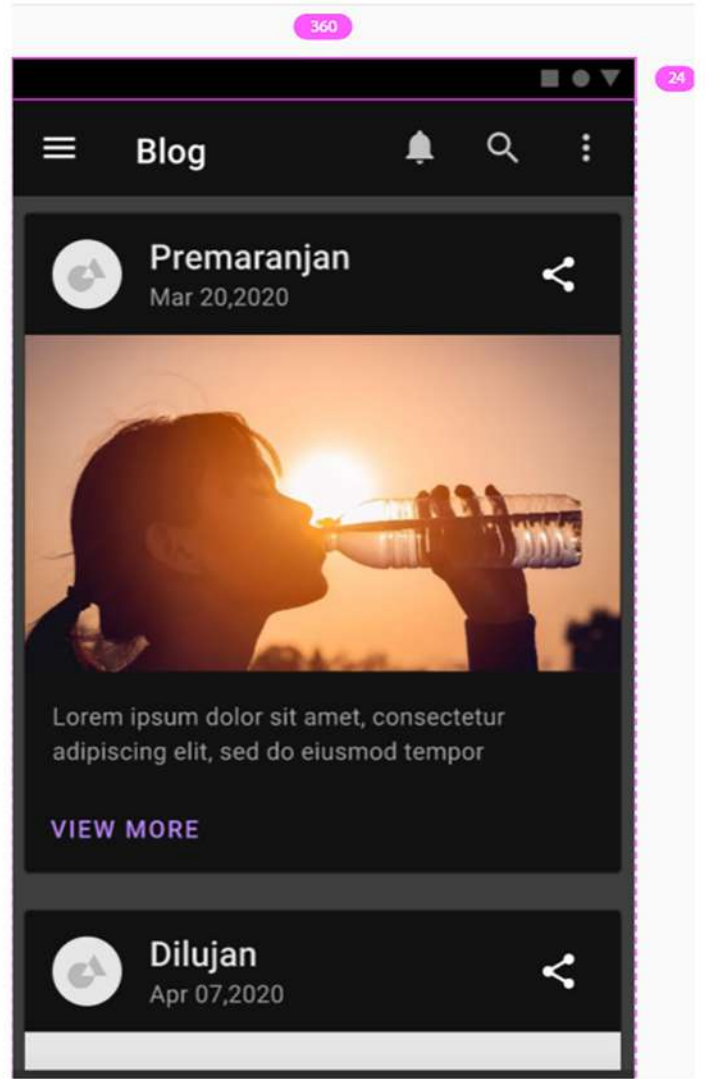
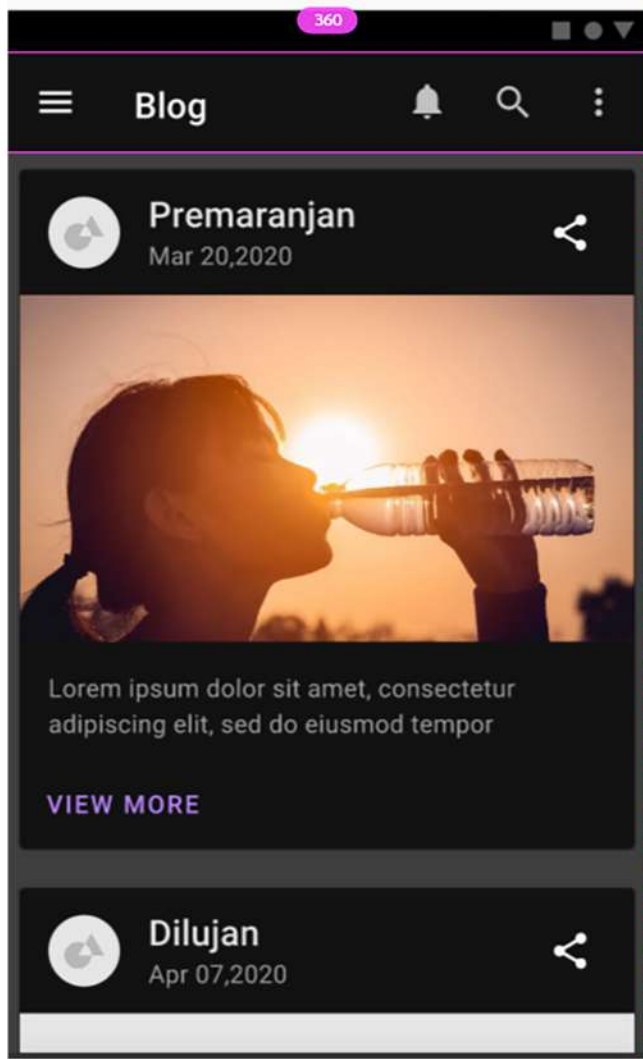




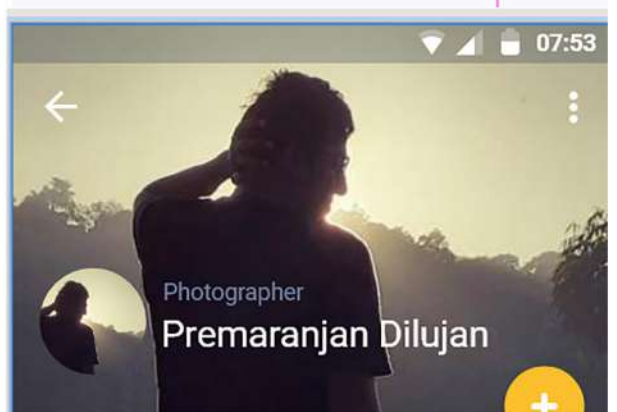
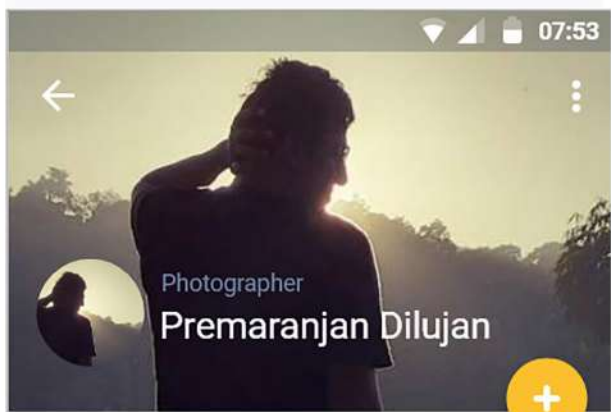
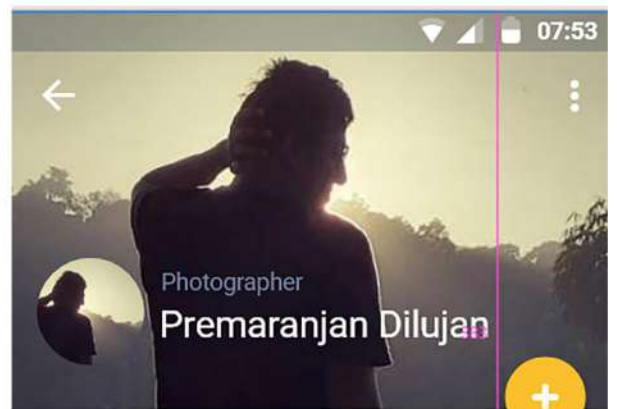
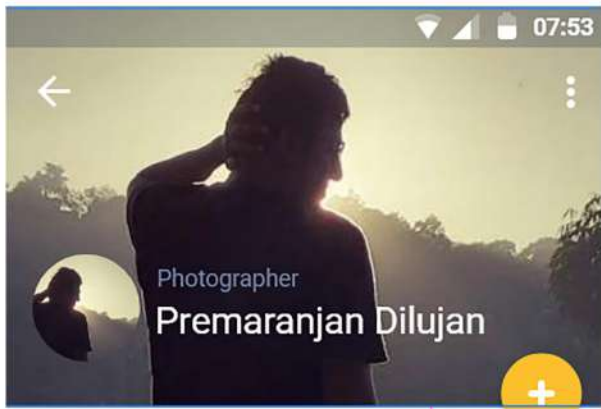


