



UI Design and Development

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Agenda



1. Designing for Android
2. Layouts and resources
3. Tablet considerations
4. System UI integration
5. Wireframing



Designing for Android

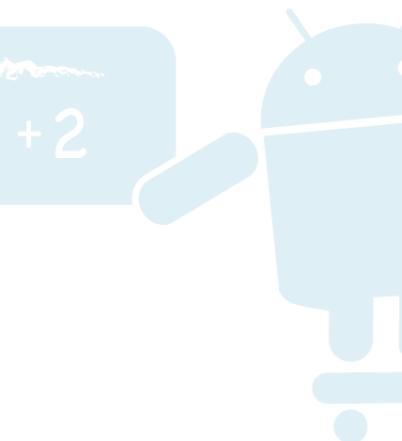
Design for...



- Touch
 - Interact primarily with your fingers
 - Expect direct manipulation
- Mobile
 - Often on the go
 - Often without network connectivity
- Heterogeneity
 - Different screen sizes and densities
 - Different hardware features
 - Different OS versions

Key principles

1 + 2



"Pictures are faster than words."

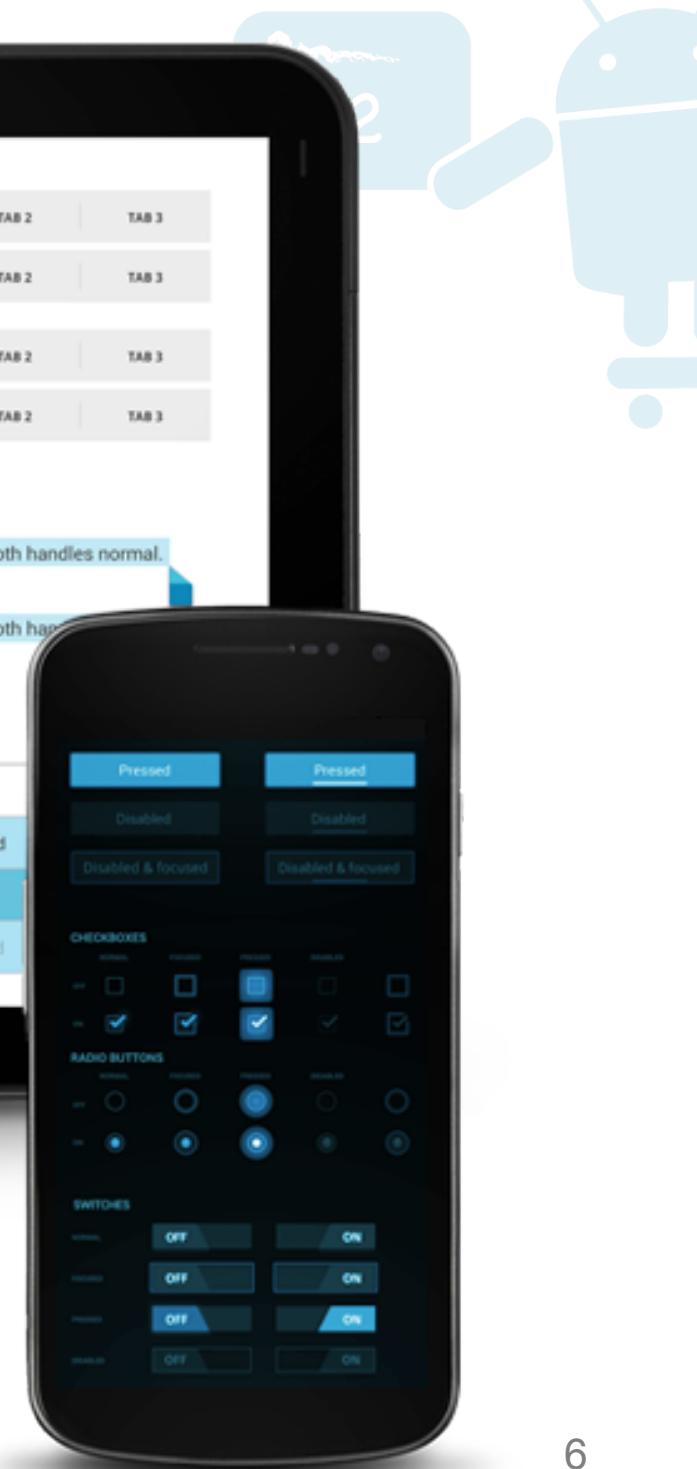
"Only show what I need when I need it."

"Make the important things fast."

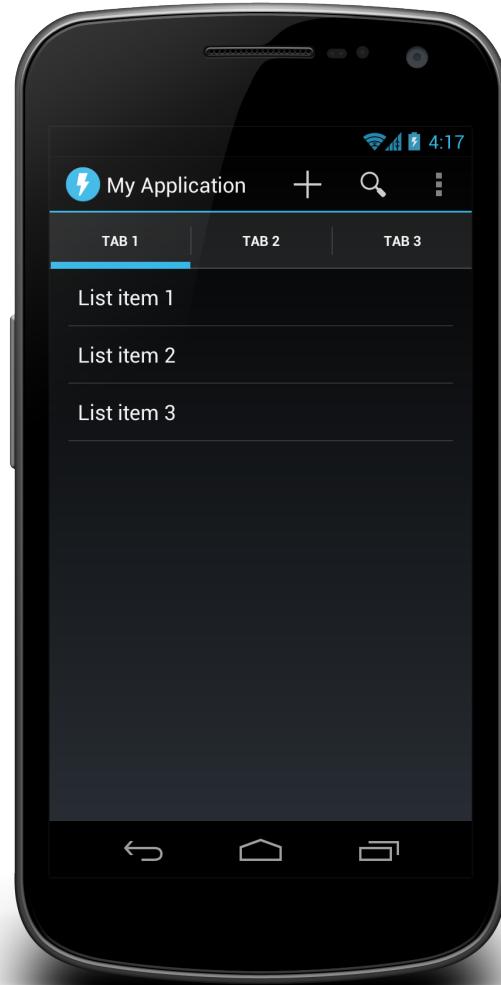
"Do the heavy lifting for me."



