Sec 4

→ View

- is the basic building block for user interface.
- is an object which is created from the (view class)
- it occupies a rectangular area on the screen and is responsible for drawing and event handling.
- is the base class for widgets, which are used to create interactive UI components → buttons, text, fields, etc.

→ View Group

- is a subclass of (View) and provides invisible container that hold other views or other view Groups and define their layout properties

→ Layout

- subclass of (ViewGroup)
- define the visual structure for android user interface

→ Can be created at runtime using view/viewgroup objects, or by using simple xml → (main_layout.xml) ✓ which is located in the res/layout folder.

→ Layout types

1- Linear Layout :- view group that aligns all children in a single direction.

2- Relative " :- " " " displays child views in relative positions.

3- Table " :- " that groups views into rows and columns.

4- Absolute " :- enables you to specify the exact location of its children.

5- Frame " :- placeholder on screen that you can use to display a single view.

6- List view :- view group that displays a list of scrollable items.

7 Grid view :- " " " " items in 2-dimensional scrollable grid.

→ Layout Attributes

→ Common

- id.
- margin - Top.
  - Bottom.
  - Left.
  - Right.
- padding Top, Bottom, Left, Right.
- width, height.
- gravity
- weight
- layout-x, layout-y

→ Linear layout attributes

- id
- divider.
- gravity.
- weightsum.
- baseline Aligned.
- ~ ~ ~ childIndex.
- orientation.

→ Relative layout attributes

- above
- align parent Bottom.
  - End.
  - Left.
  - Right.
  - start.
  - Top.
- align Bottom.
  - Left.
  - Right.