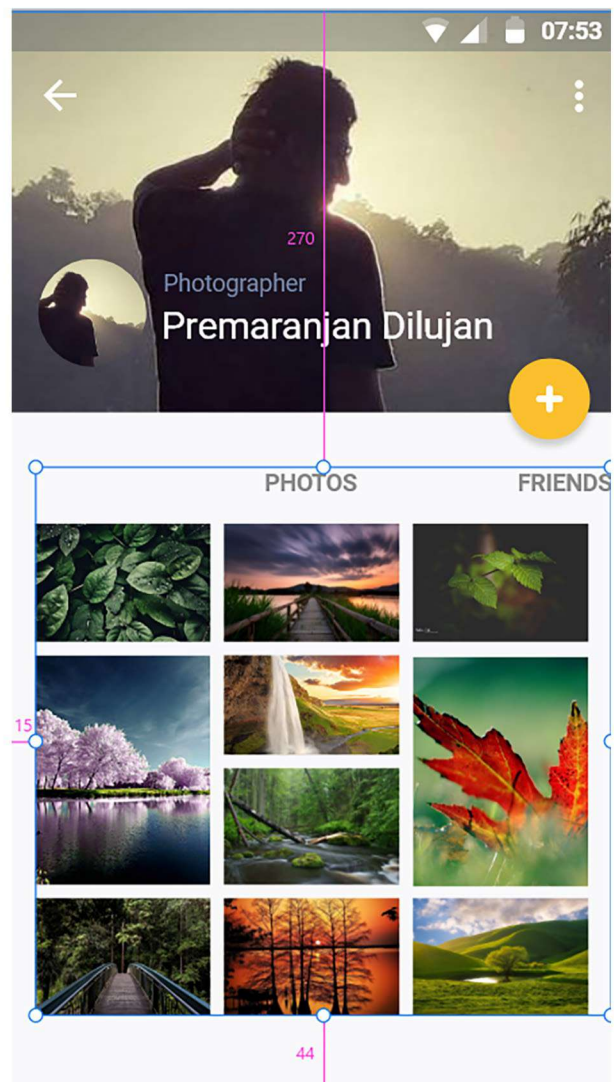
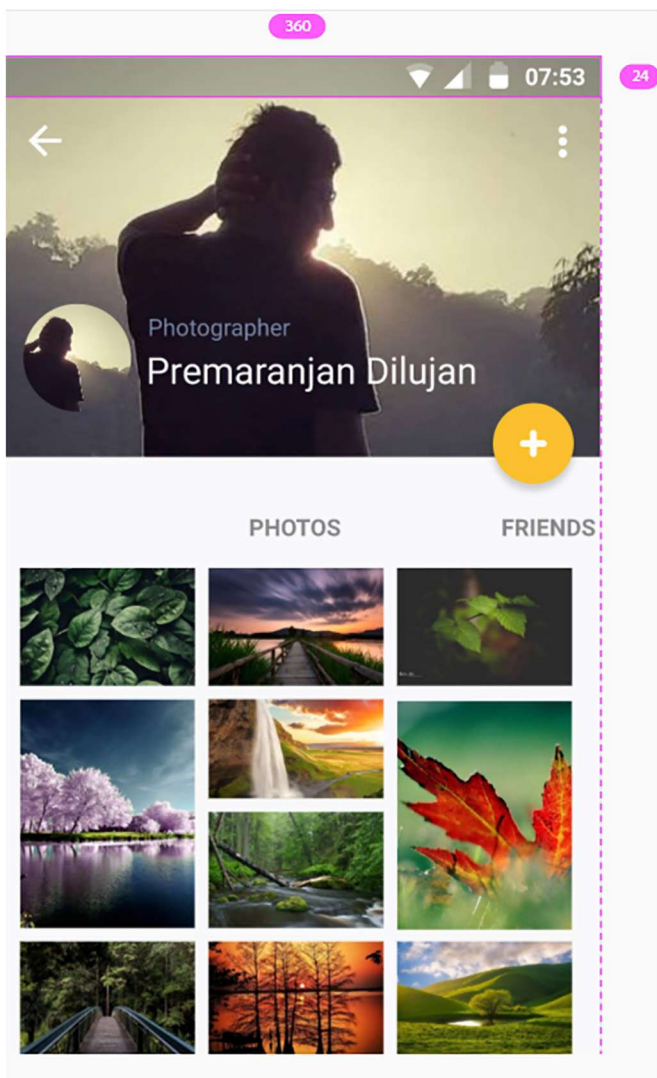
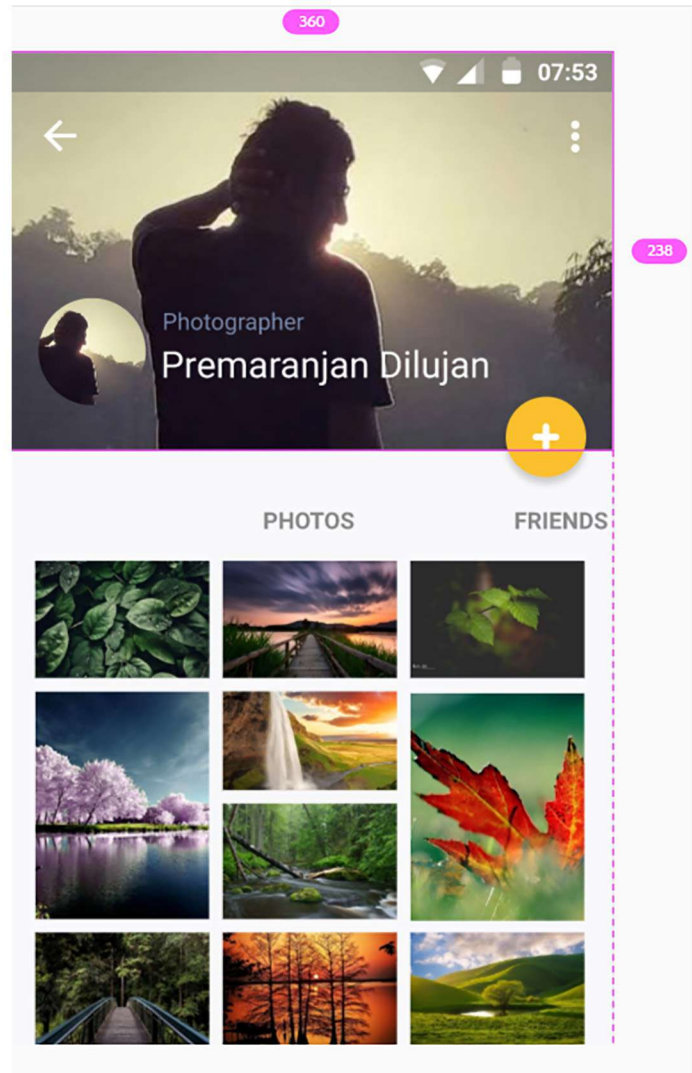
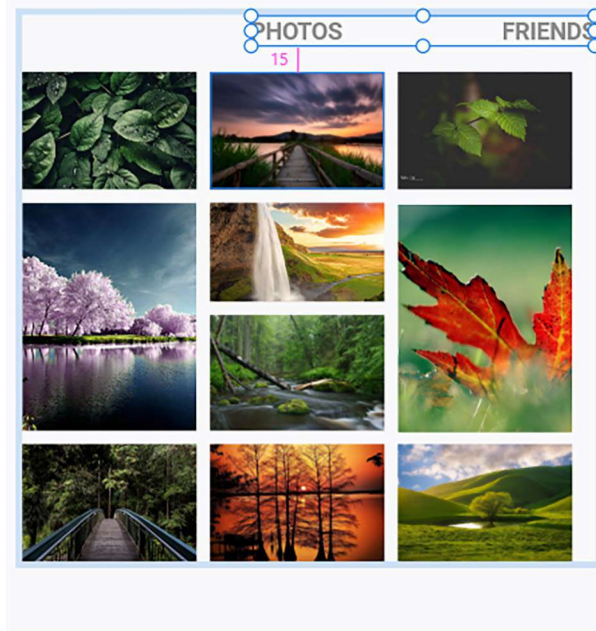
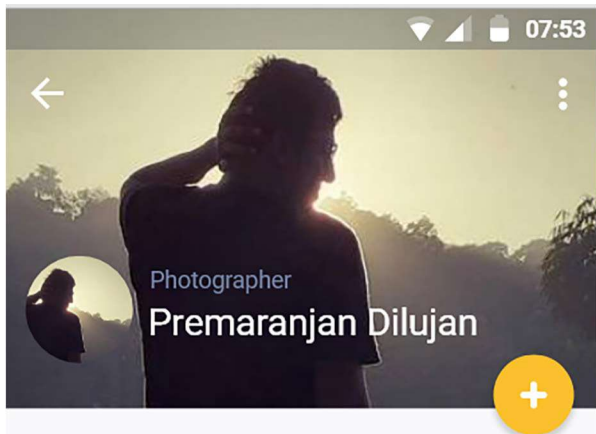


