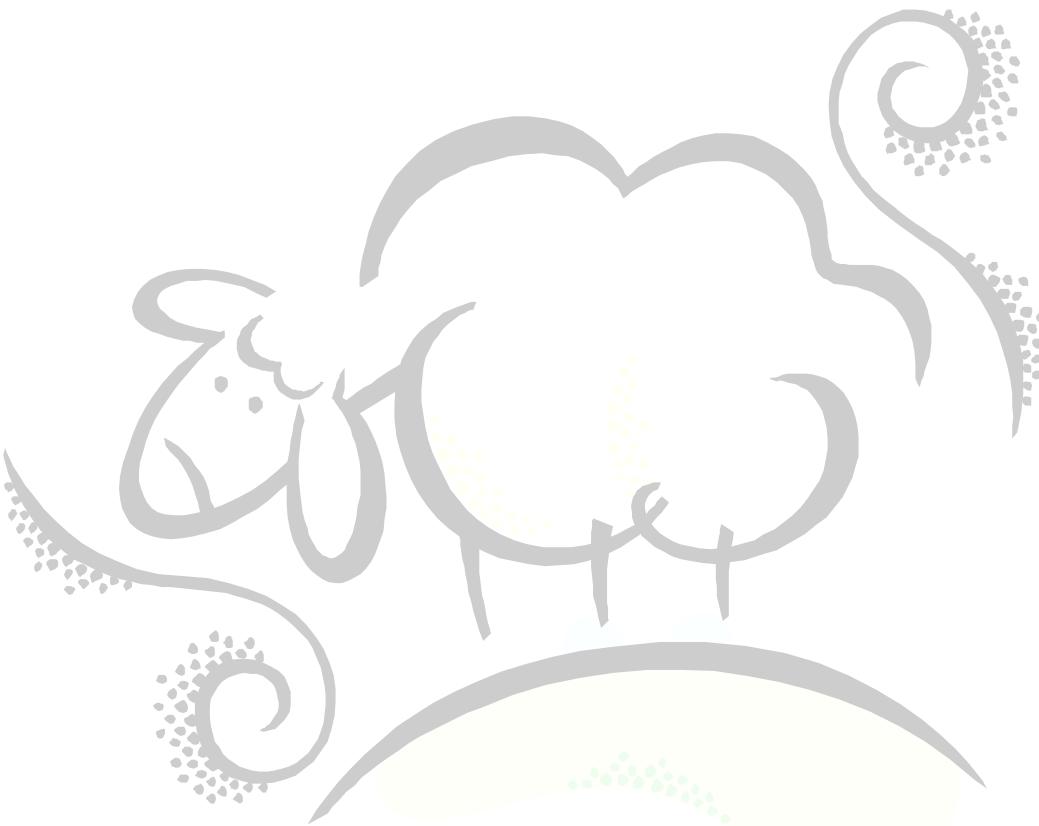


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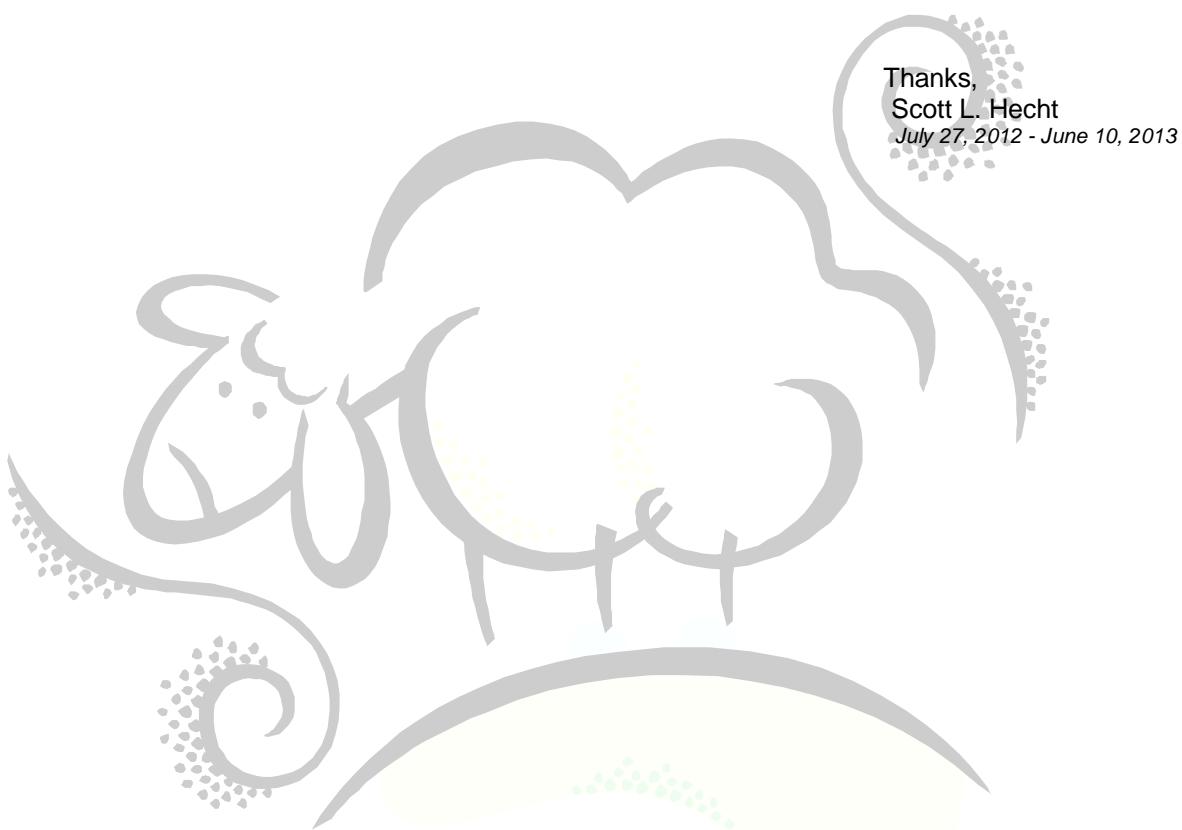
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Introduction

This Adobe Acrobat Reader file contains the remaining portion of my Amazon Kindle book *Android from A to D* ([link](#)) and contains Chapter 99, *Package and Class Parade* as well as all of the appendixes. These were removed from the book because they added too many additional pages that are not needed upon first read.

If you believe you have found an error or disagree with one of my comments or explanations (very possible!), please feel free to drop me a note at comments@sheepsqueezers.com. Don't forget to stop by www.sheepsqueezers.com to get more documents and presentations on a variety of topics. Also, please see our YouTube channel: [sheepsqueezersYT](#).



Chapter 99: Package and Class Parade

Overview

In this chapter, we look into the packages available to the Android programmer as well as some of the classes contained within them. This is not meant to be exhaustive, so please peruse the Android documentation for more information.