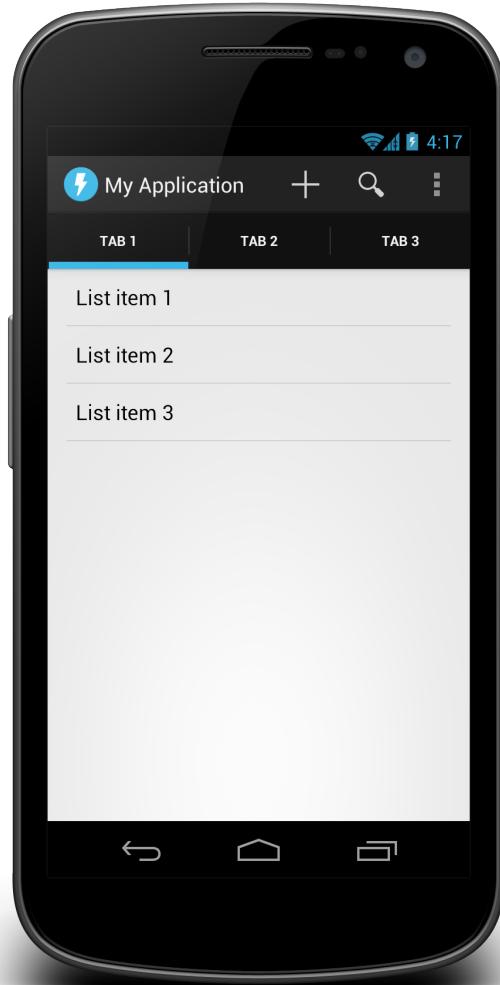
"Holo" visual language



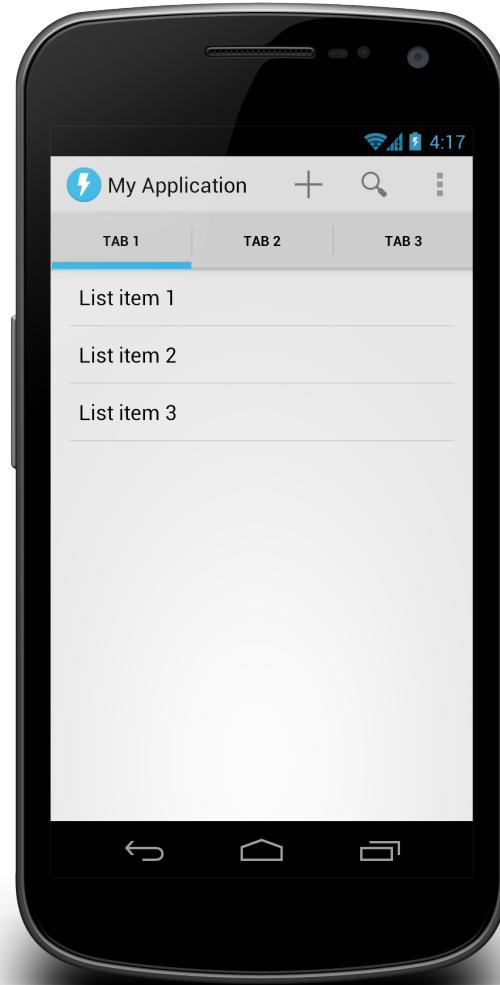
Holo variations



Dark



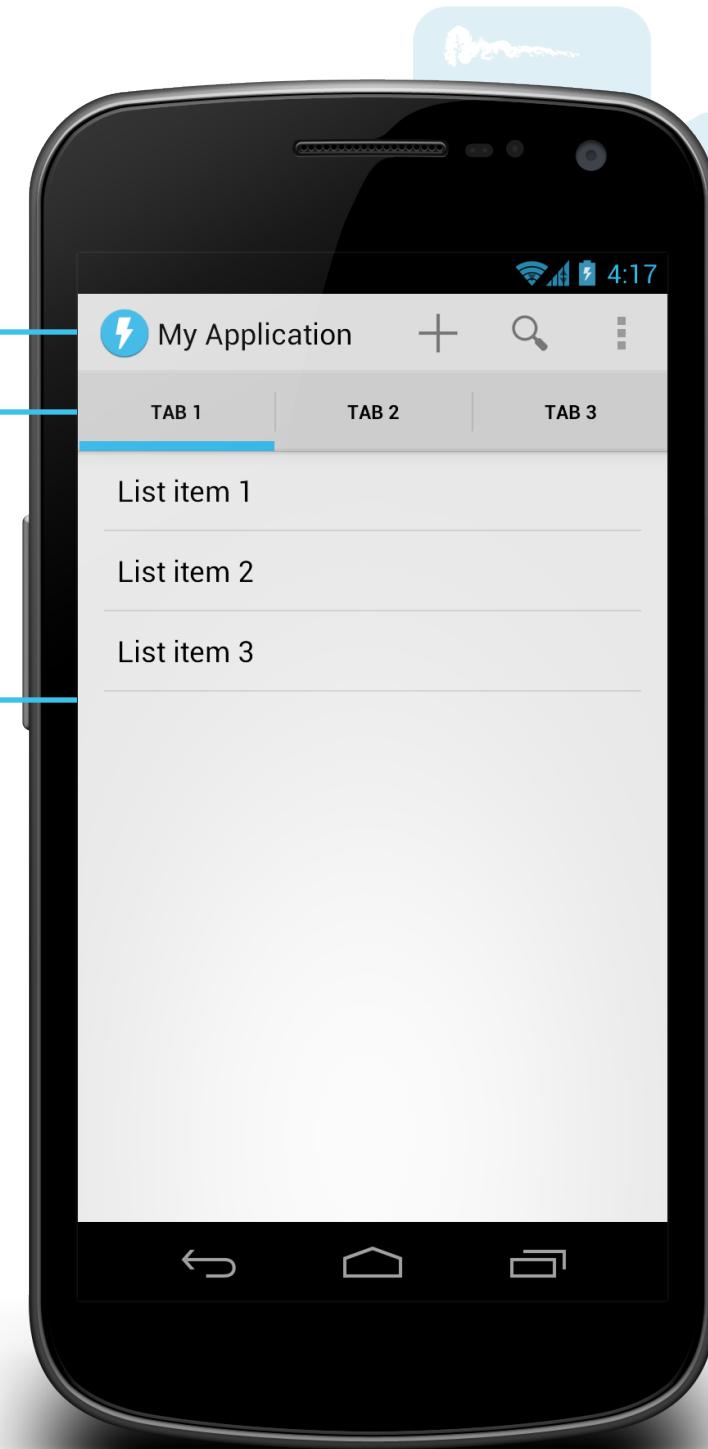
Dark Action Bar



Light

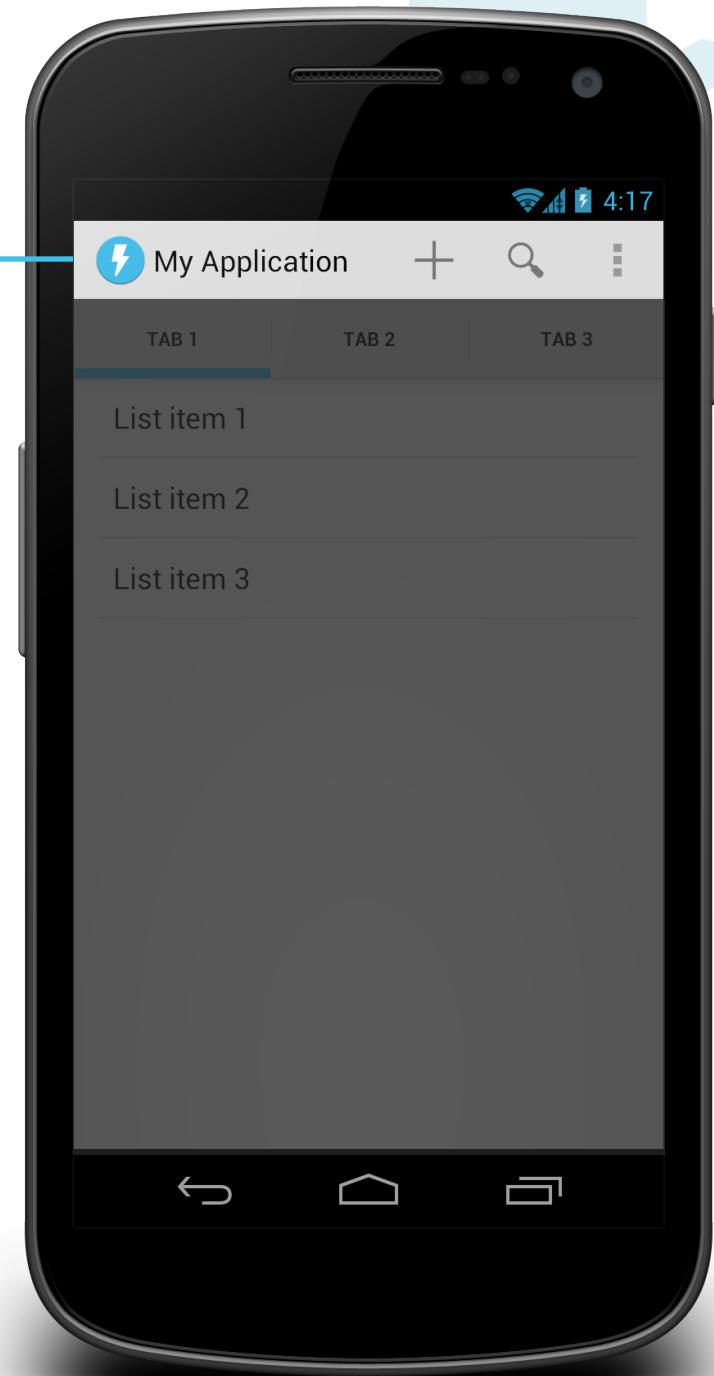
Activity UI structure

Action bar
Tabs
Content
(activity layout)

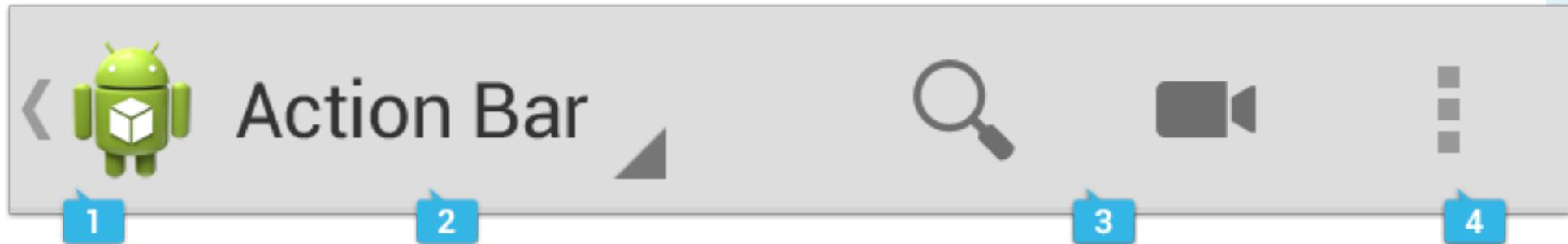


Activity UI structure

Action bar

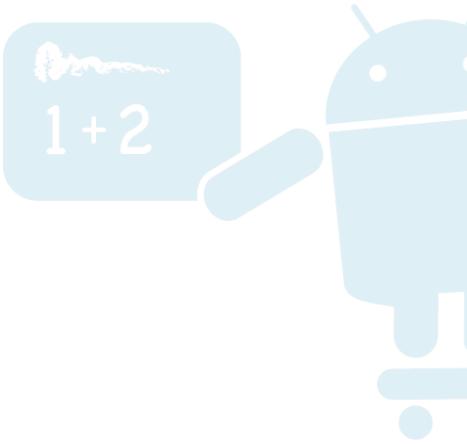


Action bar



1. App icon and optional Up caret
2. View control (Title/tabs/dropdown)
3. Action buttons
4. Action overflow

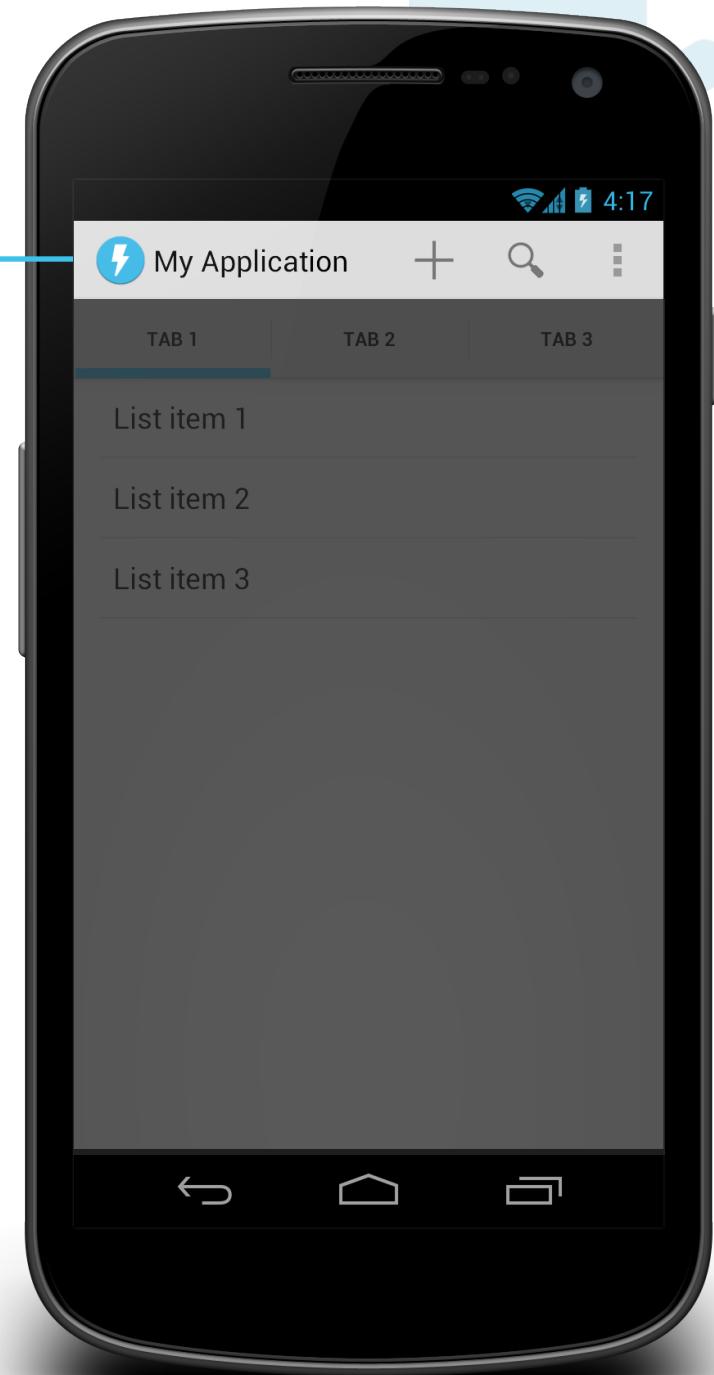
Action bar



- Android 3.0 and above
- Automatically part of Holo themes
- Customize:
 - `getActionBar().setDisplayOptions()`
 - `getActionBar().setNavigationMode()`