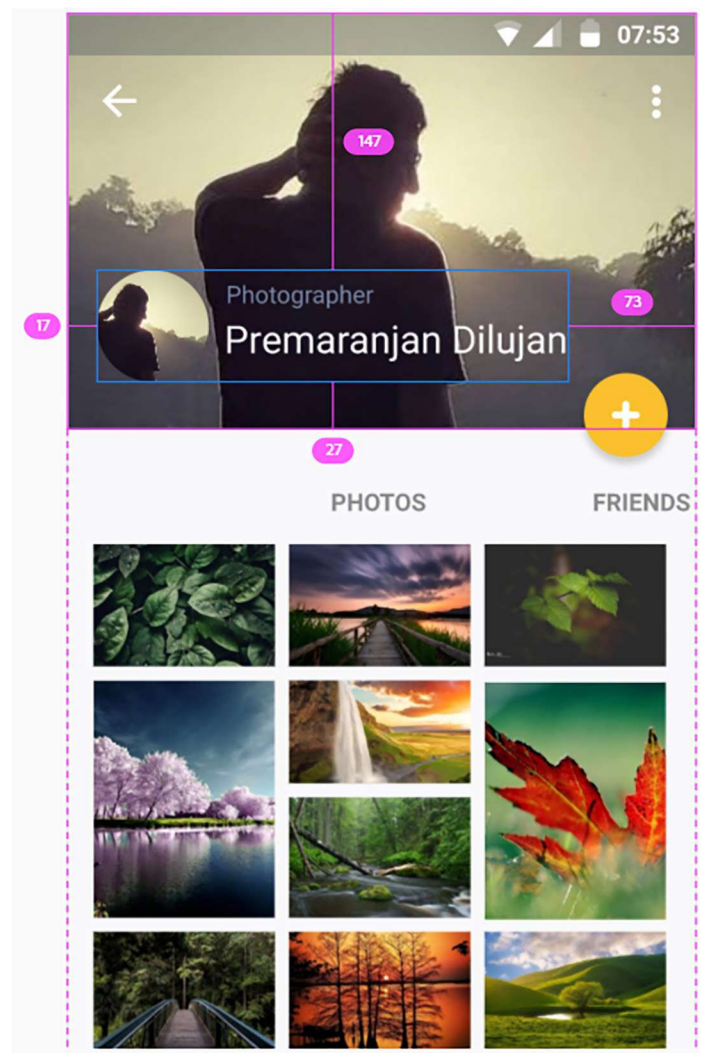
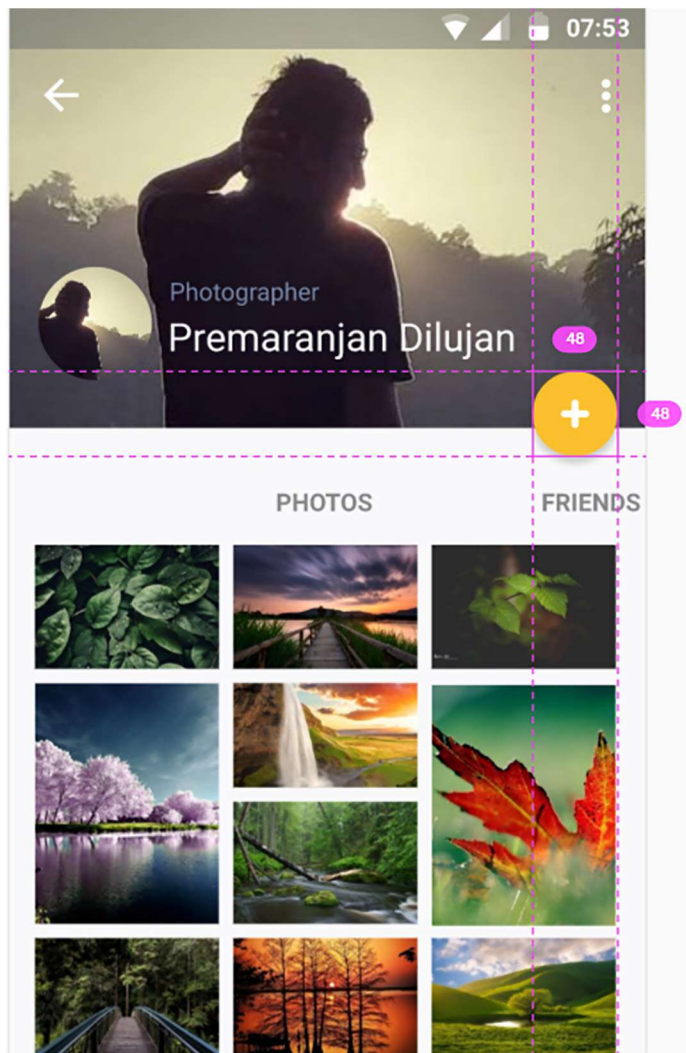
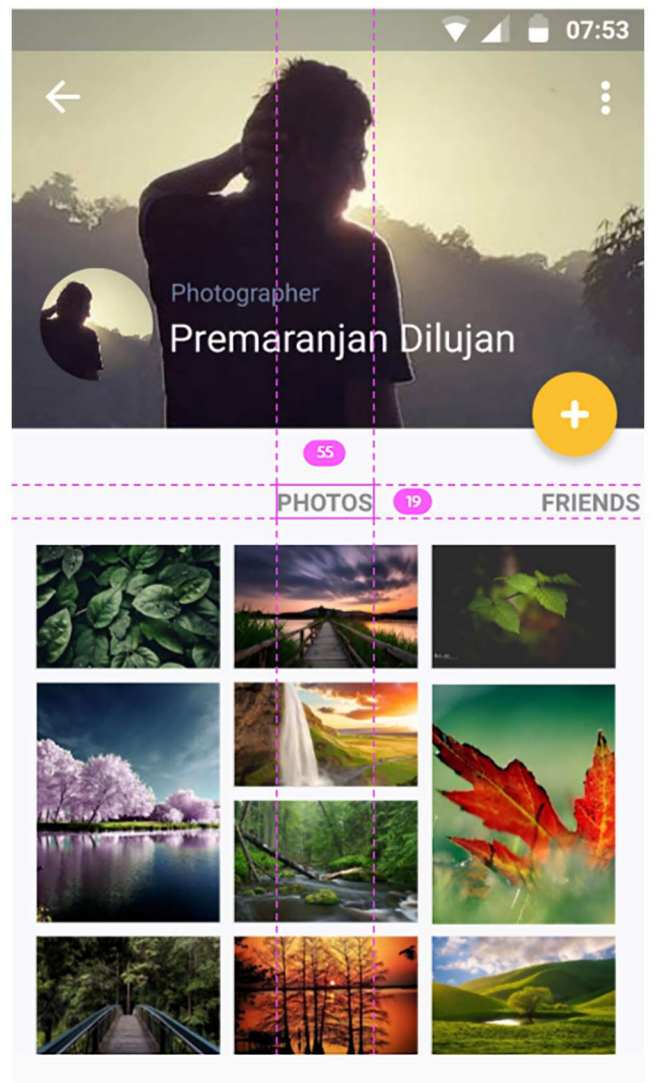
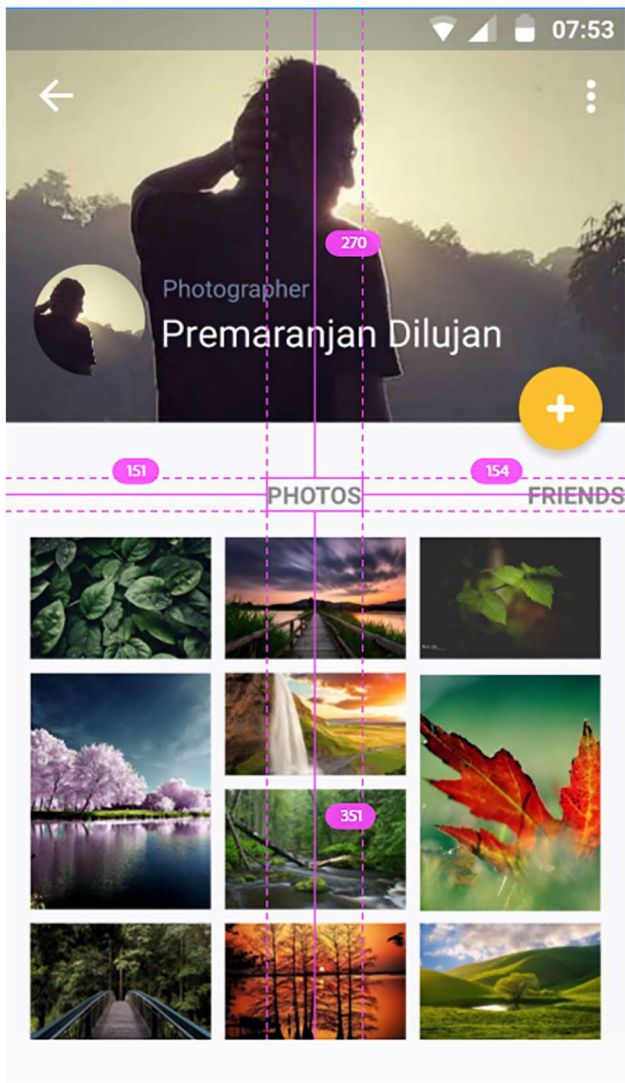
Blog UI paddings