Packages

android	Contains resource classes used by applications included in the platform and defines application permissions for system features.
android.accessibilityservice	The classes in this package are used for development of accessibility service that provide alternative or augmented feedback to the user.
android.accounts	
android.animation	These classes provide functionality for the property animation system, which allows you to animate object properties of any type. int, float, and hexadecimal color values are supported by default. You can animate any other type by telling the system how to calculate the values for that given type with a custom TypeEvaluator . For more information, see the Animation guide.
android.app	Contains high-level classes encapsulating the overall Android application model.
android.app.admin	Provides device administration features at the system level, allowing you to create security-aware applications that are useful in enterprise settings, in which IT professionals require rich control over employee devices. For more information, see the Device Administration guide.
android.app.backup	Contains the backup and restore functionality available to applications. If a user wipes the data on their device or upgrades to a new Android-powered device, all applications that have enabled backup can restore the user's previous data when the application is reinstalled. For more information, see the Data Backup guide.
android.appwidget	Contains the components necessary to create "app widgets", which users can embed in other applications (such as the home screen) to quickly access application data and services without launching a new activity. For more information, see the App Widgets guide.
android.bluetooth	Provides classes that manage Bluetooth functionality, such as scanning for devices, connecting with devices, and managing data transfer between devices. For more information, see the Bluetooth guide.
android.content	Contains classes for accessing and publishing data on a device.
android.content.pm	Contains classes for accessing information about an application package, including information about its activities, permissions, services, signatures, and providers.
android.content.res	Contains classes for accessing application resources, such as raw asset files, colors, drawables, media or other other files in the package, plus important device configuration details (orientation, input types, etc.) that affect how the application may behave. For more information, see the Application Resources guide.
android.database	Contains classes to explore data returned through a content provider.
android.database.sqlite	Contains the SQLite database management classes that an application would use to manage its own private database.
android.drm	Provides classes for managing DRM content and determining the capabilities of DRM plugins (agents).
android.gesture	Provides classes to create, recognize, load and save gestures.
android.graphics	Provides low level graphics tools such as canvases, color filters, points, and rectangles that let you handle drawing to the screen directly.
android.graphics.drawable	Provides classes to manage a variety of visual elements that are intended for display only, such as bitmaps and gradients.
android.graphics.drawable.shapes	Contains classes for drawing geometric shapes.
android.hardware	Provides support for hardware features, such as the camera and other sensors.
android.hardware.display	
android.hardware.input	
android.hardware.usb	Provides support to communicate with USB hardware peripherals that are connected to Android-powered devices. For more information, see the USB guide.
android.inputmethodservice	Base classes for writing input methods (such as software keyboards).
android.location	Contains classes that define Android location-based and related services. For more information, see the Location and Maps guide.

android.media	Provides classes that manage various media interfaces in audio and video.
android.media.audiofx	Provides classes that manage audio effects implemented in the media framework.
android.media.effect	Provides classes that allow you to apply a variety of visual effects to images and videos.
android.mtp	Provides APIs that let you interact directly with connected cameras and other devices, using the PTP (Picture Transfer Protocol) subset of the MTP (Media Transfer Protocol) specification.
android.net	Classes that help with network access, beyond the normal java.net.* APIs.
android.net.http	
android.net.nsd	
android.net.rtp	Provides APIs for RTP (Real-time Transport Protocol), allowing applications to manage on-demand or interactive data streaming.
android.net.sip	Provides access to Session Initiation Protocol (SIP) functionality, such as making and answering VOIP calls using SIP. For more information, see the Session Initiation Protocol developer guide.
android.net.wifi	Provides classes to manage Wi-Fi functionality on the device.
android.net.wifi.p2p	Provides classes to create peer-to-peer (P2P) connections with Wi-Fi Direct.
android.net.wifi.p2p.nsd	
android.nfc	Provides access to Near Field Communication (NFC) functionality, allowing applications to read NDEF message in NFC tags. A "tag" may actually be another device that appears as a tag. For more information, see the Near Field Communication guide.
android.nfc.tech	These classes provide access to a tag technology's features, which vary by the type of tag that is scanned.
android.opengl	Provides an OpenGL ES static interface and utilities.
android.os	Provides basic operating system services, message passing, and inter-process communication on the device.
android.os.storage	Contains classes for the system storage service, which manages binary asset filesystems known as Opaque Binary Blobs (OBBs).
android.preference	Provides classes that manage application preferences and implement the preferences UI.
android.provider	Provides convenience classes to access the content providers supplied by Android.
android.renderscript	The Renderscript rendering and computational APIs offer a low-level, high performance means of carrying out mathematical calculations and 3D graphics rendering. For more information, see the Renderscript developer guide.
android.sax	A framework that makes it easy to write efficient and robust SAX handlers.
android.security	Provides access to a few facilities of the Android security subsystems.
android.service.dreams	
android.service.textservice	Provides classes that allow you to create spell checkers in a manner similar to the input method framework (for IMEs).
android.service.wallpaper	
android.speech	
android.speech.tts	
android.support.v13.app	Support classes to access some of the android.app package features introduced after API level 13 in a backwards compatible fashion.
android.support.v4.accessibilityservice	Support android.accessibilityservice classes to assist with development of applications for android API level 4 or later.
android.support.v4.app	Support android.app classes to assist with development of applications for android API level 4 or later.
android.support.v4.content	Support android.content classes to assist with development of applications for android API level 4 or later.
android.support.v4.content.pm	Support android.content.pm classes to assist with development of applications for android API level 4 or later.
android.support.v4.database	Support android.database classes to assist with development of applications for android API level 4 or later.
android.support.v4.net	
android.support.v4.os	Support android.os classes to assist with development of applications for android API level 4 or later.
android.support.v4.util	Support android.util classes to assist with development of applications for android API level 4 or later.
android.support.v4.view	Support android.util classes to assist with development of applications for android API level 4 or later.
android.support.v4.view.accessibility	Support classes to access some of the android.view.accessibility package features introduced after API level 4 in a backwards compatible fashion.
android.support.v4.widget	Support android.widget classes to assist with development of applications for android

	API level 4 or later.
android.telephony	Provides APIs for monitoring the basic phone information, such as the network type and connection state, plus utilities for manipulating phone number strings.
android.telephony.cdma	Provides APIs for utilizing CDMA-specific telephony features.
android.telephony.gsm	Provides APIs for utilizing GSM-specific telephony features, such as text/data/PDU SMS messages.
android.test	A framework for writing Android test cases and suites. For more information, see the Testing developer guide.
android.test.mock	Utility classes providing stubs or mocks of various Android framework building blocks. For more information, see the Testing guide.
android.test.suitebuilder	Utility classes supporting the test runner classes.
android.text	Provides classes used to render or track text and text spans on the screen.
android.text.format	This package contains alternative classes for some text formatting classes defined in java.util and java.text .
android.text.method	Provides classes that monitor or modify keypad input.
android.text.style	Provides classes used to view or change the style of a span of text in a View object.
android.text.util	Utilities for converting identifiable text strings into clickable links and creating RFC 822-type message (SMTP) tokens.
android.util	Provides common utility methods such as date/time manipulation, base64 encoders and decoders, string and number conversion methods, and XML utilities.
android.view	Provides classes that expose basic user interface classes that handle screen layout and interaction with the user.
android.view.accessibility	The classes in this package are used to represent screen content and changes to it as well as APIs for querying the global accessibility state of the system.
android.view.animation	Provides classes that handle tweened animations.
android.view.inputmethod	Framework classes for interaction between views and input methods (such as soft keyboards).
android.view.textservice	
android.webkit	Provides tools for browsing the web.
android.widget	The widget package contains (mostly visual) UI elements to use on your Application screen.
dalvik.bytecode	Provides classes related to Dalvik bytecode.
dalvik.system	Provides utility and system information classes specific to the Dalvik VM.
java.awt.font	
java.beans	
java.io	
java.lang	
java.lang.annotation	
java.lang.ref	Provides the system's ReferenceQueue implementation as well as different forms of reference objects which impose special behavior on the garbage collector.
java.lang.reflect	
java.math	
java.net	
java.nio	
java.nio.channels	
java.nio.channels.spi	
java.nio.charset	
java.nio.charset.spi	
java.security	This package is for compatibility with legacy code only, and should not be used or expected to do anything useful.
java.security.acl	This package provides the classes and the interfaces needed to build Access Control Lists.
java.security.cert	This package provides all the classes and all the interfaces needed to generate, administer and verify X.509 certificates.
java.security.interfaces	This package provides the interfaces needed to generate: (1) Keys for the RSA asymmetric encryption algorithm using the PKCS#1 standard; (2) Keys for the Digital Signature Algorithm (DSA) specified by FIPS-186; (3) Keys for a generic Elliptic Curve asymmetric encryption algorithm.
java.security.spec	This package provides the classes and interfaces needed to specify keys and parameters for encryption and signing algorithms.
java.sql	Provides a compatibility interface for accessing SQL-based databases.
java.text	
java.util	