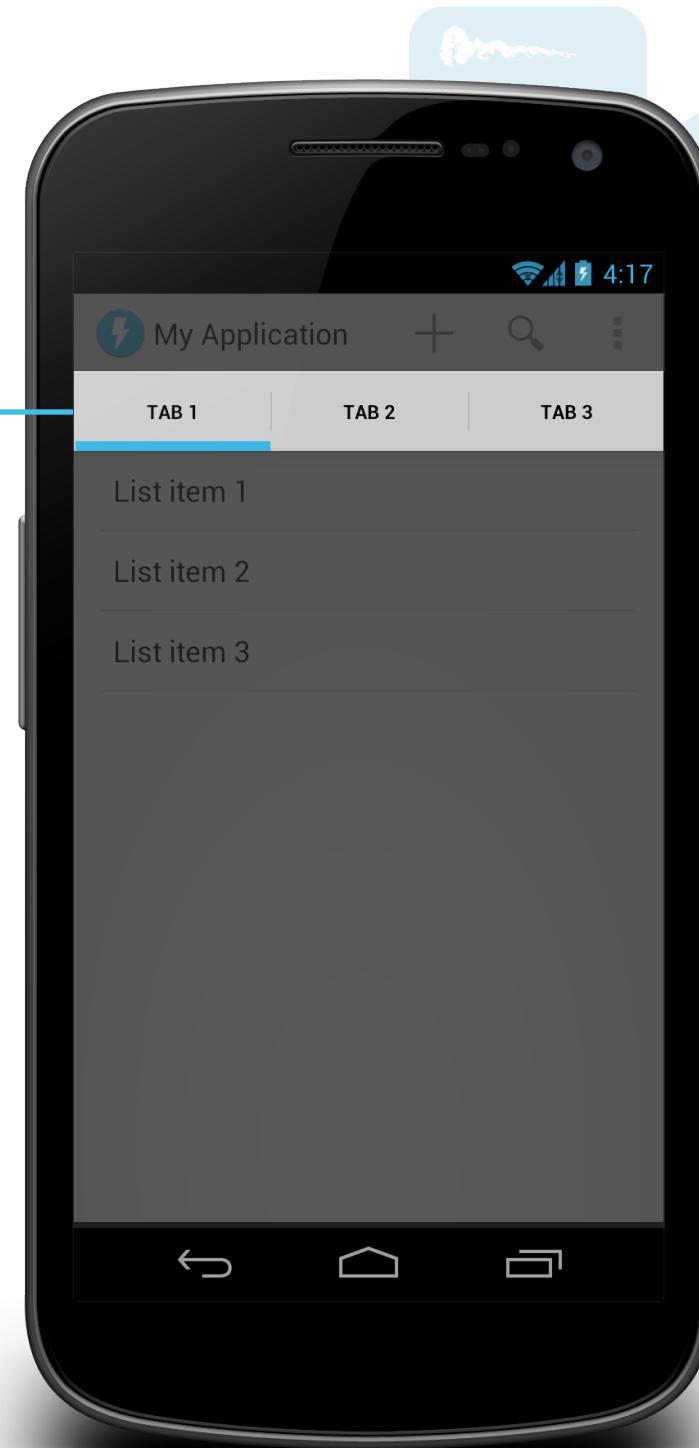
Activity UI structure

Action bar



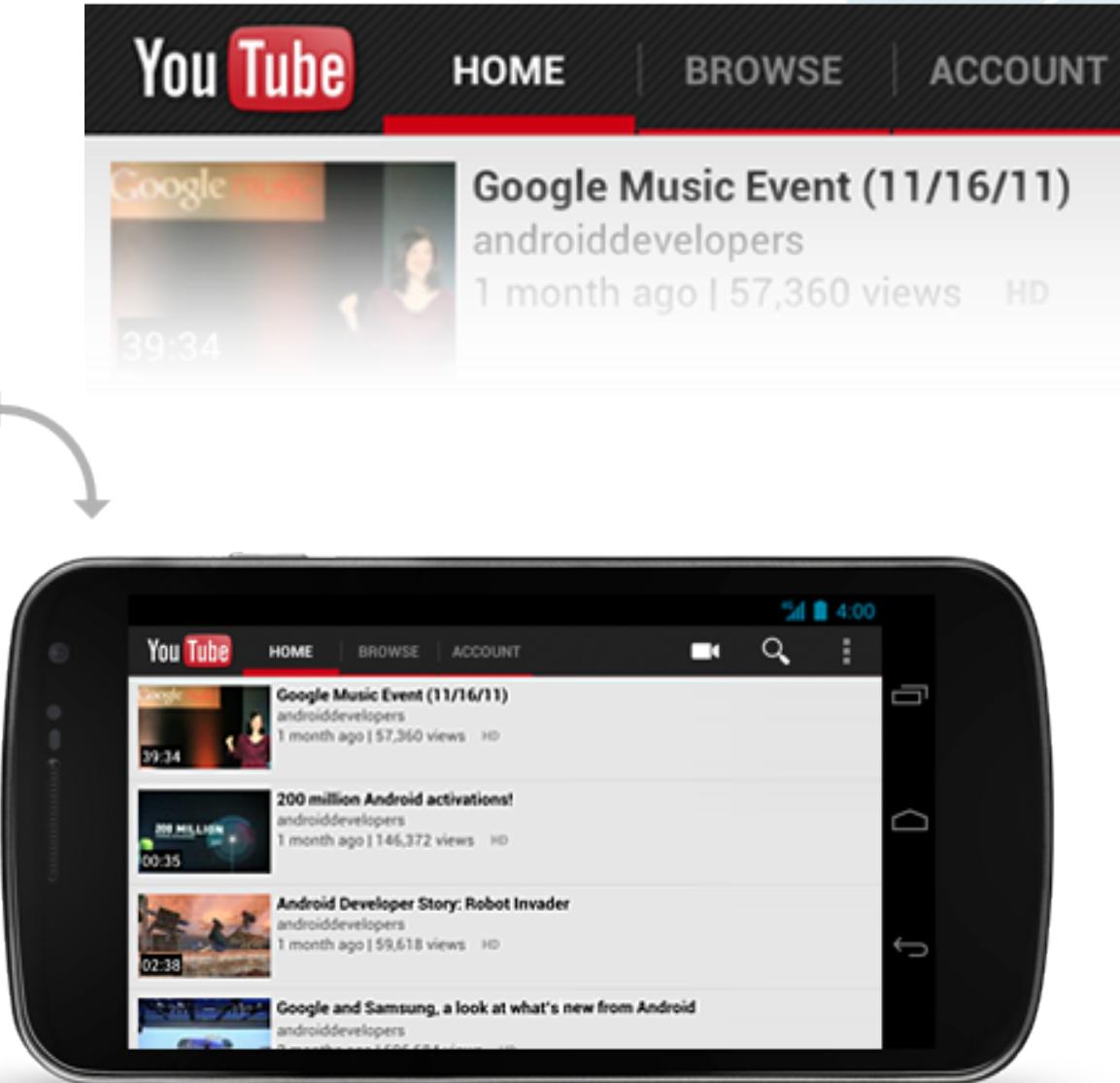
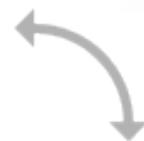
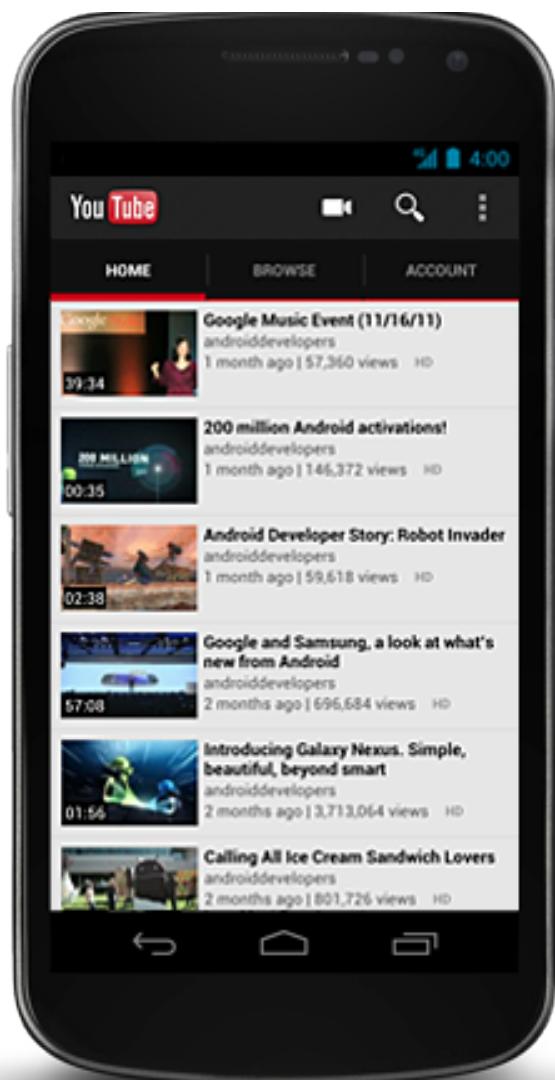
Activity UI structure

Tabs



Tabs

1 + 2



Tabs

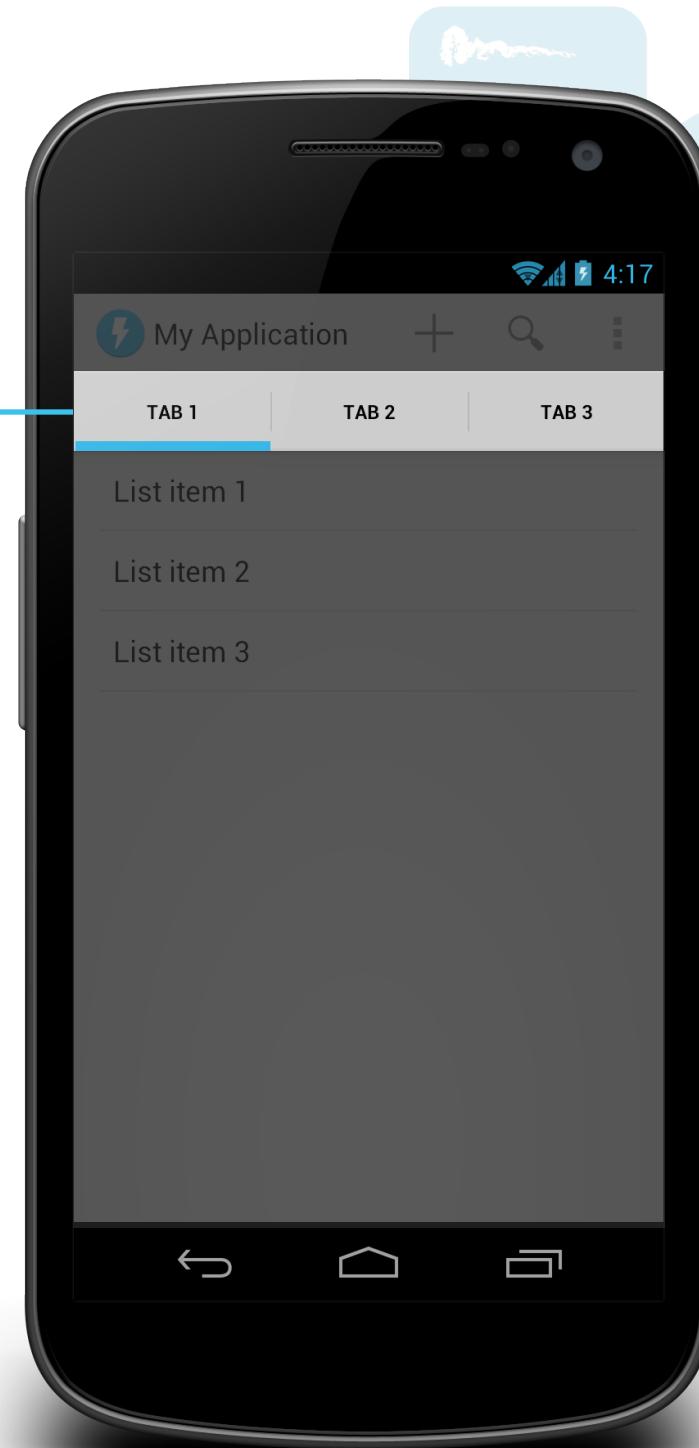


- Part of the `ActionBar` APIs
- Usually gesture-enabled using `ViewPager`

```
getActionBar().setNavigationMode(NAVIGATION_MODE_TABS);  
  
ActionBar.Tab tab = actionBar.newTab();  
tab.setText("Tab 1");  
tab.setTabListener(this);  
getActionBar().addTab(tab);
```

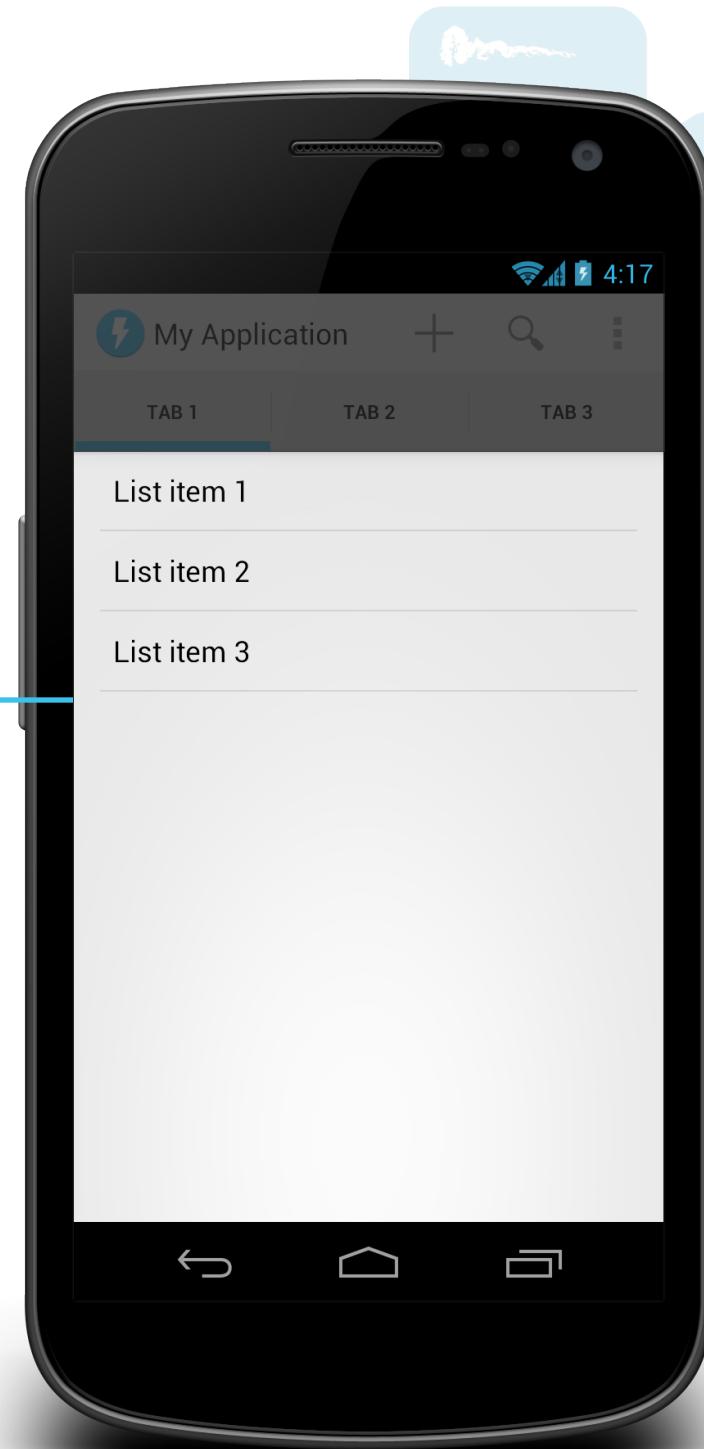
Activity UI structure

Tabs



Activity UI structure

Content
(activity layout)





Layouts and resources

Layout system



- The UI for an activity is a tree consisting of view groups and views (leaf nodes), like HTML.

```
<view group>
    <view group>
        <view>
    <view group>
        <view>
        <view>
```

- Most commonly defined in XML under `res/layout/`.