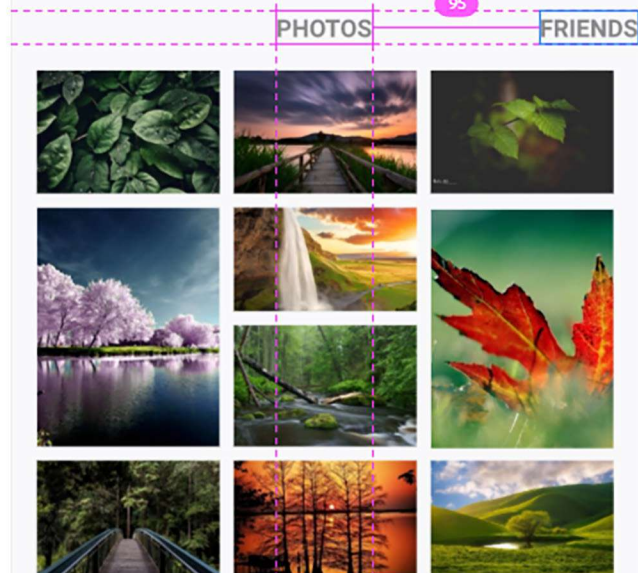
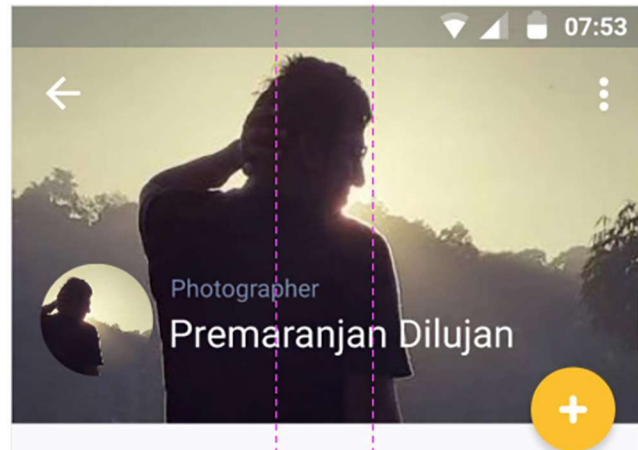
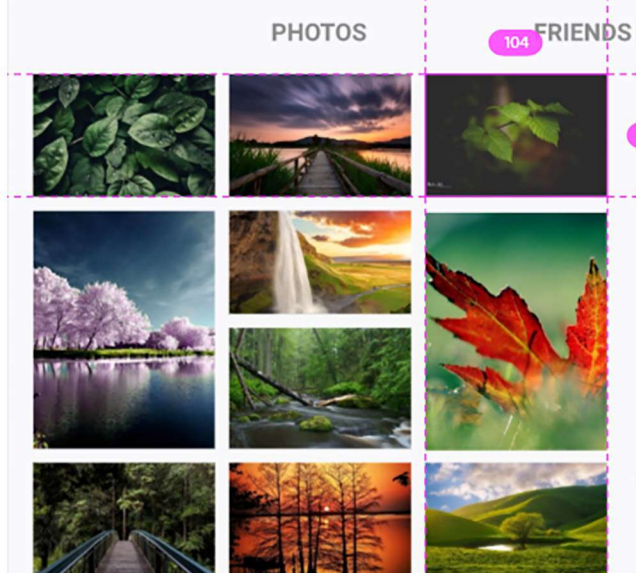
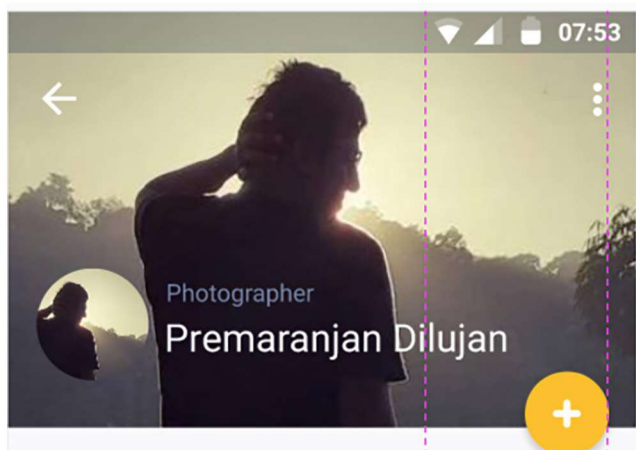
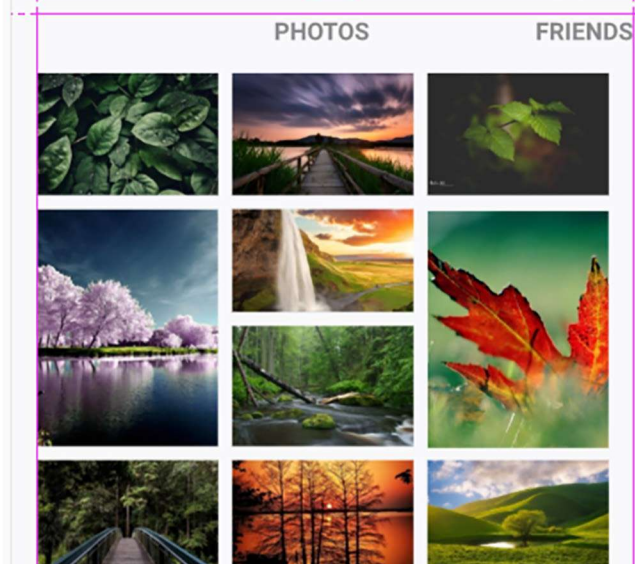
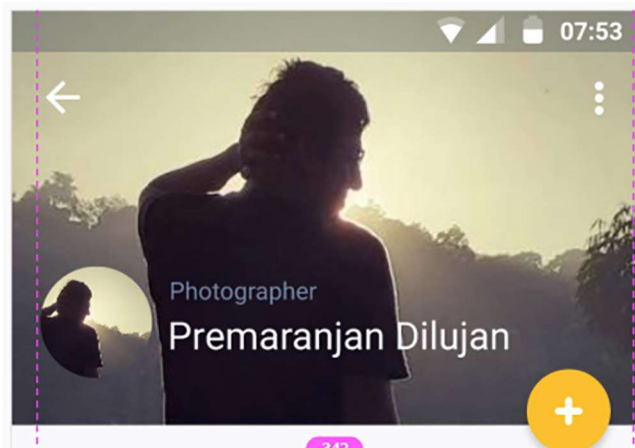
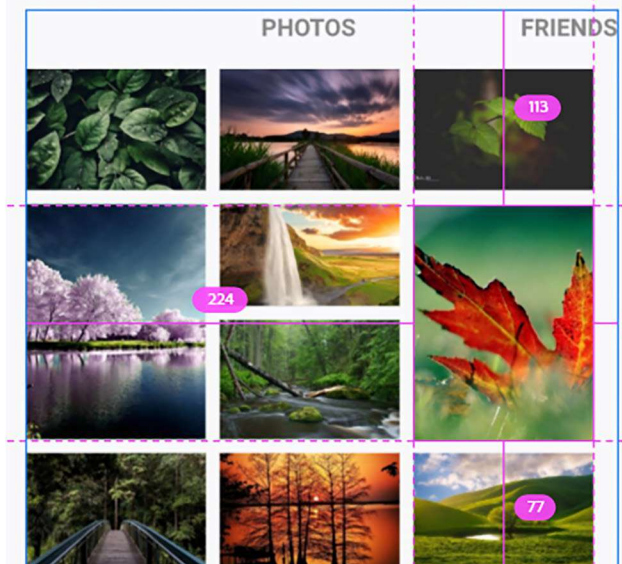
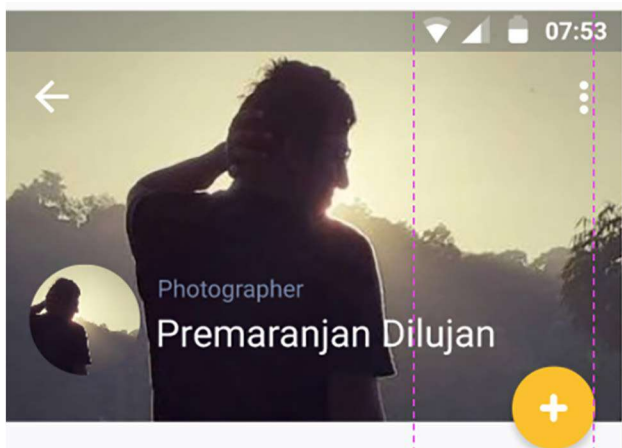