java.util.concurrent	Utility classes commonly useful in concurrent programming.
java.util.concurrent.atomic	A small toolkit of classes that support lock-free thread-safe programming on single variables.
java.util.concurrent.locks	Interfaces and classes providing a framework for locking and waiting for conditions that is distinct from built-in synchronization and monitors.
java.util.jar	
java.util.logging	
java.util.prefs	
java.util.regex	
java.util.zip	
javax.crypto	This package provides the classes and interfaces for cryptographic applications implementing algorithms for encryption, decryption, or key agreement.
javax.crypto.interfaces	This package provides the interfaces needed to implement the Diffie-Hellman (DH) key agreement's algorithm as specified by PKCS#3.
javax.crypto.spec	This package provides the classes and interfaces needed to specify keys and parameter for encryption.
javax.microedition.khronos.egl	
javax.microedition.khronos.opengles	Provides a standard OpenGL interface.
javax.net	This package provides factory classes to create sockets and server-sockets.
javax.net.ssl	This package provides classes and interfaces needed to use the Secure Sockets Layer (SSL) protocol and the successor Transport Layer Security (TLS) protocol.
javax.security.auth	
javax.security.auth.callback	This package provides classes and interfaces needed to interact with the application in order to execute the authentication and authorization processes.
javax.security.auth.login	This package provides a pluggable and stackable authentication system based on ideas and concepts from the Unix-PAM module.
javax.security.auth.x500	This package provides classes needed to store X.500 principals and their credentials.
javax.security.cert	This package is provided only for compatibility reasons.
javax.sql	
javax.xml	Provides a utility class with useful XML constants.
javax.xml.datatype	XML/Java Type Mappings.
javax.xml.namespace	XML Namespace processing.
javax.xml.parsers	Provides classes allowing the processing of XML documents.
javax.xml.transform	This package defines the generic APIs for processing transformation instructions, and performing a transformation from source to result.
javax.xml.transform.dom	This package implements DOM-specific transformation APIs.
javax.xml.transform.sax	This package implements SAX2-specific transformation APIs.
javax.xml.transform.stream	This package implements stream- and URI- specific transformation APIs.
javax.xml.validation	This package provides an API for validation of XML documents.
javax.xml.xpath	This package provides an <i>object-model neutral</i> API for the evaluation of XPath expressions and access to the evaluation environment.
junit.framework	The junit test framework.
junit.runner	Utility classes supporting the junit test framework.
org.apache.http	The core interfaces and classes of the HTTP components.
org.apache.http.auth	The API for client-side HTTP authentication against a server, commonly referred to as <i>HttpAuth</i> .
org.apache.http.auth.params	Parameters for configuring <i>HttpAuth</i> .
org.apache.http.client	The API for client-side HTTP communication and entry point to the <i>HttpClient</i> module.
org.apache.http.client.entity	
org.apache.http.client.methods	Request implementations for the various HTTP methods like GET and POST.
org.apache.http.client.params	Parameters for configuring <i>HttpClient</i> .
org.apache.http.client.protocol	Additional request and response interceptors.
org.apache.http.client.utils	Helpers and utility classes for <i>HttpClient</i> .
org.apache.http.conn	The client-side connection management and handling API at the heart of what is referred to as <i>HttpConn</i> .
org.apache.http.conn.params	Parameters for configuring <i>HttpConn</i> .
org.apache.http.conn.routing	The client-side route representation and tracking API, part of <i>HttpConn</i> .
org.apache.http.conn.scheme	
org.apache.http.conn.ssl	TLS/SSL specific parts of the <i>HttpConn</i> API.
org.apache.http.conn.util	

org.apache.http.cookie	The API for client-side state management via cookies, commonly referred to as <i>HttpCookie</i> .
org.apache.http.cookie.params	Parameters for configuring <i>HttpCookie</i> .
org.apache.http.entity	Representations for HTTP message entities.
org.apache.http.impl	Default implementations for interfaces in org.apache.http .
org.apache.http.impl.auth	
org.apache.http.impl.client	
org.apache.http.impl.conn	
org.apache.http.impl.conn.tsccm	The implementation of a thread-safe client connection manager.
org.apache.http.impl.cookie	
org.apache.http.impl.entity	Default implementations for interfaces in org.apache.http.entity .
org.apache.http.impl.io	Default implementations for interfaces in org.apache.http.io .
org.apache.http.io	The transport layer abstraction of the HTTP components.
org.apache.http.message	A selection of HTTP message implementations.
org.apache.http.params	The parameterization framework for HTTP components.
org.apache.http.protocol	HTTP protocol execution framework.
org.apache.http.util	Mostly utility classes with static helper methods for various purposes.
org.json	
org.w3c.dom	Provides the official W3C Java bindings for the Document Object Model, level 2 core.
org.w3c.dom.ls	
org.xml.sax	This package provides the core SAX APIs.
org.xml.sax.ext	This package contains interfaces to SAX2 facilities that conformant SAX drivers won't necessarily support.
org.xml.sax.helpers	This package contains "helper" classes, including support for bootstrapping SAX-based applications.
org.xmlpull.v1	
org.xmlpull.v1.sax2	

Classes

A

[AbortableHttpRequest](#)

Interface representing an HTTP request that can be aborted by shutting down the underlying HTTP connection.

[AbsListView](#)

Base class that can be used to implement virtualized lists of items.

[AbsListView.LayoutParams](#)

`AbsListView` extends `LayoutParams` to provide a place to hold the view type.

[AbsListView.MultiChoiceModeListener](#)

A `MultiChoiceModeListener` receives events for [CHOICE_MODE_MULTIPLE_MODAL](#).

[AbsListView.OnScrollListener](#)

Interface definition for a callback to be invoked when the list or grid has been scrolled.

[AbsListView.RecyclerListener](#)

A `RecyclerListener` is used to receive a notification whenever a View is placed inside the `RecycleBin`'s scrap heap.

[AbsListView.SelectionBoundsAdjuster](#)

The top-level view of a list item can implement this interface to allow itself to modify the bounds of the selection shown for that item.

[AbsoluteLayout](#)

This class was deprecated in API level 3. Use [FrameLayout](#), [RelativeLayout](#) or a custom layout instead.

[AbsoluteLayout.LayoutParams](#)

Parent-child layout information associated with `AbsoluteLayout`.

[AbsoluteSizeSpan](#)

A [Parcelable](#) implementation that should be used by inheritance hierarchies to ensure the state of all classes along the chain is saved.

[AbsSavedState](#)

An abstract base class for spinner widgets.

[AbsSeekBar](#)

[AbsSpinner](#)

AbstractAccountAuthenticator	Abstract base class for creating AccountAuthenticators.
AbstractAuthenticationHandler	
AbstractClientConnAdapter	Abstract adapter from operated to managed client connections.
AbstractCollection <E>	Class AbstractCollection is an abstract implementation of the Collection interface.
AbstractConnPool	An abstract connection pool.
AbstractCookieAttributeHandler	
AbstractCookieSpec	Abstract cookie specification which can delegate the job of parsing, validation or matching cookie attributes to a number of arbitrary CookieAttributeHandlers .
AbstractCursor	This is an abstract cursor class that handles a lot of the common code that all cursors need to deal with and is provided for convenience reasons.
AbstractCursor_SelfContentObserver	Cursors use this class to track changes others make to their URI.
AbstractExecutorService	Provides default implementations of ExecutorService execution methods.
AbstractHttpClient	Convenience base class for HTTP client implementations.
AbstractHttpClientConnection	Abstract client-side HTTP connection capable of transmitting and receiving data using arbitrary SessionInputBuffer and SessionOutputBuffer
AbstractHttpEntity	Abstract base class for entities.
AbstractHttpRequest	Basic implementation of an HTTP message that can be modified.
AbstractHttpParams	Abstract base class for parameter collections.
AbstractHttpServerConnection	Abstract server-side HTTP connection capable of transmitting and receiving data using arbitrary SessionInputBuffer and SessionOutputBuffer
AbstractInputMethodService	AbstractInputMethodService provides a abstract base class for input methods.
AbstractInputMethodService_AbstractInputMethodImpl	Base class for derived classes to implement their InputMethod interface.
AbstractInputMethodService_AbstractInputMethodSessionImpl	Base class for derived classes to implement their InputMethodSession interface.
AbstractInterruptibleChannel	AbstractInterruptibleChannel is the root class for interruptible channels.
AbstractList <E>	AbstractList is an abstract implementation of the List interface, optimized for a backing store which supports random access.
AbstractMap <K, V>	A base class for Map implementations.
AbstractMap_SimpleEntry <K, V>	A key-value mapping with mutable values.
AbstractMap_SimpleImmutableEntry <K, V>	An immutable key-value mapping.
AbstractMessageParser	Message parser base class.
AbstractMessageWriter	
AbstractMethodError	Thrown by the VM when an abstract method is called.
AbstractOwnableSynchronizer	A synchronizer that may be exclusively owned by a thread.
AbstractPooledConnAdapter	Abstract adapter from pool entries to managed client connections.
AbstractPoolEntry	A pool entry for use by connection manager implementations.
AbstractPreferences	This abstract class is a partial implementation of the abstract class Preferences, which can be used to simplify Preferences provider's implementation.
AbstractQueue <E>	This class provides skeletal implementations of some Queue operations.