Views and View Groups



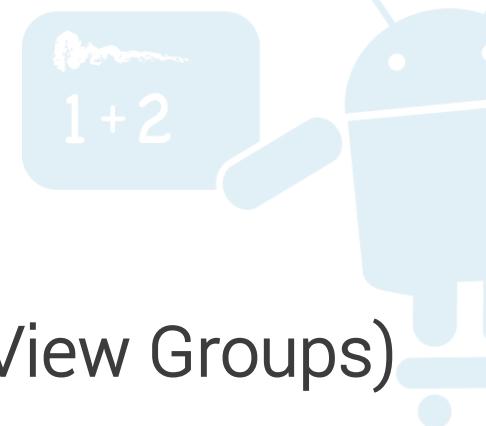
Views

- Reusable individual UI components
- Optionally interactive (clickable/focusable/etc.)
- Bare minimum functionality is to draw themselves

View Groups

- Ordered list of Views and View Groups
- In charge of positioning and sizing their child views and layouts
- Simple layouts and more complex groups (e.g. `ListView`)

Views and View Groups



Views

- TextView
- EditText
- Spinner
- ImageView
- Button
- WebView
- SurfaceView
- Your own custom views

Layouts (simple View Groups)

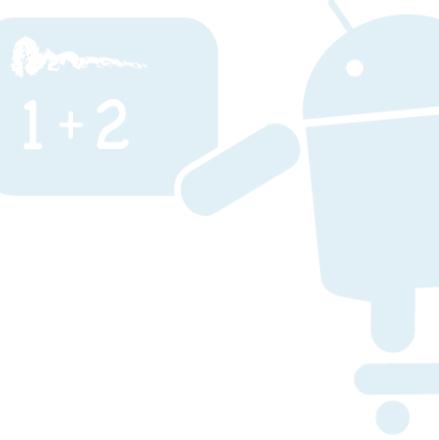
- FrameLayout
- LinearLayout
- RelativeLayout
- GridLayout
- Your own custom layouts

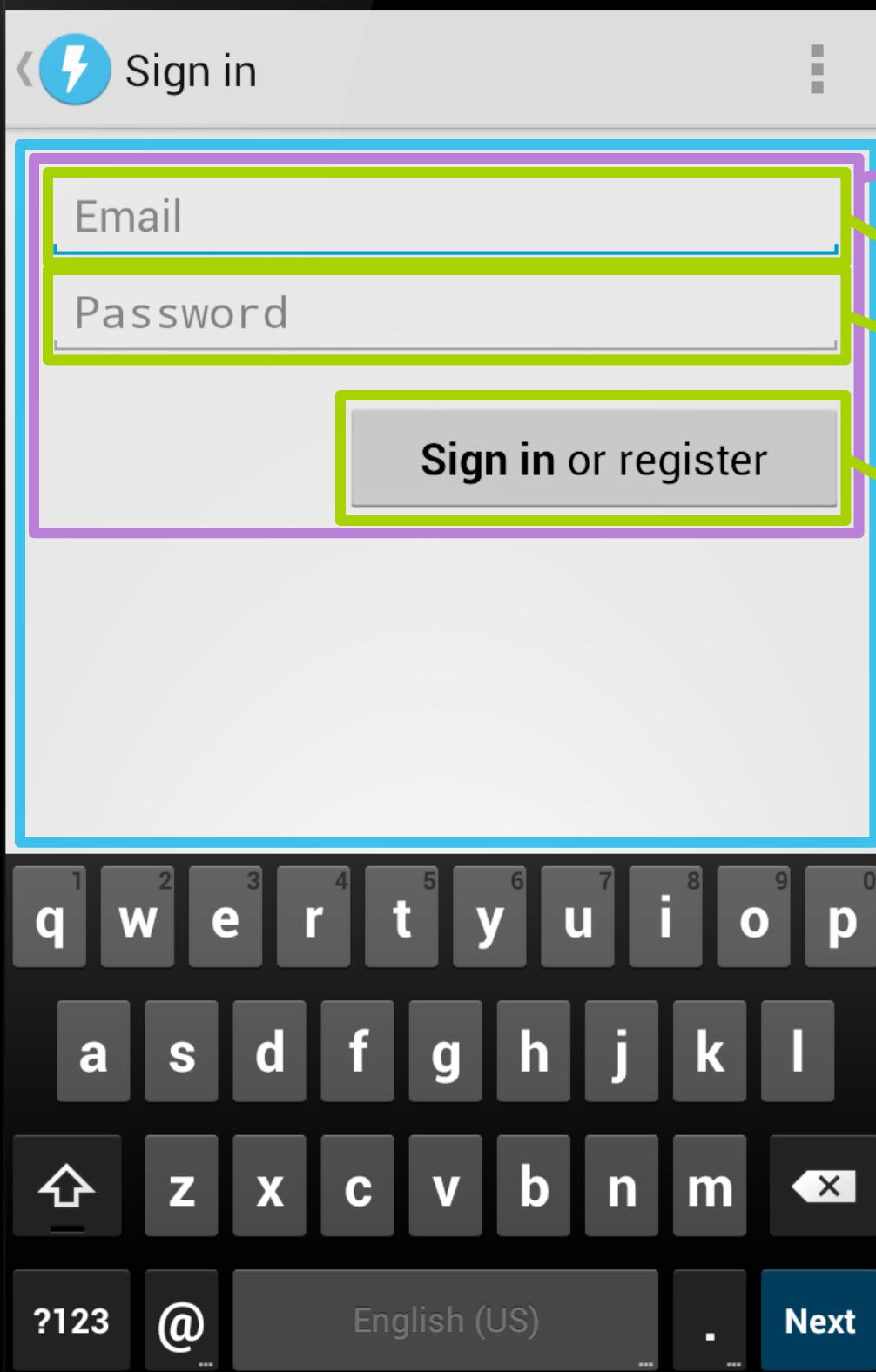
Complex View Groups

- ScrollView
- ListView

Anatomy of a simple layout

4:58





<LinearLayout
 orientation="vertical">

<EditText>

<Button>

<ScrollView>

```

<ScrollView
    android:layout_width="match_parent"
    android:layout_height="match_parent">

    <LinearLayout
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:orientation="vertical"
        android:padding="16dp">

        <EditText
            android:id="@+id/email"
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:hint="@string/prompt_email"
            android:inputType="textEmailAddress"
            android:singleLine="true" />

        <EditText
            android:id="@+id/password"
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:hint="@string/prompt_password"
            android:inputType="textPassword"
            android:singleLine="true" />

        <Button
            android:id="@+id/sign_in_button"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:layout_gravity="right"
            android:layout_marginTop="16dp"
            android:paddingLeft="32dp"
            android:paddingRight="32dp"
            android:text="@string/action_sign_in_register" />
    </LinearLayout>
</ScrollView>

```

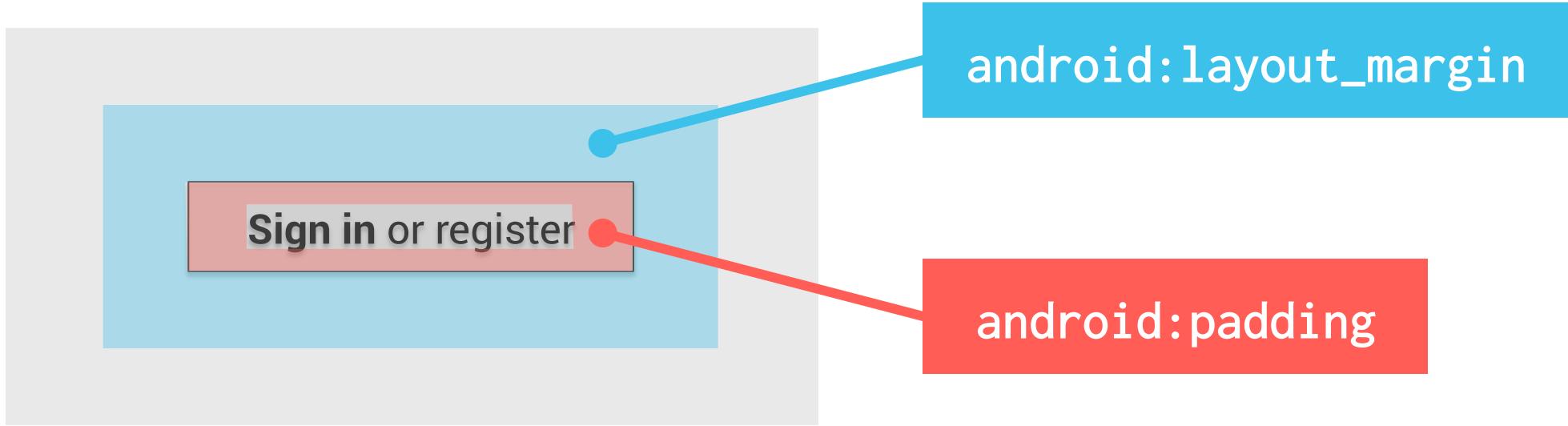


Important layout attributes



- **android:layout_weight**
 - Children of LinearLayout
- **android:layout_gravity**
 - Children of FrameLayout, LinearLayout
- **android:gravity**
 - TextView, LinearLayout

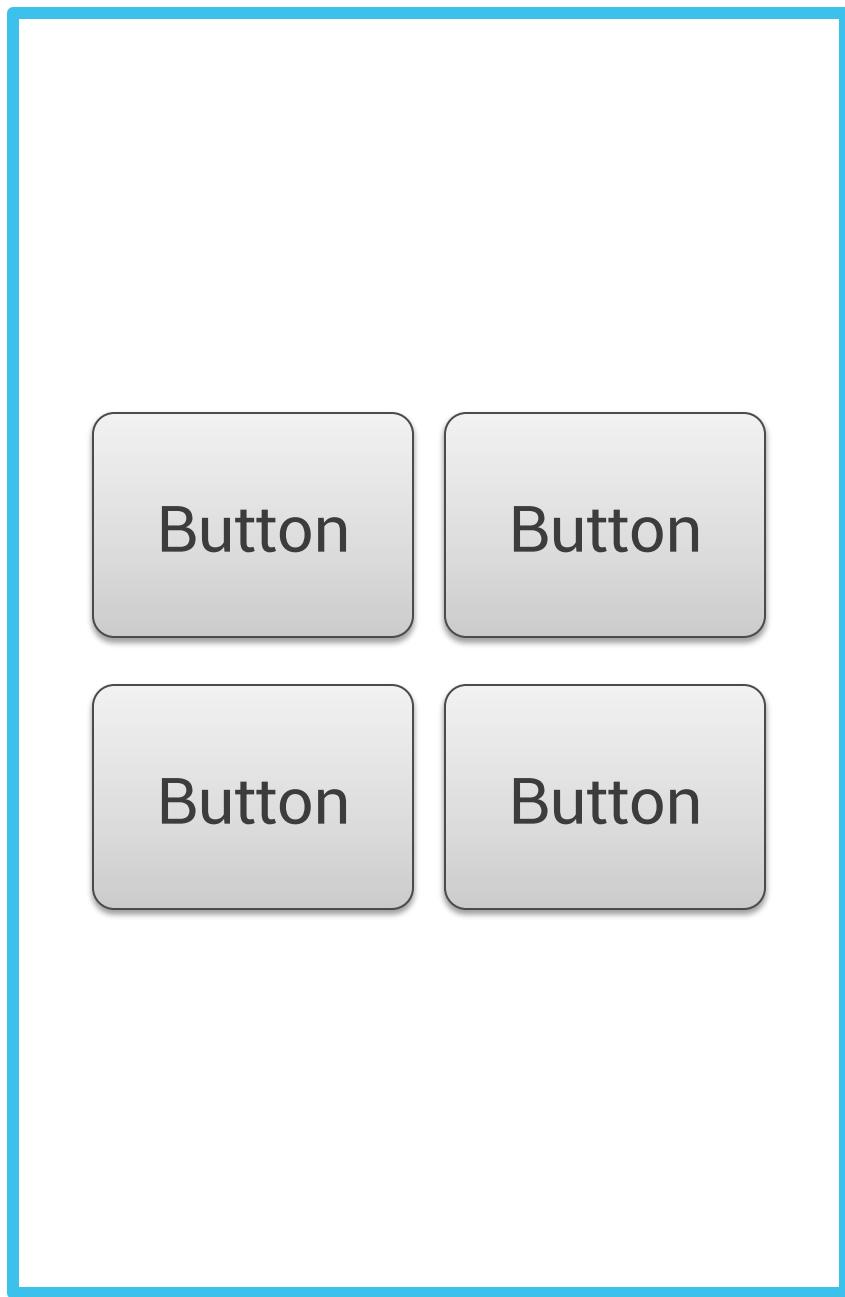
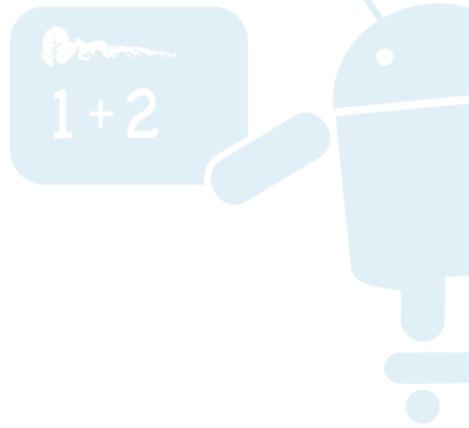
Margins and padding