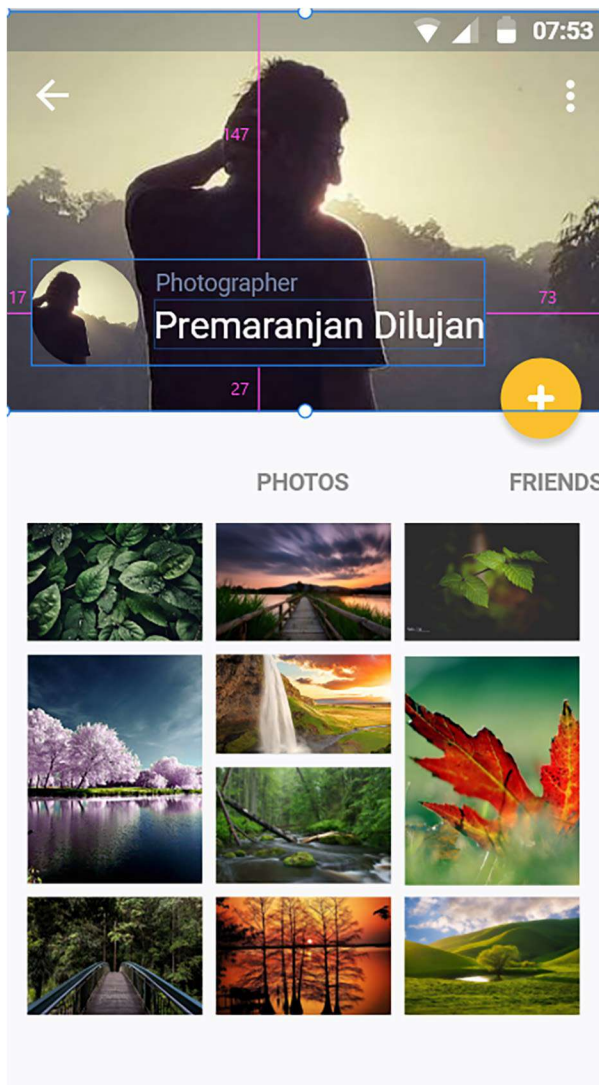
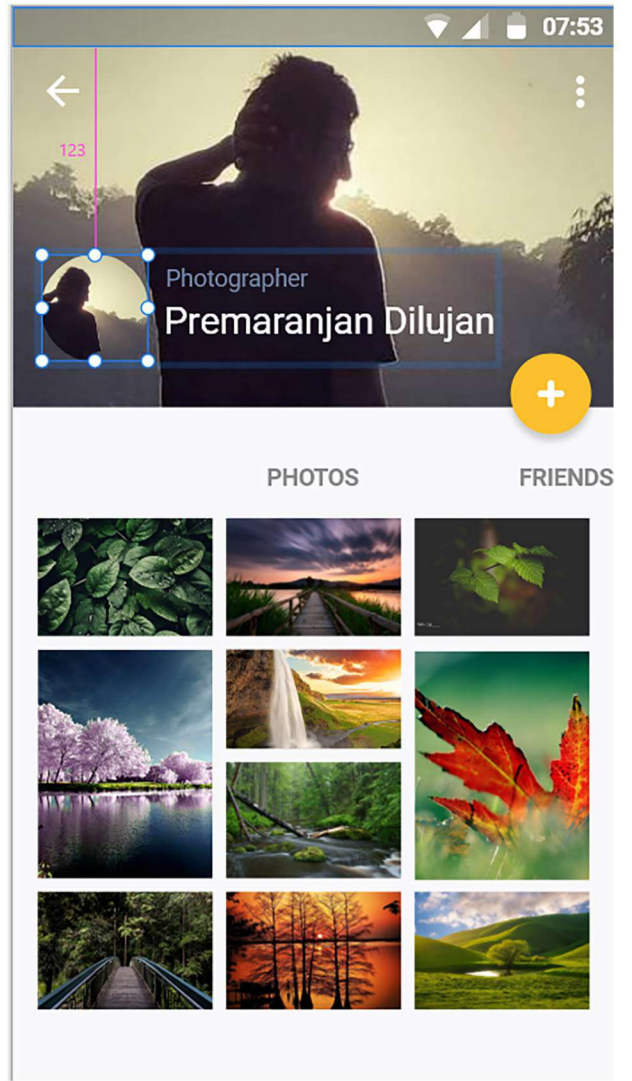
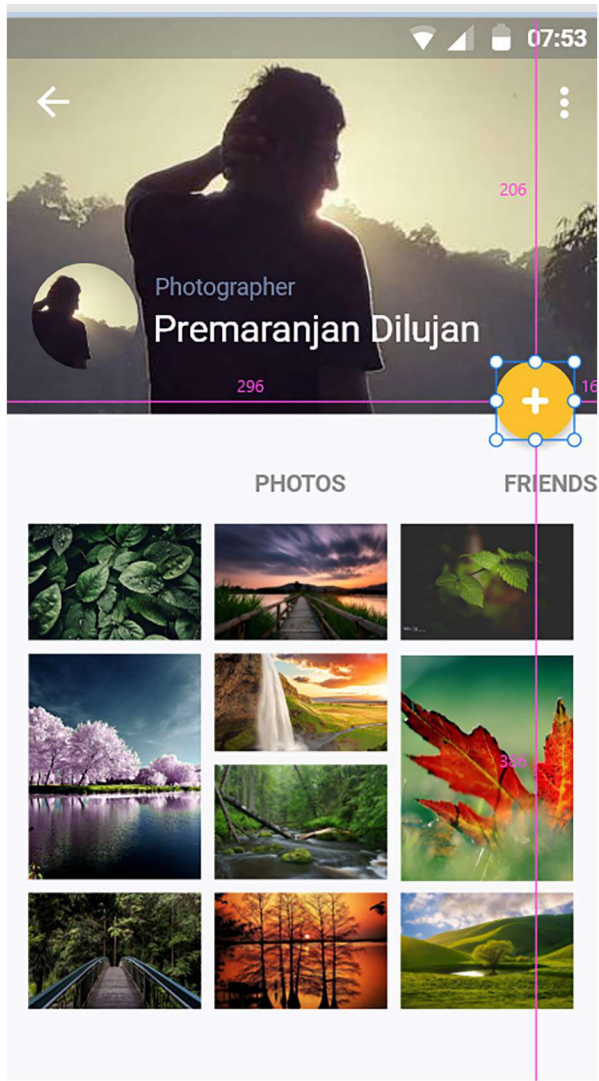
Profile (App) UI paddings