AbstractQueuedLongSynchronizer	A version of AbstractQueuedSynchronizer in which synchronization state is maintained as a long.
AbstractQueuedLongSynchronizer.ConditionObject	Condition implementation for a AbstractQueuedLongSynchronizer serving as the basis of a Lock implementation.
AbstractQueuedSynchronizer	Provides a framework for implementing blocking locks and related synchronizers (semaphores, events, etc) that rely on first-in-first-out (FIFO) wait queues.
AbstractQueuedSynchronizer.ConditionObject	Condition implementation for a AbstractQueuedSynchronizer serving as the basis of a Lock implementation.
AbstractSelectableChannel	AbstractSelectableChannel is the base implementation class for selectable channels.
AbstractSelectionKey	AbstractSelectionKey is the base implementation class for selection keys.
AbstractSelector	AbstractSelector is the base implementation class for selectors.
AbstractSequentialList<E>	AbstractSequentialList is an abstract implementation of the List interface.
AbstractSessionInputBuffer	Abstract base class for session input buffers that stream data from a InputStream .
AbstractSessionOutputBuffer	Abstract base class for session output buffers that stream data to an OutputStream .
AbstractSet<E>	An AbstractSet is an abstract implementation of the Set interface.
AbstractThreadedSyncAdapter	An abstract implementation of a SyncAdapter that spawns a thread to invoke a sync operation.
AbstractVerifier	Abstract base class for all standard X509HostnameVerifier implementations.
AbstractWindowedCursor	A base class for Cursors that store their data in CursorWindow s.
AccelerateDecelerateInterpolator	An interpolator where the rate of change starts and ends slowly but accelerates through the middle.
AccelerateInterpolator	An interpolator where the rate of change starts out slowly and then accelerates.
AccessControlContext	Legacy security code; do not use.
AccessControlException	AccessControlException is thrown if the access control infrastructure denies protected access due to missing permissions.
AccessController	Legacy security code; do not use.
AccessibilityDelegateCompat	Helper for accessing View.AccessibilityDelegate introduced after API level 4 in a backwards compatible fashion.
AccessibilityEvent	This class represents accessibility events that are sent by the system when something notable happens in the user interface.
AccessibilityEventCompat	Helper for accessing features in AccessibilityEvent introduced after API level 4 in a backwards compatible fashion.
AccessibilityEventSource	This interface is implemented by classes source of AccessibilityEvents .
AccessibilityManager	System level service that serves as an event dispatch for AccessibilityEvents , and provides facilities for querying the accessibility state of the system.
AccessibilityManager.AccessibilityStateChangeListener	Listener for the system accessibility state.
AccessibilityManagerCompat	Helper for accessing features in AccessibilityManager introduced after API level 4 in a backwards compatible fashion.
AccessibilityManagerCompat.AccessibilityStateChangeListenerCompat	Listener for the accessibility state.
AccessibilityNodeInfo	This class represents a node of the window content as well as actions that can be requested from its source.
AccessibilityNodeInfoCompat	Helper for accessing AccessibilityNodeInfo introduced after API level 4 in a backwards compatible fashion.
AccessibilityNodeProvider	This class is the contract a client should implement to enable support of a virtual view hierarchy rooted at a given view for accessibility purposes.
AccessibilityNodeProviderCompat	Helper for accessing AccessibilityNodeProvider introduced after API level 4 in a backwards compatible fashion.
AccessibilityRecord	Represents a record in an AccessibilityEvent and contains information about state change of its source View .

AccessibilityRecordCompat	Helper for accessing AccessibilityRecord introduced after API level 4 in a backwards compatible fashion.
AccessibilityService	An accessibility service runs in the background and receives callbacks by the system when AccessibilityEvents are fired.
AccessibilityServiceInfo	This class describes an AccessibilityService .
AccessibilityServiceInfoCompat	Helper for accessing features in AccessibilityService introduced after API level 4 in a backwards compatible fashion.
AccessibleObject	AccessibleObject is the superclass of all member reflection classes (Field, Constructor, Method).
Account	Value type that represents an Account in the AccountManager .
AccountAuthenticatorActivity	Base class for implementing an Activity that is used to help implement an AbstractAccountAuthenticator.
AccountAuthenticatorResponse	Object used to communicate responses back to the AccountManager
AccountManager	This class provides access to a centralized registry of the user's online accounts.
AccountManagerCallback<V>	
AccountManagerFuture<V>	A AccountManagerFuture represents the result of an asynchronous AccountManager call.
AccountsException	
Acl	The Access Control List (ACL) interface definition.
AclEntry	The Access Control List Entry interface definition.
AclNotFoundException	The exception, that is thrown when a reference to a non-existent Access Control List (ACL) is made.
AcousticEchoCanceler	Acoustic Echo Canceler (AEC).
ActionBar	A window feature at the top of the activity that may display the activity title, navigation modes, and other interactive items.
ActionBar.LayoutParams	Per-child layout information associated with action bar custom views.
ActionBar.OnMenuVisibilityListener	Listener for receiving events when action bar menus are shown or hidden.
ActionBar.OnNavigationListener	Listener interface for ActionBar navigation events.
ActionBar.Tab	A tab in the action bar.
ActionBar.TabListener	Callback interface invoked when a tab is focused, unfocused, added, or removed.
ActionMode	Represents a contextual mode of the user interface.
ActionMode.Callback	Callback interface for action modes.
ActionProvider	An ActionProvider defines rich menu interaction in a single component.
ActionProvider.VisibilityListener	Listens to changes in visibility as reported by refreshVisibility() .
Activity	An activity is a single, focused thing that the user can do.
ActivityCompat	Helper for accessing features in Activity introduced after API level 4 in a backwards compatible fashion.
ActivityGroup	<i>This class was deprecated in API level 13. Use the new Fragment and FragmentManager APIs instead; these are also available on older platforms through the Android compatibility package.</i>
ActivityInfo	Information you can retrieve about a particular application activity or receiver.
ActivityInfoCompat	Helper for accessing features in ActivityInfo introduced after API level 4 in a backwards compatible fashion.
ActivityInstrumentationTestCase<T extends Activity>	<i>This class was deprecated in API level 3. new tests should be written using ActivityInstrumentationTestCase2, which provides more options for configuring the Activity under test</i>