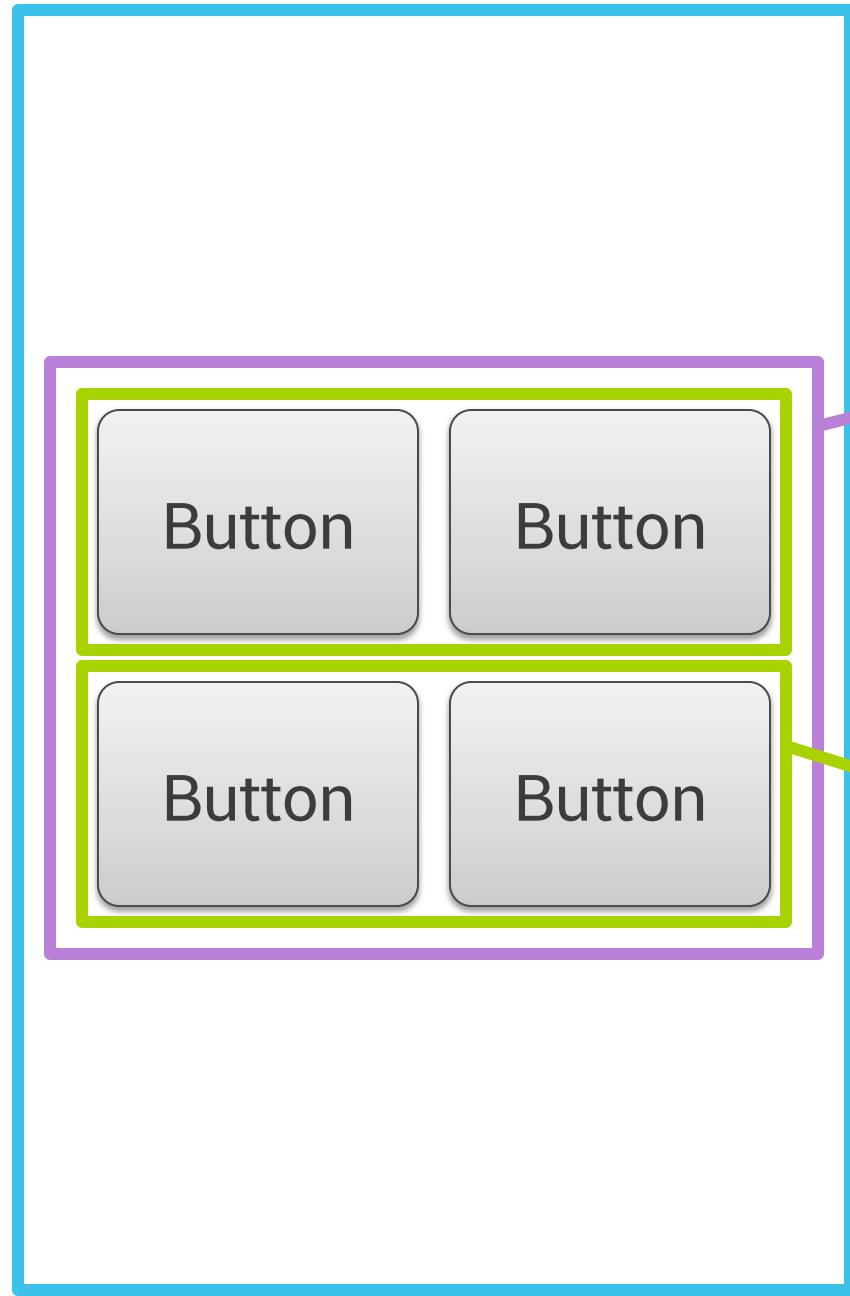




EXERCISE

Code this layout





<FrameLayout>

<LinearLayout
 orientation="vertical">

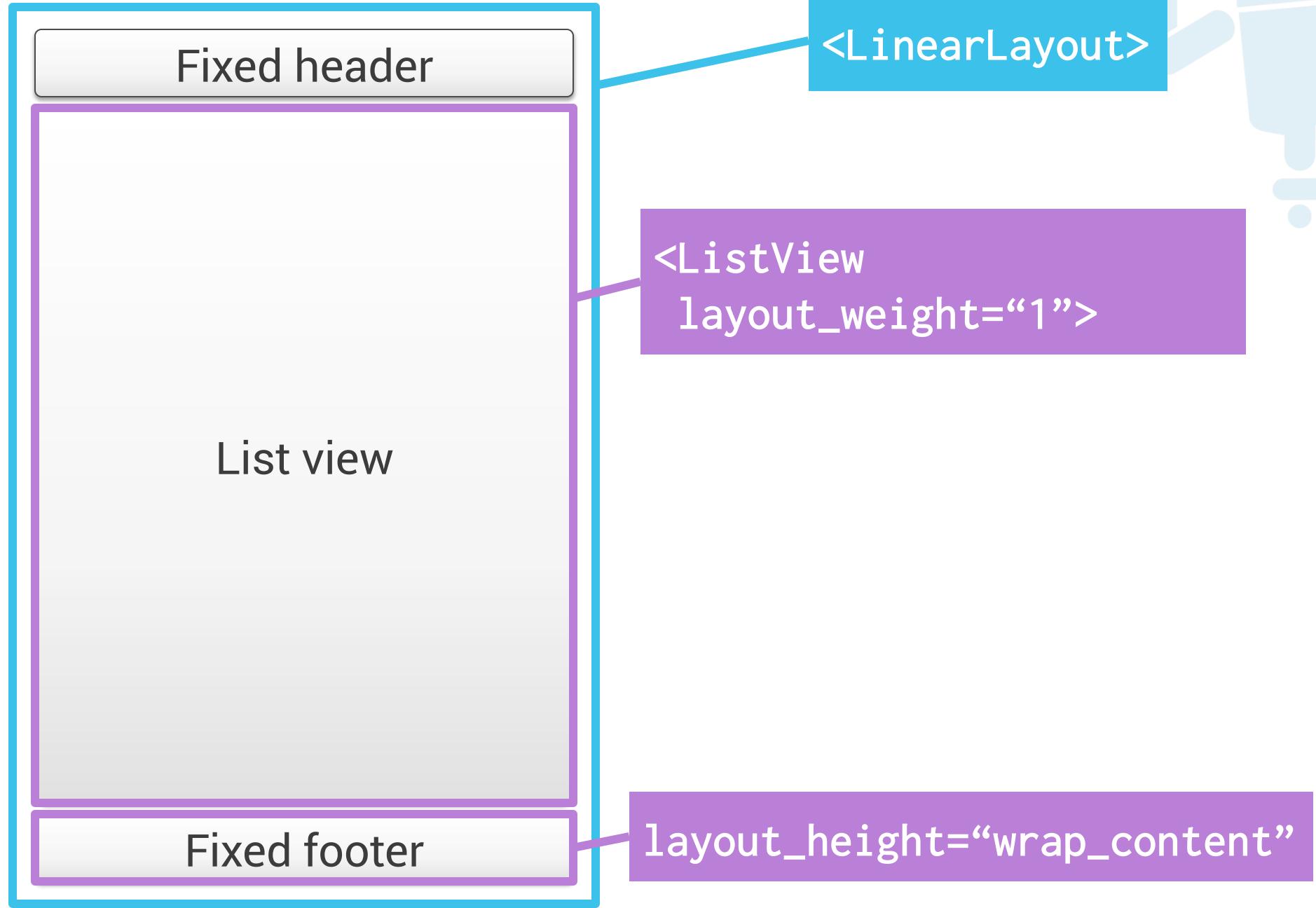
<LinearLayout
 orientation="horizontal"
 layout_weight="1">



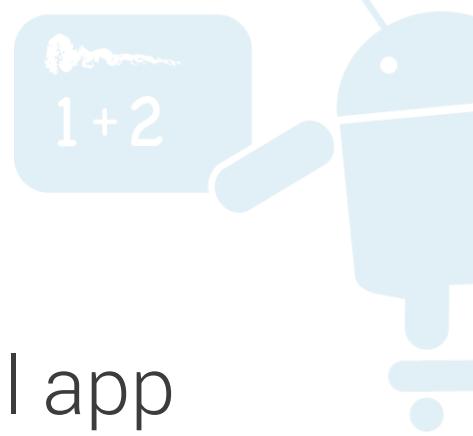
Fixed header

List view

Fixed footer



App resources



```
res/  
  drawable  
  drawable-xhdpi  
  drawable-hdpi  
  drawable-mdpi  
  layout  
  layout-land  
  layout-large  
  layout-large-land
```

- One universal app binary contains all resources
- System chooses at runtime which resources to use

 res/

 drawable
 drawable-xhdpi
 drawable-hdpi
 drawable-mdpi
 layout
 layout-land
 layout-large
 layout-large-land
 values
 values-v11
 values-v14
 values-en
 values-fr
 values-ja

Drawable XML

PNGs, 9-patch PNGs,
optimized for multiple densities

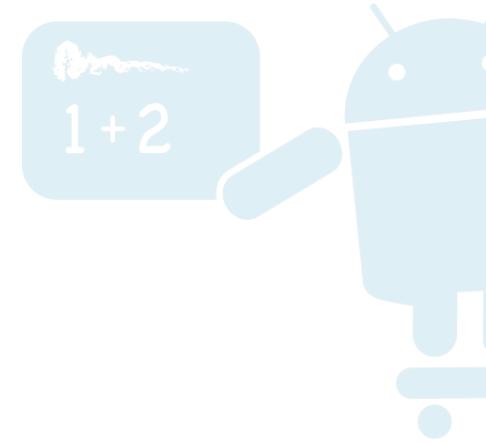
Layout XML
optimized for
physical screen size
and orientation

Strings, styles, themes, etc.

Styles, themes varying by API level

Strings XML localized for your
target regions

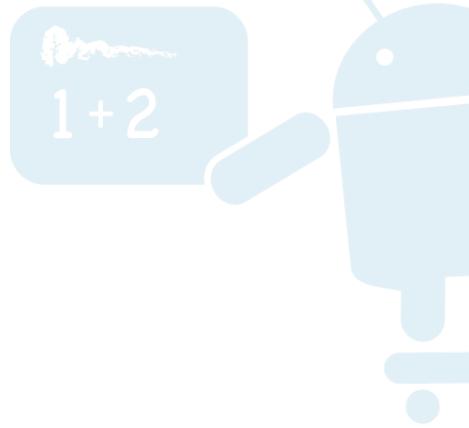
Screen density and DIP units



DIP units keep things the same physical size across any screen.

1 dip = 1 pixel @ MDPI (160 dpi)

1 dip = 2 pixels @ XHDPI (320 dpi)



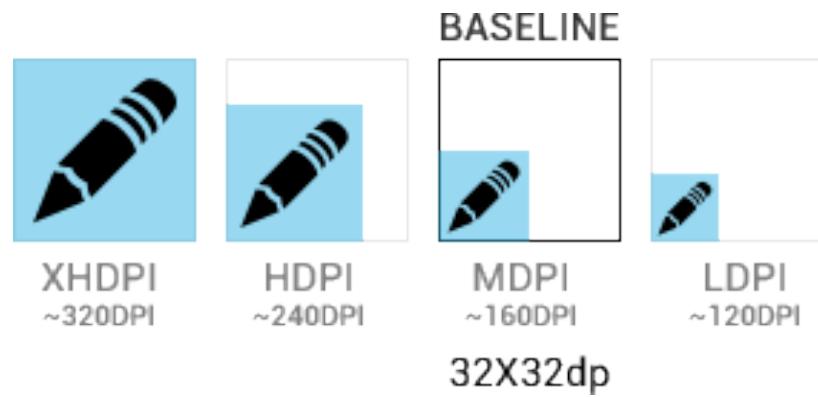
Q: What is the Nexus 7's screen resolution in DIPs if it's 1280x800 px and 213dpi?