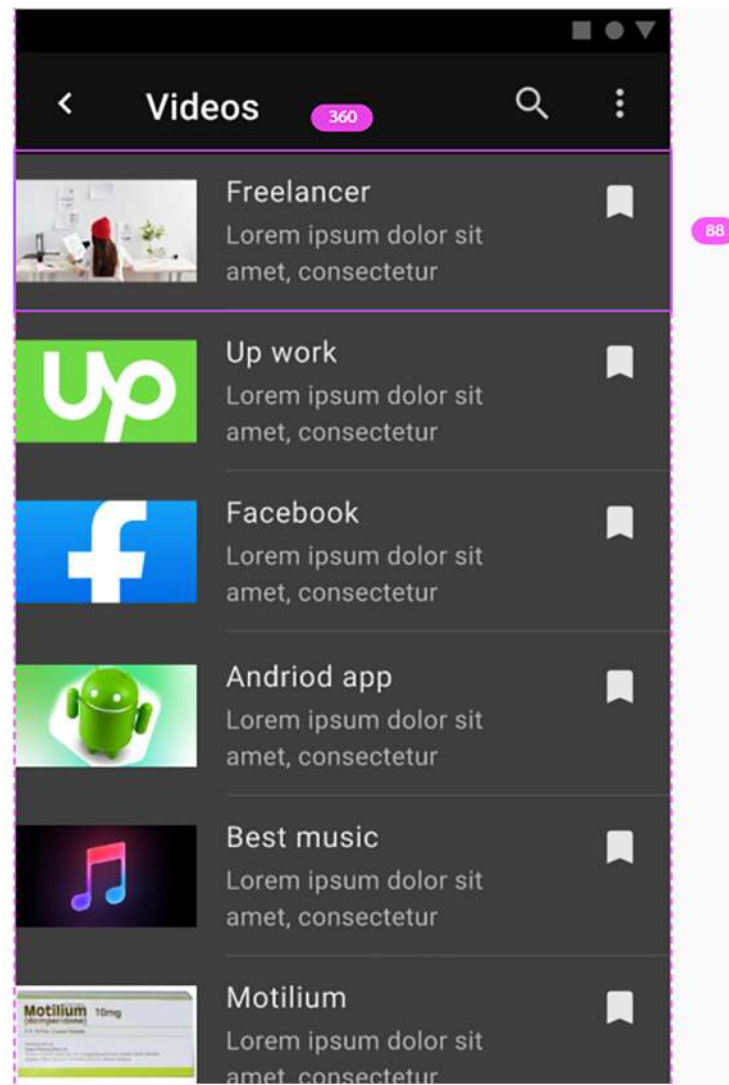
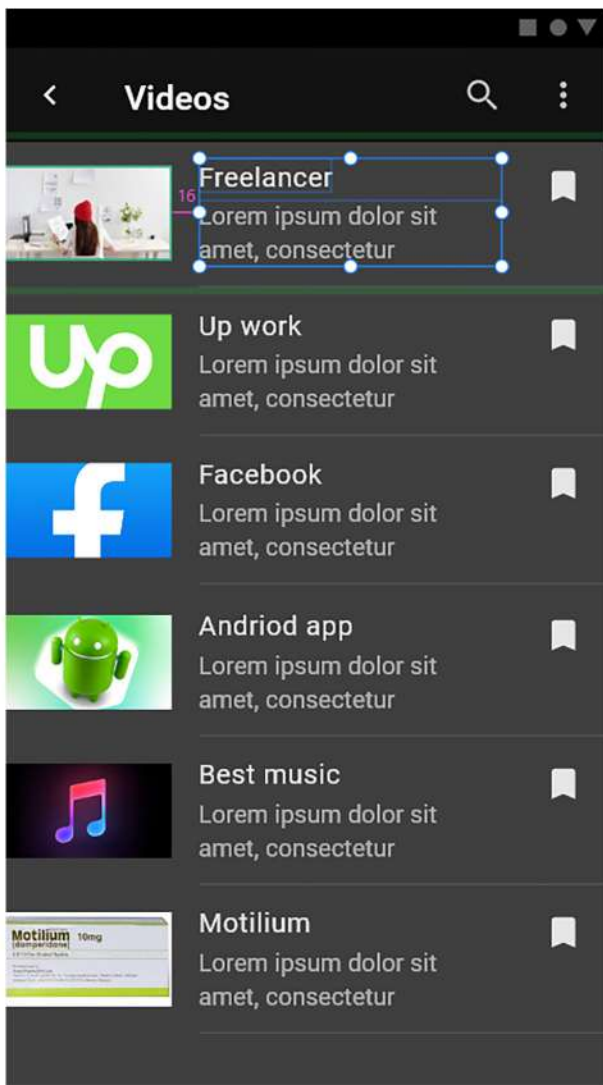
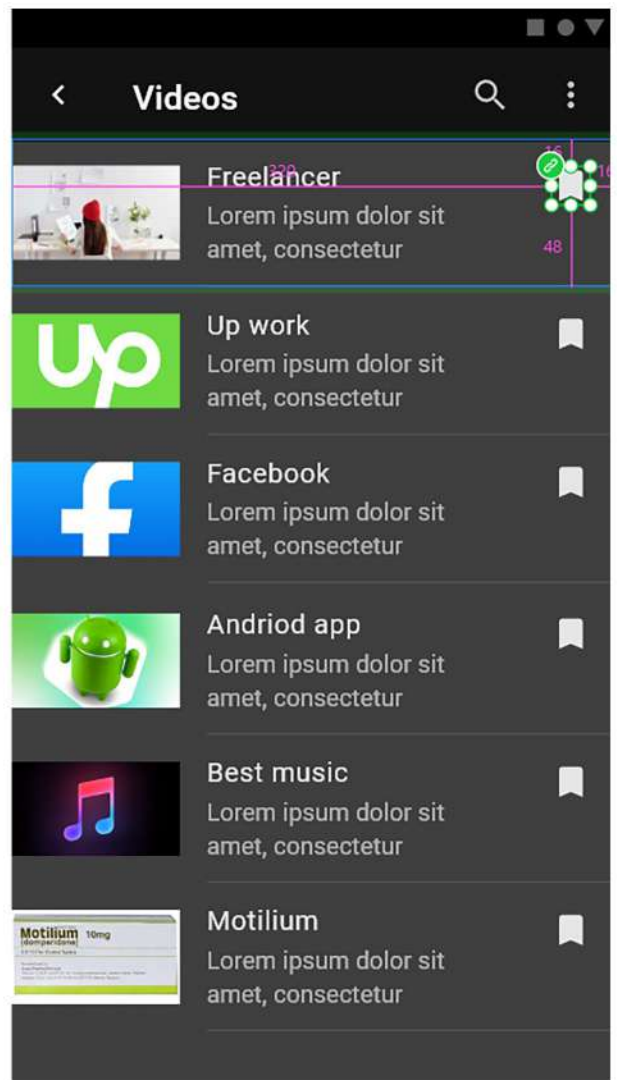
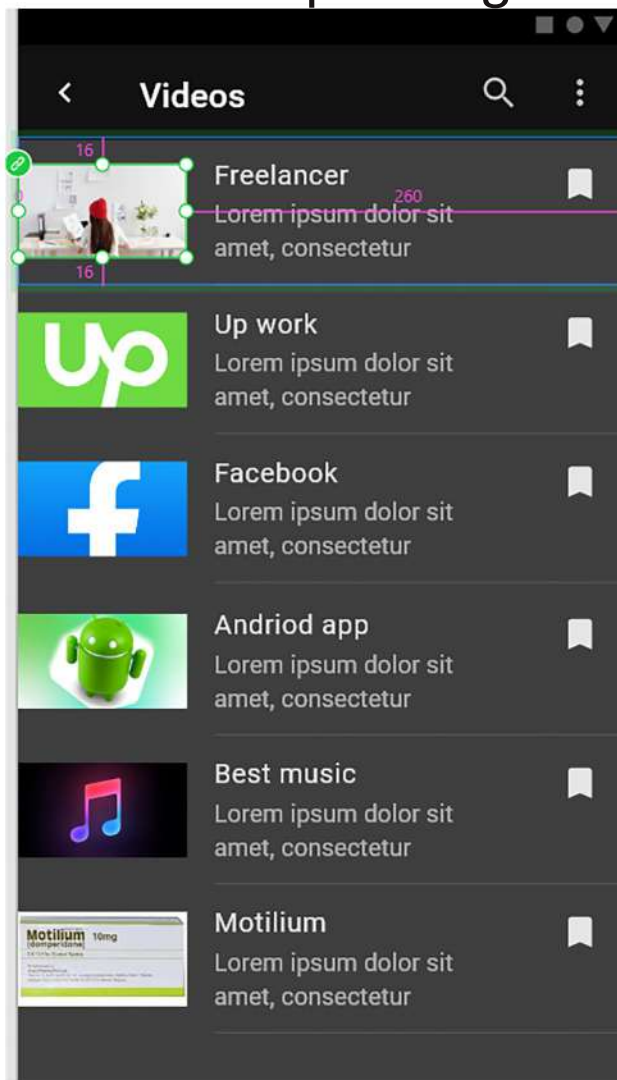