ActivityInstrumentationTestCase2<T extends Activity>	This class provides functional testing of a single activity.
ActivityManager	Interact with the overall activities running in the system.
ActivityManager.MemoryInfo	Information you can retrieve about the available memory through getMemoryInfo(ActivityManager.MemoryInfo) .
ActivityManager.ProcessErrorStateInfo	Information you can retrieve about any processes that are in an error condition.
ActivityManager.RecentTaskInfo	Information you can retrieve about tasks that the user has most recently started or visited.
ActivityManager.RunningAppProcessInfo	Information you can retrieve about a running process.
ActivityManager.RunningServiceInfo	Information you can retrieve about a particular Service that is currently running in the system.
ActivityManager.RunningTaskInfo	Information you can retrieve about a particular task that is currently "running" in the system.
ActivityNotFoundException	This exception is thrown when a call to startActivity(Intent) or one of its variants fails because an Activity can not be found to execute the given Intent.
ActivityOptions	Helper class for building an options Bundle that can be used with Context.startActivity(Intent, Bundle) and related methods.
ActivityTestCase	This is common code used to support Activity test cases.
ActivityUnitTestCase<T extends Activity>	This class provides isolated testing of a single activity.
Adapter	An Adapter object acts as a bridge between an AdapterView and the underlying data for that view.
AdapterView<T extends Adapter>	An AdapterView is a view whose children are determined by an Adapter .
AdapterView.AdapterContextMenuInfo	Extra menu information provided to the onCreateContextMenu(ContextMenu, View, ContextMenuItem) callback when a context menu is brought up for this AdapterView.
AdapterView.OnItemClickListener	Interface definition for a callback to be invoked when an item in this AdapterView has been clicked.
AdapterView.OnItemLongClickListener	Interface definition for a callback to be invoked when an item in this view has been clicked and held.
AdapterView.OnItemSelectedListener	Interface definition for a callback to be invoked when an item in this view has been selected.
AdapterViewAnimator	Base class for a AdapterView that will perform animations when switching between its views.
AdapterViewFlipper	Simple ViewAnimator that will animate between two or more views that have been added to it.
Address	A class representing an Address, i.e, a set of Strings describing a location.
Adler32	The Adler-32 class is used to compute the Adler32 checksum from a set of data.
Advanceable	This interface can be implemented by any collection-type view which has a notion of progressing through its set of children.
AlarmClock	The AlarmClock provider contains an Intent action and extras that can be used to start an Activity to set a new alarm in an alarm clock application.
AlarmManager	This class provides access to the system alarm services.
AlertDialog	A subclass of Dialog that can display one, two or three buttons.
AlertDialog.Builder	
AlgorithmParameterGenerator	AlgorithmParameterGenerator is an engine class which is capable of generating parameters for the algorithm it was initialized with.
AlgorithmParameterGeneratorSpi	AlgorithmParameterGeneratorSpi is the Service Provider Interface (SPI) definition for AlgorithmParameterGenerator.
AlgorithmParameters	AlgorithmParameters is an engine class which provides algorithm parameters.
AlgorithmParameterSpec	The marker interface for algorithm parameter specifications.
AlgorithmParametersSpi	AlgorithmParametersSpi is the Service Provider Interface (SPI) definition for AlgorithmParameters.

AliasActivity	Stub activity that launches another activity (and then finishes itself) based on information in its component's manifest meta-data.
AlignmentSpan	
AlignmentSpan.Standard	
AllClientPNames	Collected parameter names for the HttpClient module.
Allocation	Memory allocation class for renderscript.
Allocation.MipmapControl	Controls mipmap behavior when using the bitmap creation and update functions.
AllocationAdapter	
AllowAllHostnameVerifier	The ALLOW_ALL HostnameVerifier essentially turns hostname verification off.
AllPermission	Legacy security code; do not use.
AlphaAnimation	An animation that controls the alpha level of an object.
AlphabetIndexer	A helper class for adapters that implement the SectionIndexer interface.
AlreadyConnectedException	An AlreadyConnectedException is thrown when an attempt is made to connect a SocketChannel that is already connected.
AlteredCharSequence	An AlteredCharSequence is a CharSequence that is largely mirrored from another CharSequence, except that a specified range of characters are mirrored from a different char array instead.
AnalogClock	This widget display an analogic clock with two hands for hours and minutes.
AndroidCharacter	AndroidCharacter exposes some character properties that are not easily accessed from java.lang.Character.
AndroidException	Base class for all checked exceptions thrown by the Android frameworks.
AndroidHttpClient	Implementation of the Apache DefaultHttpClient that is configured with reasonable default settings and registered schemes for Android, and also lets the user add HttpRequestInterceptor classes.
AndroidRuntimeException	Base class for all unchecked exceptions thrown by the Android frameworks.
AndroidTestCase	Extend this if you need to access Resources or other things that depend on Activity Context.
AndroidTestRunner	
Animatable	Interface that drawables supporting animations should implement.
Animation	Abstraction for an Animation that can be applied to Views, Surfaces, or other objects.
Animation.AnimationListener	An animation listener receives notifications from an animation.
Animation.Description	Utility class to parse a string description of a size.
AnimationDrawable	An object used to create frame-by-frame animations, defined by a series of Drawable objects, which can be used as a View object's background.
AnimationSet	Represents a group of Animations that should be played together.
AnimationUtils	Defines common utilities for working with animations.
Animator	This is the superclass for classes which provide basic support for animations which can be started, ended, and have AnimatorListeners added to them.
Animator.AnimatorListener	An animation listener receives notifications from an animation.
AnimatorInflater	This class is used to instantiate animator XML files into Animator objects.
AnimatorListenerAdapter	This adapter class provides empty implementations of the methods from Animator.AnimatorListener .
AnimatorSet	This class plays a set of Animator objects in the specified order.

AnimatorSet.Builder	The Builder object is a utility class to facilitate adding animations to a AnimatorSet along with the relationships between the various animations.
AnnotatedElement	This interface provides reflective access to annotation information.
Annotation	Annotations are simple key-value pairs that are preserved across TextView save/restore cycles and can be used to keep application-specific data that needs to be maintained for regions of text.
Annotation	Defines the interface implemented by all annotations.
Annotation	Wrapper for a text attribute value which represents an annotation.
AnnotationFormatError	Indicates that an annotation in the binary representation of a class is syntactically incorrect and the annotation parser is unable to process it.
AnnotationTypeMismatchException	Indicates that an annotation type has changed since it was compiled or serialized.
AnticipateInterpolator	An interpolator where the change starts backward then flings forward.
AnticipateOvershootInterpolator	An interpolator where the change starts backward then flings forward and overshoots the target value and finally goes back to the final value.
Appendable	Declares methods to append characters or character sequences.
Application	Base class for those who need to maintain global application state.
Application.ActivityLifecycleCallbacks	
ApplicationErrorReport	Describes an application error.
ApplicationErrorReport.AnrInfo	Describes an application not responding error.
ApplicationErrorReport.BatteryInfo	Describes a battery usage report.
ApplicationErrorReport.CrashInfo	Describes an application crash.
ApplicationErrorReport.RunningServiceInfo	Describes a running service report.
ApplicationInfo	Information you can retrieve about a particular application.
ApplicationInfo.DisplayNameComparator	
ApplicationTestCase <T extends Application >	This test case provides a framework in which you can test Application classes in a controlled environment.
AppWidgetHost	AppWidgetHost provides the interaction with the AppWidget service for apps, like the home screen, that want to embed AppWidgets in their UI.
AppWidgetHostView	Provides the glue to show AppWidget views.
AppWidgetManager	Updates AppWidget state; gets information about installed AppWidget providers and other AppWidget related state.
AppWidgetProvider	A convenience class to aid in implementing an AppWidget provider.
AppWidgetProviderInfo	Describes the meta data for an installed AppWidget provider.
ArcShape	Creates an arc shape.
ArgbEvaluator	This evaluator can be used to perform type interpolation between integer values that represent ARGB colors.
ArithmaticException	Thrown when the an invalid arithmetic operation is attempted.
Array	Provides static methods to create and access arrays dynamically.
Array	A Java representation of the SQL ARRAY type.
ArrayAdapter <T>	A concrete BaseAdapter that is backed by an array of arbitrary objects.
ArrayBlockingQueue <E>	A bounded blocking queue backed by an array.