A: ~960x600 dip

Screen density and DIP units



Icons and other PNG files should generally be provided for multiple densities

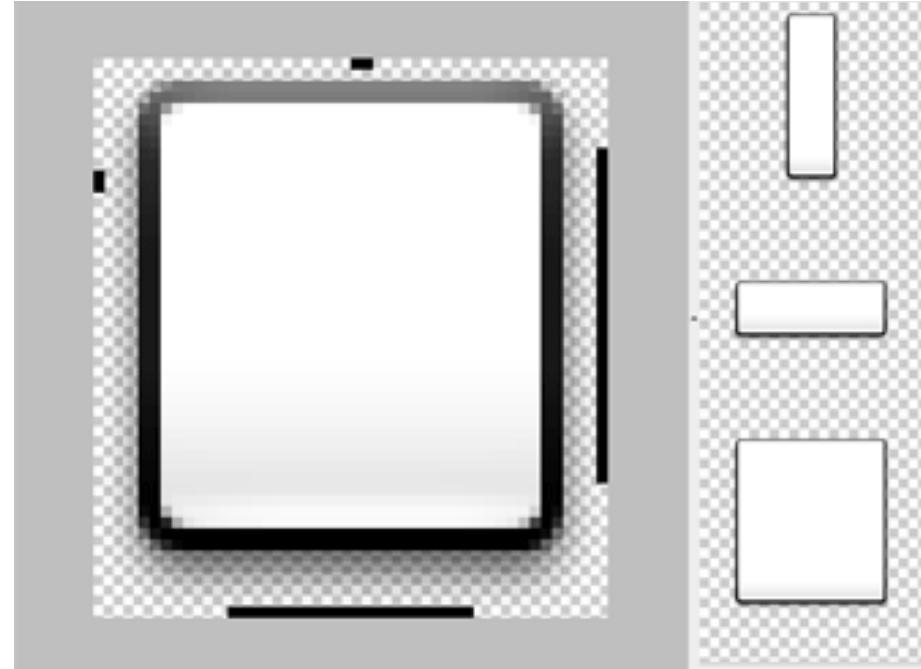


Drawables



- Bitmaps (.png)
- 9-patches (.9.png)
- State Lists (.xml)
- Basic Vector Shapes (.xml)
- Color Drawables (.xml)

9-patches – foo.9.png



- Border pixels indicate stretchable regions
- Make density-specific versions (**-xhdpi**)

State Lists (selector)



drawable/

foo.xml

```
<selector>
    <item android:drawable="@drawable/foo_disabled"
          android:state_enabled="false" ... />
    <item android:drawable="@drawable/foo_pressed"
          android:state_pressed="true" ... />
    <item android:drawable="@drawable/foo_focused"
          android:state_focused="true" ... />
    <item android:drawable="@drawable/foo_default" />
</selector>
```

State Lists (selector)



drawable-mdpi/



foo_default.png



foo_disabled.png



foo_focused.png



foo_pressed.png

drawable-hdpi/



foo_default.png



foo_disabled.png



foo_focused.png

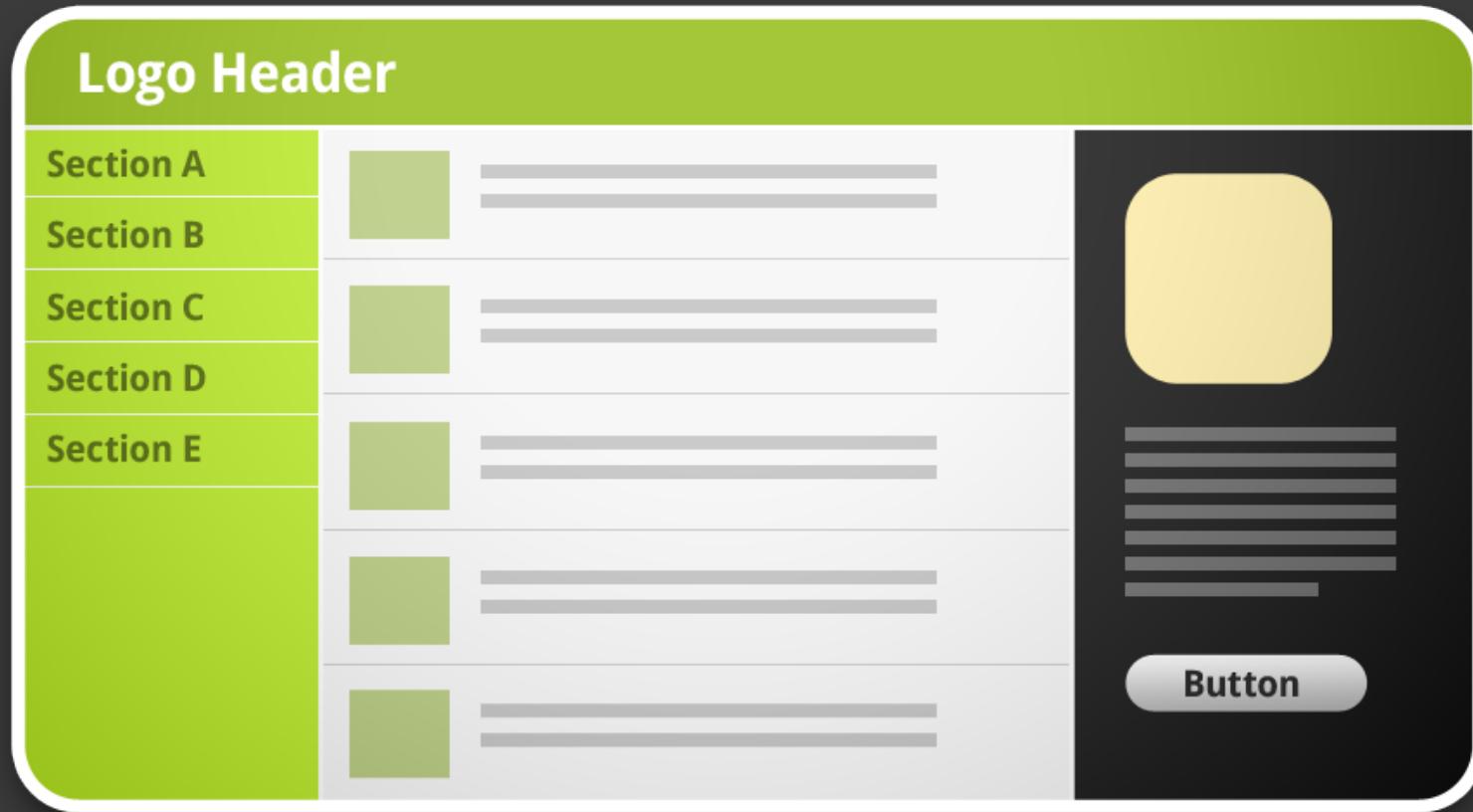


foo_pressed.png



Tablet considerations

Information hierarchy and flow



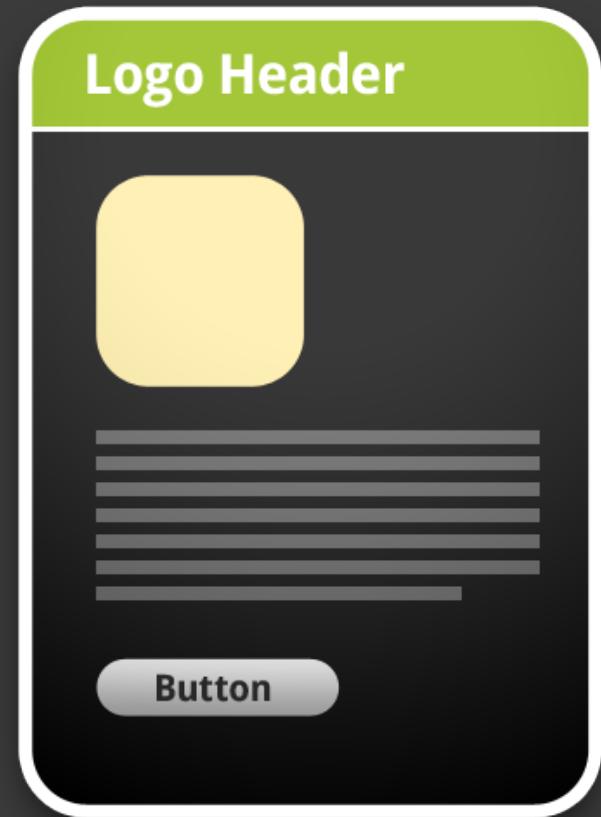
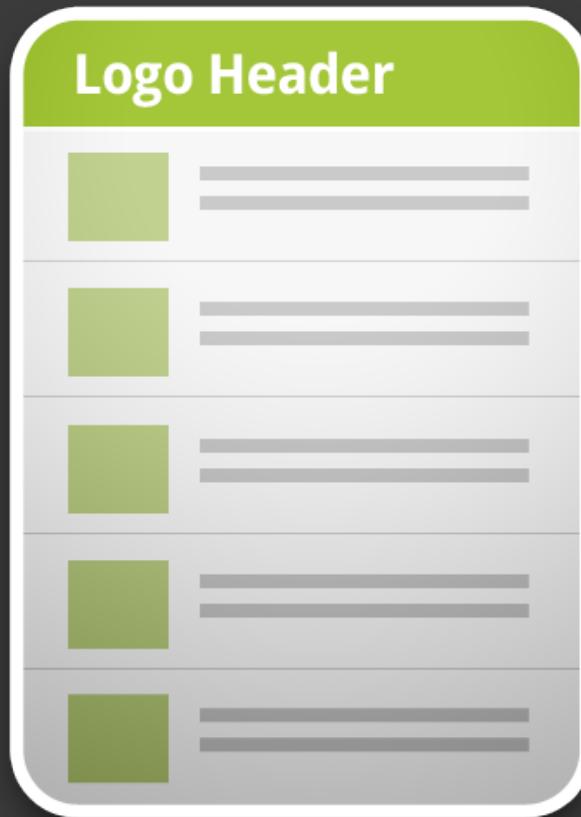
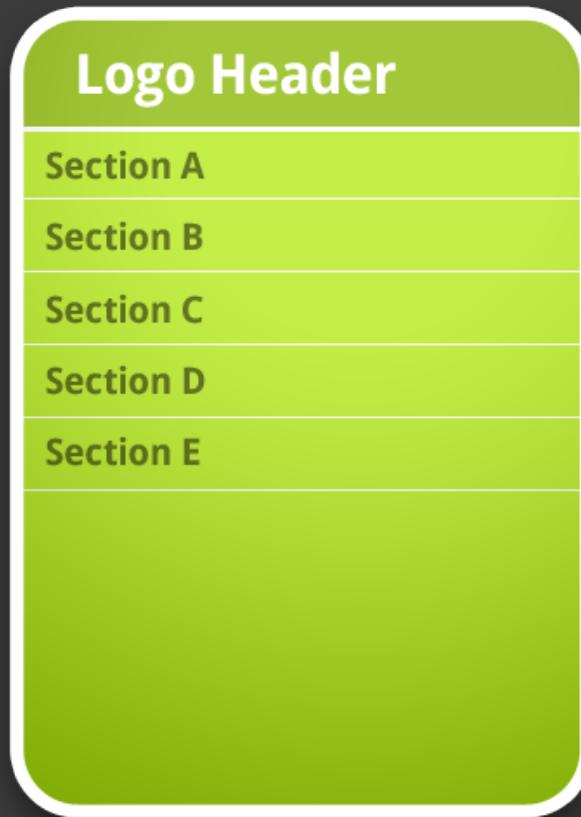
Traditional desktop app or website

Information hierarchy and flow



Tablet or mini desktop app

Information hierarchy and flow



Mobile phone app

Fragments



- Separate activities into UI or code modules, each have their own class
- Help with supporting phones + tablets
 - Each content pane is a fragment
 - Fragments split across activities
- **<fragment>** in layout XML
 - Automatically instantiates the given fragment
 - Acts as a placeholder for the fragment's view to be inserted in that part of the layout tree

Tablet resources

```
res/  
  layout-large/  
  values-large/  
    dimens.xml  
    styles.xml
```

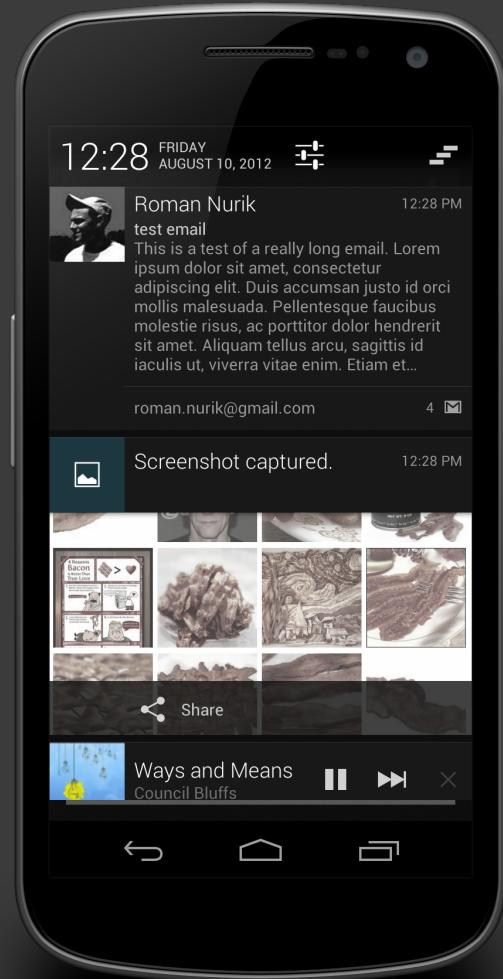
- Customize layouts for large screens
 - Includes <fragment> tags
- Incrementally increase font sizes, spacing, tweak styles