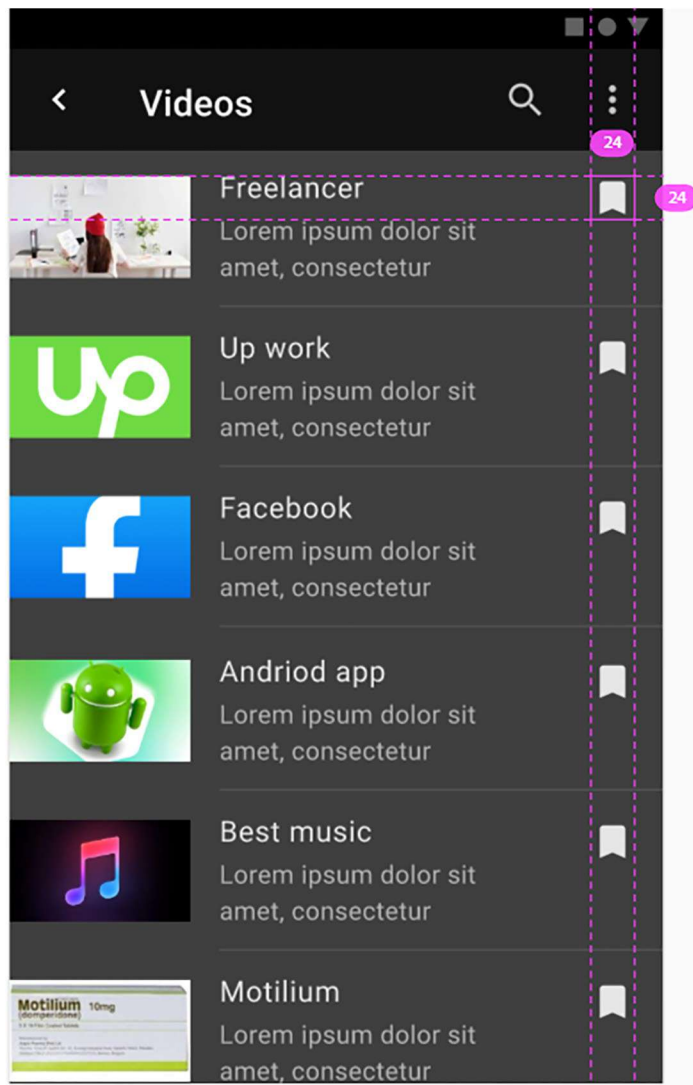
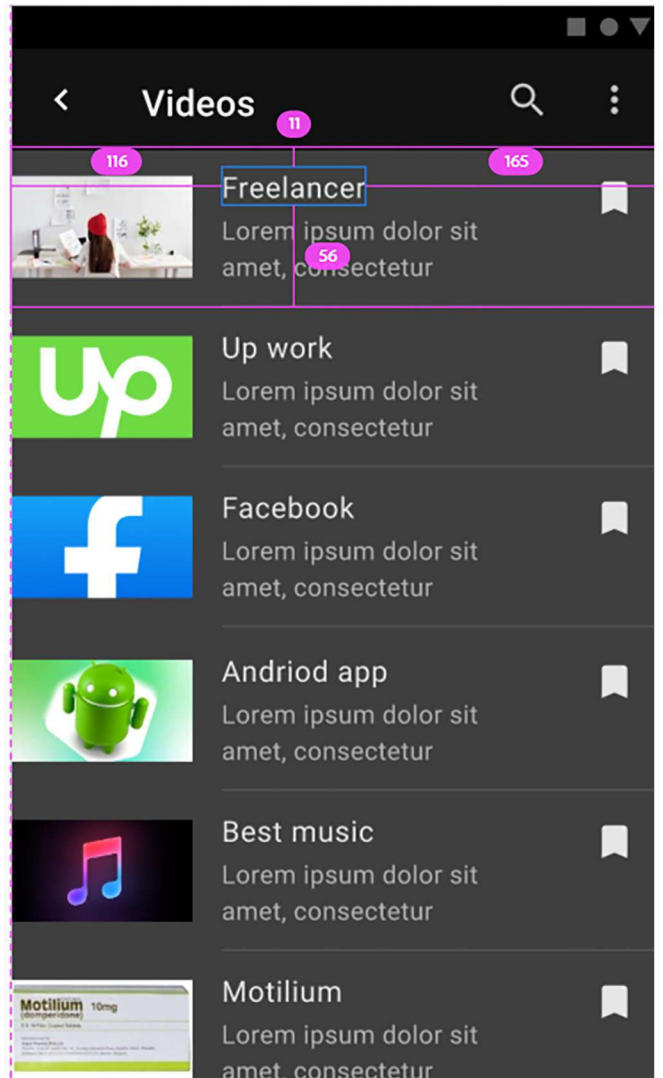
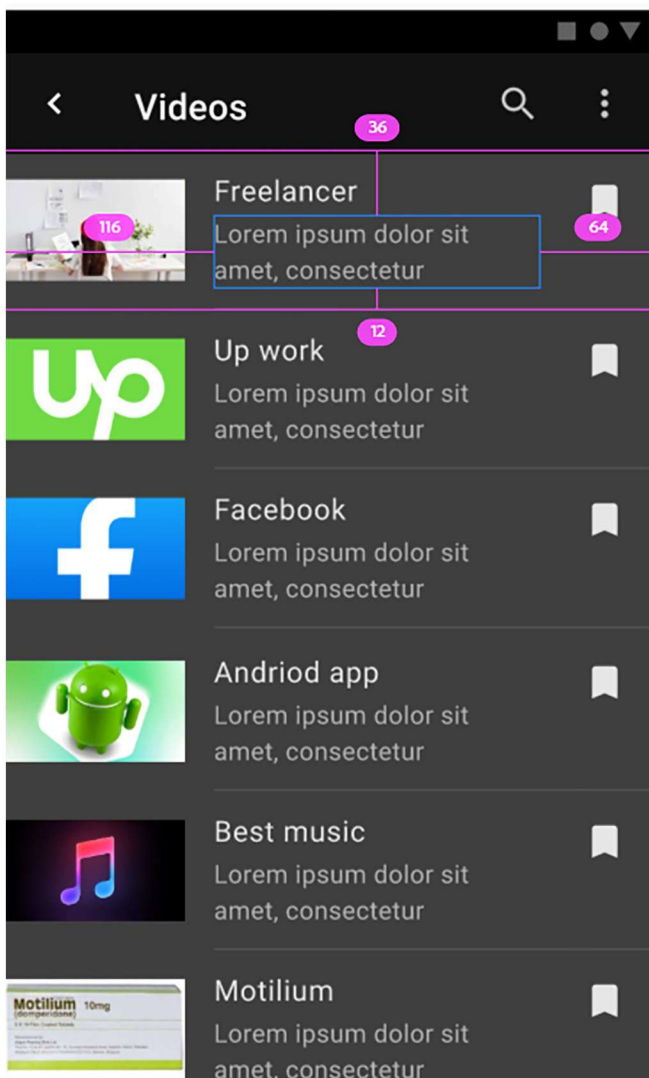