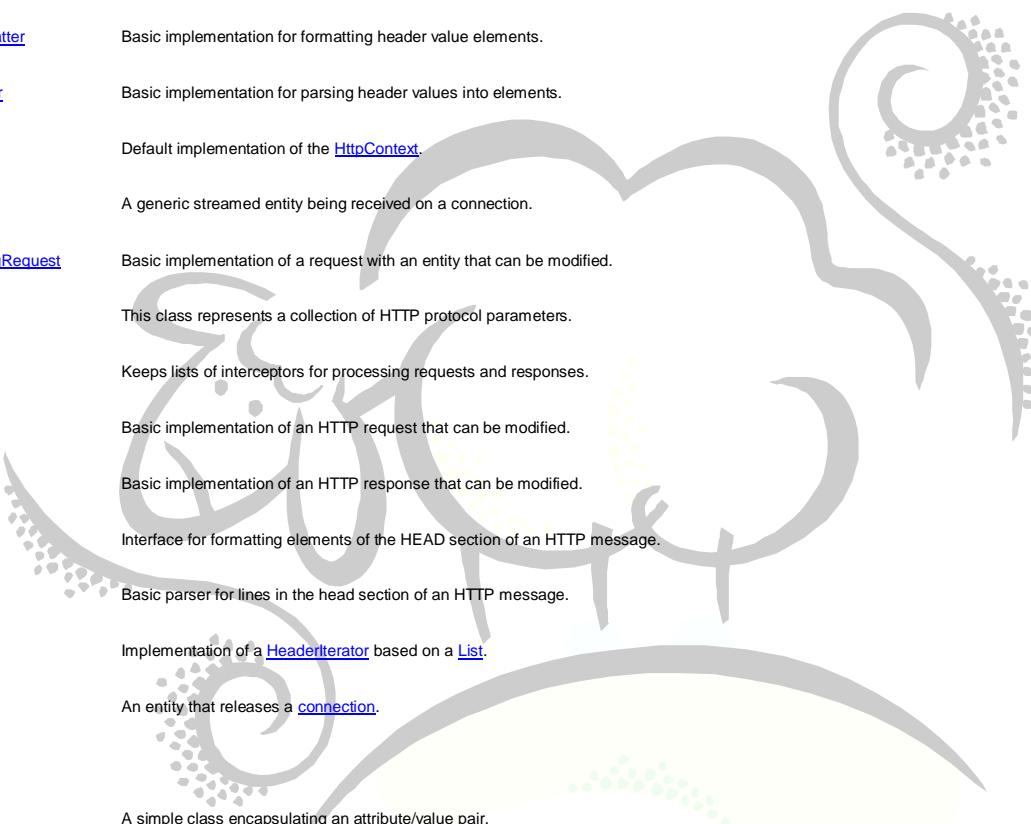
ArrayDeque<E>	Resizable-array implementation of the Deque interface.
ArrayListOutOfBoundsException	Thrown when the an array is indexed with a value less than zero, or greater than or equal to the size of the array.
ArrayList<E>	ArrayList is an implementation of List , backed by an array.
Arrays	Arrays contains static methods which operate on arrays.
ArrayStoreException	Thrown when a program attempts to store an element of an incompatible type in an array.
ArrowKeyMovementMethod	A movement method that provides cursor movement and selection.
Assert	A set of assert methods.
AssertionError	Thrown when an assertion has failed.
AssertionFailedError	<i>This class was deprecated in API level 16. use junit.framework.AssertionFailedError</i>
AssertionFailedError	Thrown when an assertion failed.
AssetFileDescriptor	File descriptor of an entry in the AssetManager.
AssetFileDescriptor.AutoCloseInputStream	An InputStream you can create on a ParcelFileDescriptor, which will take care of calling ParcelFileDescriptor.close() for you when the stream is closed.
AssetFileDescriptor.AutoCloseOutputStream	An OutputStream you can create on a ParcelFileDescriptor, which will take care of calling ParcelFileDescriptor.close() for you when the stream is closed.
AssetManager	Provides access to an application's raw asset files; see Resources for the way most applications will want to retrieve their resource data.
AssetManager.AssetInputStream	
AsynchronousCloseException	An AsynchronousCloseException is thrown when the underlying channel for an I/O operation is closed by another thread.
AsyncPlayer	Plays a series of audio URIs, but does all the hard work on another thread so that any slowness with preparing or loading doesn't block the calling thread.
AsyncQueryHandler	A helper class to help make handling asynchronous ContentResolver queries easier.
AsyncQueryHandler.WorkerArgs	
AsyncQueryHandler.WorkerHandler	
AsyncTask<Params, Progress, Result>	AsyncTask enables proper and easy use of the UI thread.
AsyncTask.Status	Indicates the current status of the task.
AsyncTaskLoader<D>	Abstract Loader that provides an AsyncTask to do the work.
AsyncTaskLoader<D>	Static library support version of the framework's AsyncTaskLoader .
AtomicBoolean	A boolean value that may be updated atomically.
AtomicFile	Static library support version of the framework's AtomicFile , a helper class for performing atomic operations on a file by creating a backup file until a write has successfully completed.
AtomicFile	Helper class for performing atomic operations on a file by creating a backup file until a write has successfully completed.
AtomicInteger	An int value that may be updated atomically.
AtomicIntegerArray	An int array in which elements may be updated atomically.
AtomicIntegerFieldUpdater<T>	A reflection-based utility that enables atomic updates to designated volatile int fields of designated classes.
AtomicLong	A long value that may be updated atomically.

AtomicLongArray	A long array in which elements may be updated atomically.
AtomicLongFieldUpdater<T>	A reflection-based utility that enables atomic updates to designated volatile long fields of designated classes.
AtomicMarkableReference<V>	An AtomicMarkableReference maintains an object reference along with a mark bit, that can be updated atomically.
AtomicReference<V>	An object reference that may be updated atomically.
AtomicReferenceArray<E>	An array of object references in which elements may be updated atomically.
AtomicReferenceFieldUpdater<T, V>	A reflection-based utility that enables atomic updates to designated volatile reference fields of designated classes.
AtomicStampedReference<V>	An AtomicStampedReference maintains an object reference along with an integer "stamp", that can be updated atomically.
Attr	The Attr interface represents an attribute in an Element object.
AttributedCharacterIterator	Extends the CharacterIterator interface, adding support for iterating over attributes and not only characters.
AttributedCharacterIterator.Attribute	Defines keys for text attributes.
AttributedString	Holds a string with attributes describing the characters of this string.
AttributeList	<i>This interface was deprecated in API level 1. This interface has been replaced by the SAX2 Attributes interface, which includes Namespace support.</i>
AttributeListImpl	<i>This class was deprecated in API level 1. This class implements a deprecated interface, AttributeList; that interface has been replaced by Attributes, which is implemented in the AttributesImpl helper class.</i>
Attributes	The Attributes class is used to store values for manifest entries.
Attributes	Interface for a list of XML attributes.
Attributes.Name	The name part of the name/value pairs constituting an attribute as defined by the specification of the JAR manifest.
Attributes2	SAX2 extension to augment the per-attribute information provided though Attributes .
Attributes2Impl	SAX2 extension helper for additional Attributes information, implementing the Attributes2 interface.
AttributeSet	A collection of attributes, as found associated with a tag in an XML document.
AttributesImpl	Default implementation of the Attributes interface.
AudioCodec	This class defines a collection of audio codecs to be used with AudioStreams .
AudioEffect	AudioEffect is the base class for controlling audio effects provided by the android audio framework.
AudioEffect.Descriptor	The effect descriptor contains information on a particular effect implemented in the audio framework: <ul style="list-style-type: none"> ● type: UUID corresponding to the OpenSL ES interface implemented by this effect ● uuid: UUID for this particular implementation ● connectMode: EFFECT_INSERT, EFFECT_AUXILIARY or {at_link #EFFECT_PRE_PROCESSING} ● name: human readable effect name ● implementor: human readable effect implementor name The method queryEffects() returns an array of Descriptors to facilitate effects enumeration.
AudioEffect.OnControlStatusChangeListener	The OnControlStatusChangeListener interface defines a method called by the AudioEffect when a the control of the effect engine is gained or lost by the application
AudioEffect.OnEnableStatusChangeListener	The OnEnableStatusChangeListener interface defines a method called by the AudioEffect when a the enabled state of the effect engine was changed by the controlling application.