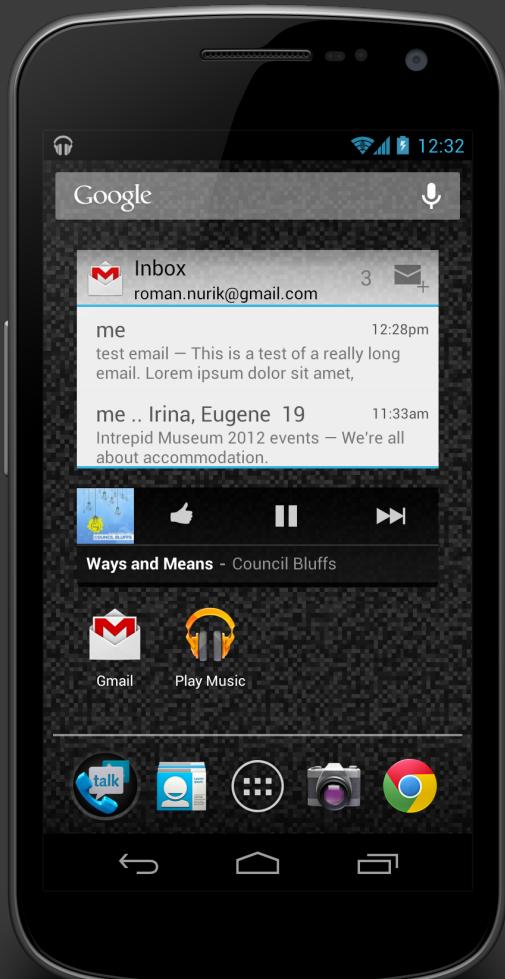


System UI integration

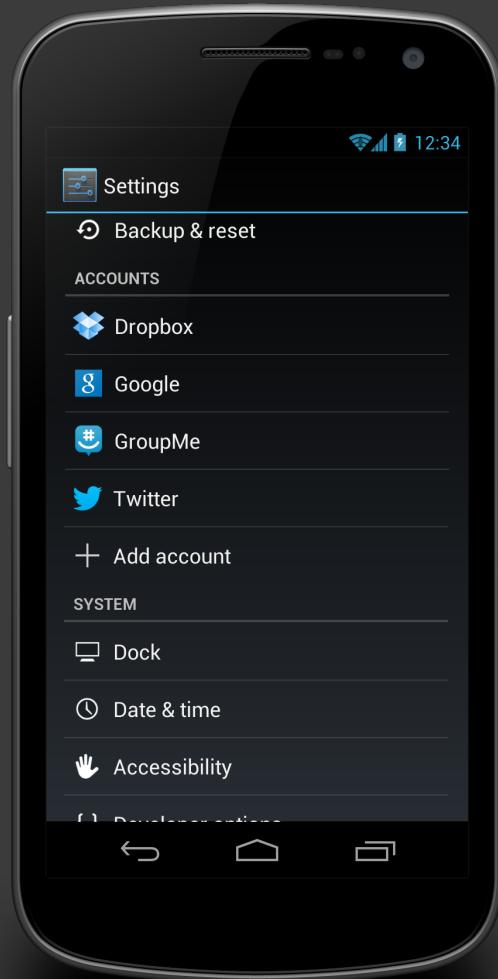
System UI integration



Notifications

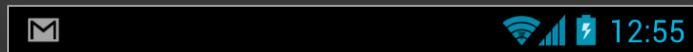
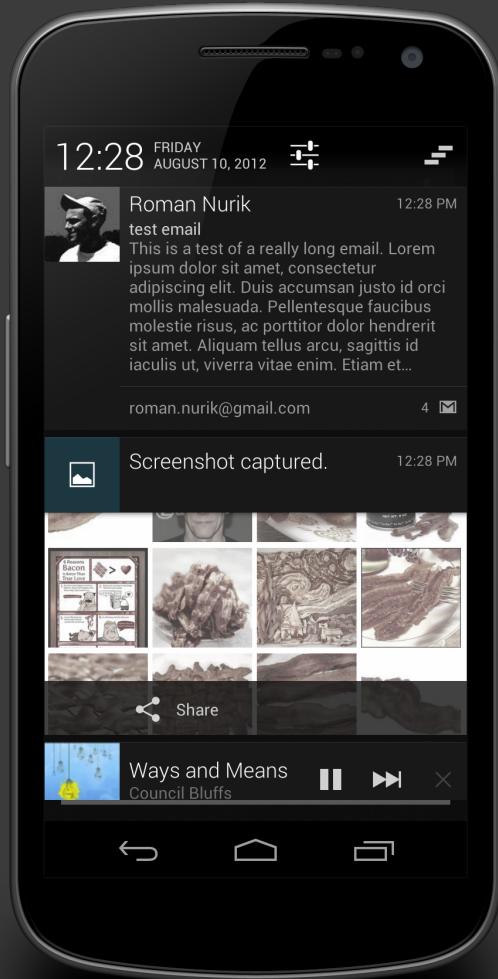


App Widgets

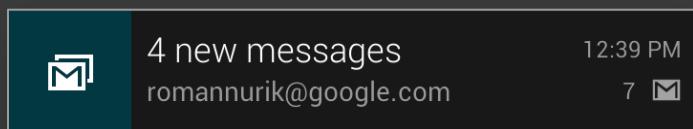


Accounts + Sync

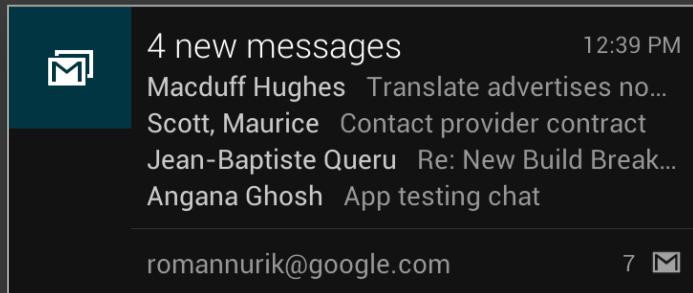
Notifications



Iconified



Collapsed



Expanded
Android 4.1+



Notifications

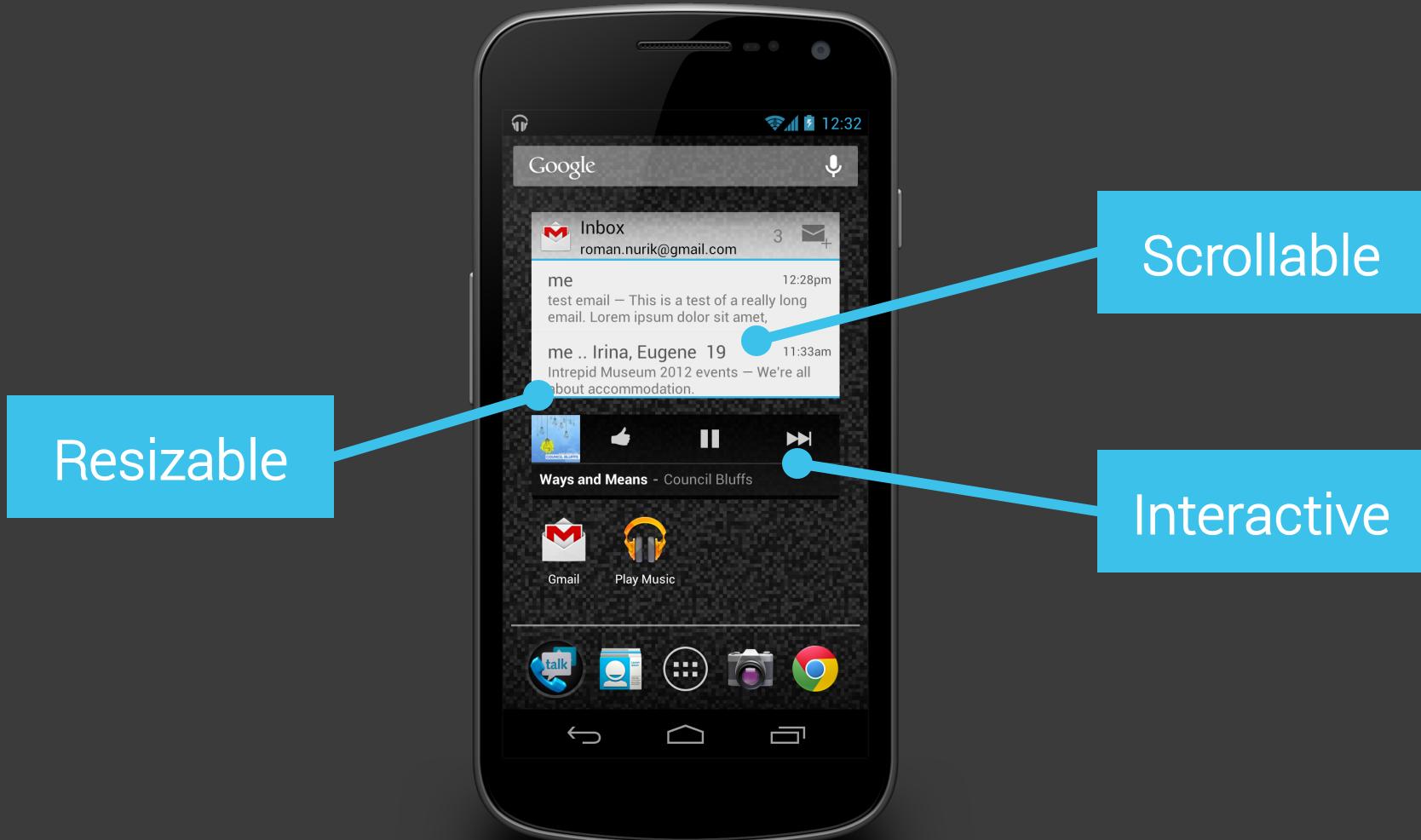


Interactive

Notifications

- Created with `NotificationManager` and `Notification.Builder()`
- Custom layouts with `RemoteViews`
 - Your layouts, used in a different process
- Interaction is handled entirely using intents

App widgets



App widgets

- Defined in your manifest as a receiver
 - Handles the APPWIDGET_UPDATE intent action
 - Metadata provided in `res/xml/widgetinfo.xml` and referenced in manifest
- Layout using `RemoteViews`
 - Your layouts, used in a different process
- Interaction is handled entirely using intents



Wireframing

Why create wireframes?

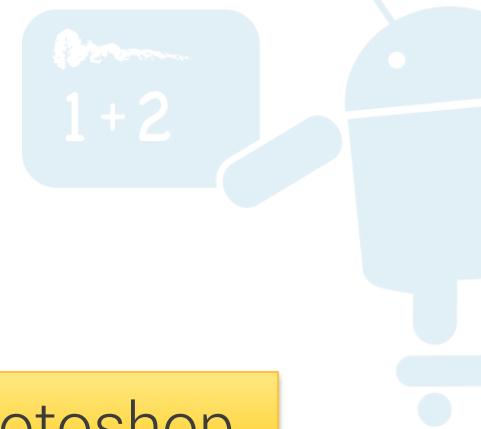


- Record your ideas and asses their real-world feasibility
- Test your ideas and **rapidly iterate**
 - See which work and which don't, evolve them
- Map out user flow and activity diagrams
 - Re-arrange/add/remove interactions quickly
 - Scope UI complexity
 - Plan out intra-app “Intent-based API”



Wireframing before
coding saves you time.