Videos UI paddings





Android Resource Externalization

The android application apart from coding, it has resources like bitmaps, colors, layout definitions, user interface strings, animation instructions, and more. These resources are always maintained separately in sub-directories (res/ directory) of the project. Externalizing resources help easier to maintain, update, and manage and define alternative resource values to support different hardware and internationalization.

The application includes alternative drawable resources for different screen resolution and alternative string resources for different languages. At runtime, android detects the current device configuration and loads the appropriate resources for your application. Example for the translating string resources, in our app if we are hard coded any of string it can't changed no matter language of the device because it hard coded into the text in text-view, but it should translate the text if the user change the devices language, so we add string resource inside the res directory to translate the string.

Res subdirectories

Values

- XML files that contain simple values, such as strings, integers, and colors.

Color

- XML files that define a state list of colors. They are saved in res/color/ and accessed from the R.color class.

Drawable

- Image files like .png, .jpg, .gif or XML files that are compiled into bitmaps, state lists, shapes, animation drawable. They are saved in res/drawable/ and accessed from the R.drawable class.

Layout

- XML files that define a user interface layout. They are saved in res/layout/ and accessed from the R.layout class.

Summery

Above the UIs which are user compatible and most suitable UI according the material design guide line. The UI are designed using adobe XD prototyping tool according the correct padding

and width values. And click this link can see the public view of specs values of above the app.

Public view of UI specs values : <https://xd.adobe.com/view/6676639d-5207-4176-90e9-a571b06e094f-3325/specs/>