AudioFormat	The AudioFormat class is used to access a number of audio format and channel configuration constants.
AudioGroup	An AudioGroup is an audio hub for the speaker, the microphone, and AudioStreams .
AudioManager	AudioManager provides access to volume and ringer mode control.
AudioManager.OnAudioFocusChangeListener	Interface definition for a callback to be invoked when the audio focus of the system is updated.
AudioRecord	The AudioRecord class manages the audio resources for Java applications to record audio from the audio input hardware of the platform.
AudioRecord.OnRecordPositionUpdateListener	Interface definition for a callback to be invoked when an AudioRecord has reached a notification marker set by setNotificationMarkerPosition(int) or for periodic updates on the progress of the record head, as set by setPositionNotificationPeriod(int) .
AudioStream	An AudioStream is a RtpStream which carries audio payloads over Real-time Transport Protocol (RTP).
AudioTrack	The AudioTrack class manages and plays a single audio resource for Java applications.
AudioTrack.OnPlaybackPositionUpdateListener	Interface definition for a callback to be invoked when the playback head position of an AudioTrack has reached a notification marker or has increased by a certain period.
AUTH	Constants and static helpers related to the HTTP authentication.
AuthenticationException	Signals a failure in authentication process
AuthenticationHandler	An implementation of this class is able to obtain authentication information for a connection in several ways.
Authenticator	Enumeration class for the origin of the authentication request.
Authenticator.RequestorType	A Parcelable value type that contains information about an account authenticator.
AuthenticatorDescription	This class implements an adaptor around the HttpParams interface to simplify manipulation of the HTTP authentication specific parameters.
AuthenticatorException	Legacy security code; do not use.
AuthParamBean	Parameter names for HttpAuth.
AuthParams	Legacy security code; do not use.
AuthPermission	This interface represents an abstract challenge-response oriented authentication scheme.
AuthPNames	Abstract authentication scheme class that serves as a basis for all authentication schemes supported by HttpClient.
AuthPolicy	
AuthProvider	
AuthScheme	
AuthSchemeBase	
AuthSchemeFactory	
AuthSchemeRegistry	Authentication scheme registry that can be used to obtain the corresponding authentication scheme implementation for a given type of authorization challenge.
AuthScope	The class represents an authentication scope consisting of a host name, a port number, a realm name and an authentication scheme name which Credentials apply to.
AuthState	This class provides detailed information about the state of the authentication process.
AutoCompleteTextView	An editable text view that shows completion suggestions automatically while the user is typing.
AutoCompleteTextView.OnDismissListener	Listener to respond to the AutoCompleteTextView's completion list being dismissed.
AutoCompleteTextView.Validator	This interface is used to make sure that the text entered in this TextView complies to a certain format.

AutomaticGainControl	Automatic Gain Control (AGC).
AutoText	This class accesses a dictionary of corrections to frequent misspellings.
AvoidXfermode	AvoidXfermode xfermode will draw the src everywhere except on top of the opColor or, depending on the Mode, draw only on top of the opColor.
AvoidXfermode.Mode	
B	
BackgroundColorSpan	
BackingStoreException	An exception to indicate that an error was encountered while accessing the backing store.
BackupAgent	Provides the central interface between an application and Android's data backup infrastructure.
BackupAgentHelper	A convenient BackupAgent wrapper class that automatically manages heterogeneous data sets within the backup data, each identified by a unique key prefix.
BackupDataInput	Provides the structured interface through which a BackupAgent reads information from the backup data set, via its onRestore() method.
BackupDataInputStream	Provides an InputStream -like interface for accessing an entity's data during a restore operation.
BackupDataOutput	Provides the structured interface through which a BackupAgent commits information to the backup data set, via its onBackup() method.
BackupHelper	Defines the calling interface that BackupAgentHelper uses when dispatching backup and restore operations to the installed helpers.
BackupManager	The interface through which an application interacts with the Android backup service to request backup and restore operations.
BadPaddingException	The exception that is thrown when a padding mechanism is expected for the input data, but the input data does not have the proper padding bytes.
BadParcelableException	The object you are calling has died, because its hosting process no longer exists.
Base64	Utilities for encoding and decoding the Base64 representation of binary data.
Base64DataException	This exception is thrown by Base64InputStream or Base64OutputStream when an error is detected in the data being decoded.
Base64InputStream	An InputStream that does Base64 decoding on the data read through it.
Base64OutputStream	An OutputStream that does Base64 encoding on the data written to it, writing the resulting data to another OutputStream.
BaseAdapter	Common base class of common implementation for an Adapter that can be used in both ListView (by implementing the specialized ListAdapter interface) and Spinner (by implementing the specialized SpinnerAdapter interface).
BaseColumns	
BaseDexClassLoader	Base class for common functionality between various dex-based ClassLoader implementations.
BaseExpandableListAdapter	Base class for a ExpandableListAdapter used to provide data and Views from some data to an expandable list view.
BaseInputConnection	Base class for implementors of the InputConnection interface, taking care of most of the common behavior for providing a connection to an Editable.
BaseKeyListener	Abstract base class for key listeners.
BaseMovementMethod	Base classes for movement methods.
BaseObj	BaseObj is the base class for interfacing with native renderscript objects.
BaseTestRunner	Base class for all test runners.
BasicClientCookie	HTTP "magic-cookie" represents a piece of state information that the HTTP agent and the target server can exchange to maintain a session.
BasicClientCookie2	HTTP "magic-cookie" represents a piece of state information that the HTTP agent and the target server can exchange to maintain a session as specified by RFC2965.
BasicCommentHandler	

BasicCookieStore	Default implementation of CookieStore
BasicCredentialsProvider	Default implementation of CredentialsProvider
BasicDomainHandler	
BasicEofSensorWatcher	Basic implementation of EofSensorWatcher .
BasicExpiresHandler	
BasicHeader	Represents an HTTP header field.
BasicHeaderElement	One element of an HTTP header's value.
BasicHeaderElementIterator	Basic implementation of a HeaderElementIterator .
BasicHeaderIterator	Basic implementation of a HeaderIterator .
BasicHeaderValueFormatter	Basic implementation for formatting header value elements.
BasicHeaderValueParser	Basic implementation for parsing header values into elements.
BasicHttpContext	Default implementation of the HttpContext .
BasicHttpEntity	A generic streamed entity being received on a connection.
BasicHttpEntityEnclosingRequest	Basic implementation of a request with an entity that can be modified.
BasicHttpParams	This class represents a collection of HTTP protocol parameters.
BasicHttpProcessor	Keeps lists of interceptors for processing requests and responses.
BasicHttpRequest	Basic implementation of an HTTP request that can be modified.
BasicHttpResponse	Basic implementation of an HTTP response that can be modified.
BasicLineFormatter	Interface for formatting elements of the HEAD section of an HTTP message.
BasicLineParser	Basic parser for lines in the head section of an HTTP message.
BasicListHeaderIterator	Implementation of a HeaderIterator based on a List .
BasicManagedEntity	An entity that releases a connection .
BasicMaxAgeHandler	
BasicNameValuePair	A simple class encapsulating an attribute/value pair.
BasicPathHandler	
BasicPermission	Legacy security code; do not use.
BasicPooledConnAdapter	A connection wrapper and callback handler.
BasicPoolEntry	Basic implementation of a connection pool entry.
BasicPoolEntryRef	A weak reference to a BasicPoolEntry .
BasicRequestLine	The first line of an HttpRequest .
BasicResponseHandler	A ResponseHandler that returns the response body as a String for successful (2xx) responses.
BasicRouteDirector	Basic implementation of an HttpRouteDirector .
BasicScheme	Basic authentication scheme as defined in RFC 2617.



[BasicSchemeFactory](#)

[BasicSecureHandler](#)

[BasicStatusLine](#)

Represents a status line as returned from a HTTP server.

[BasicTokenIterator](#)

Basic implementation of a [TokenIterator](#).

[BasicUserPrincipal](#)

Basic user principal used for HTTP authentication

[BassBoost](#)

Bass boost is an audio effect to boost or amplify low frequencies of the sound.