Wireframing tools



Time/Effort



Pen + Paper

OmniGraffle
(Mac)

Keynote/
Powerpoint

Balsamiq

Pencil
(Firefox addon)

Wireframe
Sketcher

Photoshop

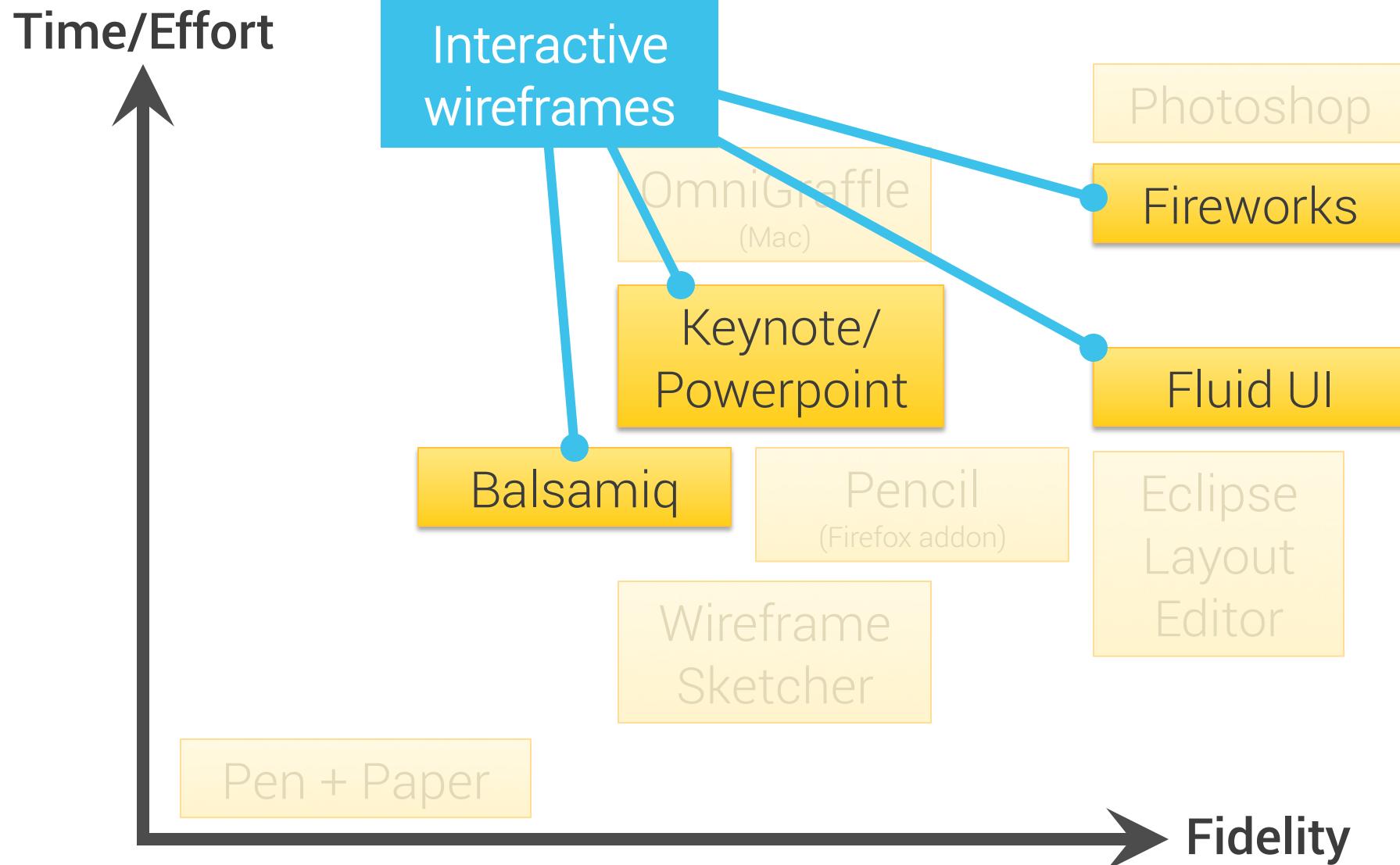
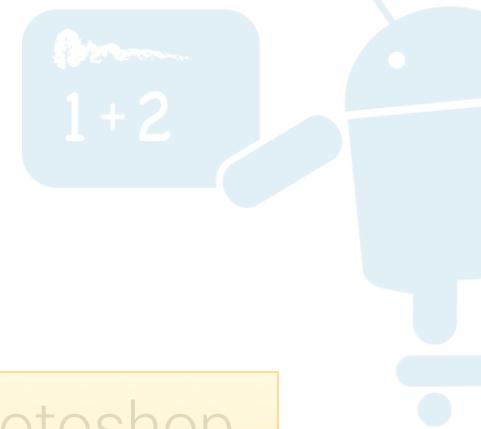
Fireworks

Fluid UI

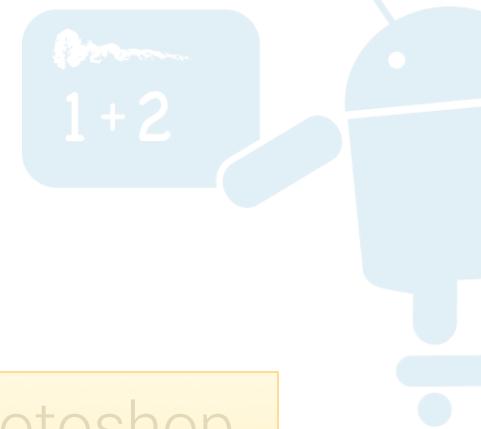
Eclipse
Layout
Editor

Fidelity

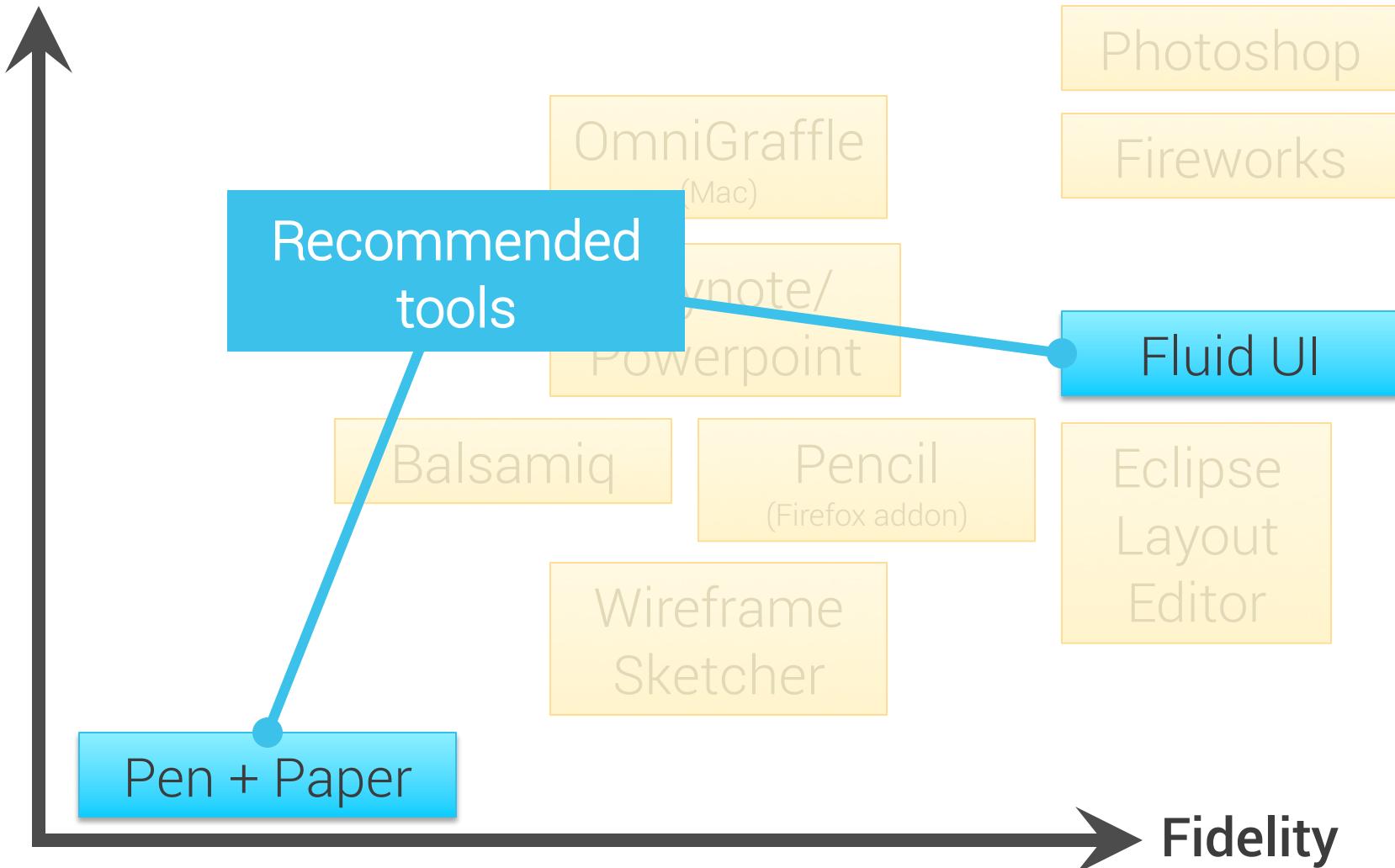
Wireframing tools



Wireframing tools



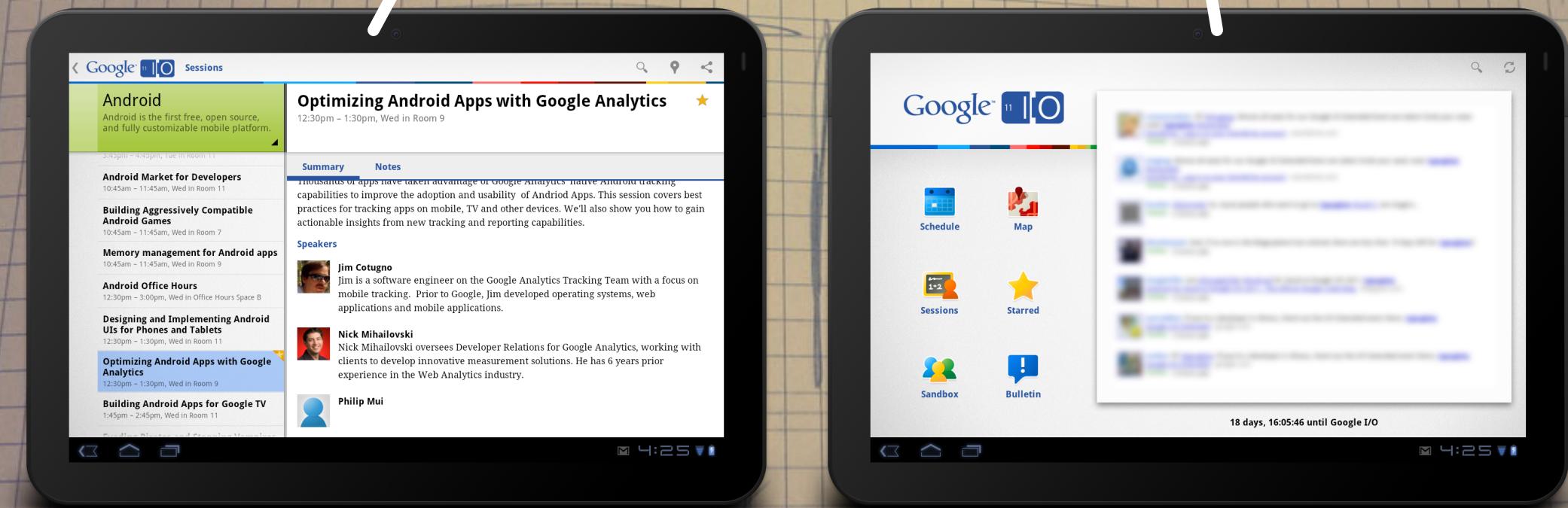
Time/Effort





Always start with
pencil and paper.

(or a whiteboard)



< Google I/O Sessions

Android

Android is the first free, open source, and fully customizable mobile platform.

5:05pm - 6:45pm, Tue in Room 11

Android Market for Developers

10:45am - 11:45am, Wed in Room 11

Building Aggressively Compatible Android Games

10:45am - 11:45am, Wed in Room 7

Memory management for Android apps

10:45am - 11:45am, Wed in Room 9

Android Office Hours

12:30pm - 3:00pm, Wed in Office Hours Space B

Designing and Implementing Android UIs for Phones and Tablets

12:30pm - 1:30pm, Wed in Room 11

Optimizing Android Apps with Google Analytics

12:30pm - 1:30pm, Wed in Room 9

Building Android Apps for Google TV

1:45pm - 2:45pm, Wed in Room 11

Optimizing Android Apps with Google Analytics

12:30pm - 1:30pm, Wed in Room 9

Summary

Notes

Thousands of apps have taken advantage of Google Analytics' native Android tracking capabilities to improve the adoption and usability of Android Apps. This session covers best practices for tracking apps on mobile, TV and other devices. We'll also show you how to gain actionable insights from new tracking and reporting capabilities.

Speakers



Jim Cotugno

Jim is a software engineer on the Google Analytics Tracking Team with a focus on mobile tracking. Prior to Google, Jim developed operating systems, web applications and mobile applications.



Nick Mihailovski

Nick Mihailovski oversees Developer Relations for Google Analytics, working with clients to develop innovative measurement solutions. He has 6 years prior experience in the Web Analytics industry.



Philip Mui

Google I/O



Schedule



Map



Sessions



Starred



Sandbox



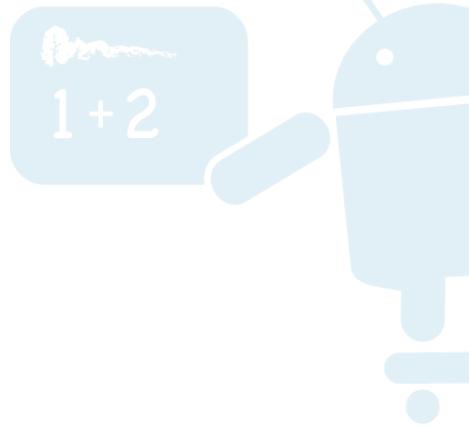
Bulletin

18 days, 16:05:46 until Google I/O

4:25

Sessions
Multiplatform
?

Sessions
Multiplatform
?



EXERCISE

**Sketch a
todo list app**