[BassBoost.OnParameterChangeListener](#) The OnParameterChangeListener interface defines a method called by the BassBoost when a parameter value has changed.

[BassBoost.Settings](#)

The Settings class regroups all bass boost parameters.

[BatchUpdateException](#)

This exception is thrown if a problem occurs during a batch update operation.

[BatteryManager](#)

The BatteryManager class contains strings and constants used for values in the [ACTION_BATTERY_CHANGED](#) Intent.

[BestMatchSpec](#)

'Meta' cookie specification that selects a cookie policy depending on the format of the cookie(s)

[BestMatchSpecFactory](#)

Implements the [Unicode Bidirectional Algorithm](#).

[BigDecimal](#)

This class represents immutable integer numbers of arbitrary length.

[BigInteger](#)

An immutable signed integer of arbitrary magnitude.

[Binder](#)

Base class for a remotable object, the core part of a lightweight remote procedure call mechanism defined by [Binder](#).

[BindException](#)

A BindException is thrown when a process cannot bind a local address/port, either because it is already bound or reserved by the OS.

[Bitmap](#)

Specifies the known formats a bitmap can be compressed into

[Bitmap.CompressFormat](#)

Possible bitmap configurations.

[BitmapDrawable](#)

A Drawable that wraps a bitmap and can be tiled, stretched, or aligned.

[BitmapFactory](#)

Creates Bitmap objects from various sources, including files, streams, and byte-arrays.

[BitmapFactory.Options](#)

BitmapRegionDecoder can be used to decode a rectangle region from an image.

[BitmapRegionDecoder](#)

Shader used to draw a bitmap as a texture.

[BitmapShader](#)

The BitSet class implements a [bit array](#).

[BitSet](#)

A Java interface representing the SQL BLOB type.

[Blob](#)

A [Deque](#) that additionally supports blocking operations that wait for the deque to become non-empty when retrieving an element, and wait for space to become available in the deque when storing an element.

[BlockingDeque<E>](#)

A [Queue](#) that additionally supports operations that wait for the queue to become non-empty when retrieving an element, and wait for space to become available in the queue when storing an element.

[BluetoothA2dp](#)

This class provides the public APIs to control the Bluetooth A2DP profile.

[BluetoothAdapter](#)

Represents the local device Bluetooth adapter.

[BluetoothAssignedNumbers](#)

Bluetooth Assigned Numbers.

BluetoothClass	Represents a Bluetooth class, which describes general characteristics and capabilities of a device.
BluetoothClass.Device	Defines all device class constants.
BluetoothClass.Device.Major	Defines all major device class constants.
BluetoothClass.Service	Defines all service class constants.
BluetoothDevice	Represents a remote Bluetooth device.
BluetoothHeadset	Public API for controlling the Bluetooth Headset Service.
BluetoothHealth	Public API for Bluetooth Health Profile.
BluetoothHealthAppConfiguration	The Bluetooth Health Application Configuration that is used in conjunction with the BluetoothHealth class.
BluetoothHealthCallback	This abstract class is used to implement BluetoothHealth callbacks.
BluetoothProfile	Public APIs for the Bluetooth Profiles.
BluetoothProfile.ServiceListener	An interface for notifying BluetoothProfile IPC clients when they have been connected or disconnected to the service.
BluetoothServerSocket	A listening Bluetooth socket.
BluetoothSocket	A connected or connecting Bluetooth socket.
BlurMaskFilter	This takes a mask, and blurs its edge by the specified radius.
BlurMaskFilter.Blur	
Boolean	The wrapper for the primitive type boolean.
BoringLayout	A BoringLayout is a very simple Layout implementation for text that fits on a single line and is all left-to-right characters.
BoringLayout.Metrics	
BounceInterpolator	An interpolator where the change bounces at the end.
BreakIterator	Locates boundaries in text.
BroadcastReceiver	Base class for code that will receive intents sent by sendBroadcast().
BroadcastReceiver.PendingResult	State for a result that is pending for a broadcast receiver.
BrokenBarrierException	Exception thrown when a thread tries to wait upon a barrier that is in a broken state, or which enters the broken state while the thread is waiting.
Browser	
Browser.BookmarkColumns	Column definitions for the mixed bookmark and history items available at BOOKMARKS_URI .
Browser.SearchColumns	Column definitions for the search history table, available at SEARCHES_URI .
BrowserCompatHostnameVerifier	The HostnameVerifier that works the same way as Curl and Firefox.
BrowserCompatSpec	Cookie specification that strives to closely mimic (mis)behavior of common web browser applications such as Microsoft Internet Explorer and Mozilla FireFox.
BrowserCompatSpecFactory	
Buffer	A buffer is a list of elements of a specific primitive type.
BufferedHeader	This class represents a raw HTTP header whose content is parsed 'on demand' only when the header value needs to be consumed.
BufferedHttpEntity	A wrapping entity that buffers its content if necessary.
BufferedInputStream	Wraps an existing InputStream and <i>buffers</i> the input.

BufferedOutputStream	Wraps an existing OutputStream and <i>buffers</i> the output.
BufferedReader	Wraps an existing Reader and <i>buffers</i> the input.
BufferedWriter	Wraps an existing Writer and <i>buffers</i> the output.
BufferOverflowException	A BufferOverflowException is thrown when elements are written to a buffer but there is not enough remaining space in the buffer.
BufferUnderflowException	A BufferUnderflowException is thrown when elements are read from a buffer but there are not enough remaining elements in the buffer.
Build	Information about the current build, extracted from system properties.
Build.VERSION	Various version strings.
Build.VERSION_CODES	Enumeration of the currently known SDK version codes.
BulletSpan	
Bundle	A mapping from String values to various Parcelable types.
Button	Represents a push-button widget.
Byte	The wrapper for the primitive type byte.
Byte2	Class for exposing the native Renderscript byte2 type back to the Android system.
Byte3	Class for exposing the native Renderscript byte3 type back to the Android system.
Byte4	Class for exposing the native Renderscript byte4 type back to the Android system.
ByteArrayBuffer	A resizable byte array.
ByteArrayEntity	An entity whose content is retrieved from a byte array.
ByteArrayInputStream	A specialized InputStream for reading the contents of a byte array.
ByteArrayOutputStream	A specialized OutputStream for class for writing content to an (internal) byte array.
ByteBuffer	A buffer for bytes.
ByteChannel	A ByteChannel is both readable and writable.
ByteOrder	Defines byte order constants.
C	
CacheRequest	CacheRequest is a kind of channel for storing resource data in the ResponseCache.
CacheResponse	A response cache entry.
Calendar	Calendar is an abstract base class for converting between a Date object and a set of integer fields such as YEAR, MONTH, DAY, HOUR, and so on.
CalendarContract	The contract between the calendar provider and applications.
CalendarContract.Attendees	Fields and helpers for interacting with Attendees.
CalendarContract.AttendeesColumns	Columns from the Attendees table that other tables join into themselves.
CalendarContract.CalendarAlerts	Fields and helpers for accessing calendar alerts information.
CalendarContract.CalendarAlertsColumns	
CalendarContract.CalendarCache	CalendarCache stores some settings for calendar including the current time zone for the instances.

CalendarContract.CalendarCacheColumns	
CalendarContract.CalendarColumns	Columns specific to the Calendars Uri that other Uris can query.
CalendarContract.CalendarEntity	Class that represents a Calendar Entity.
CalendarContract.Calendars	Constants and helpers for the Calendars table, which contains details for individual calendars.
CalendarContract.CalendarSyncColumns	Generic columns for use by sync adapters.
CalendarContract.Colors	Fields for accessing colors available for a given account.
CalendarContract.ColorsColumns	
CalendarContract.EventDays	Fields and helpers for querying for a list of days that contain events.
CalendarContract.EventDaysColumns	
CalendarContract.Events	Constants and helpers for the Events table, which contains details for individual events.
CalendarContract.EventsColumns	Columns from the Events table that other tables join into themselves.
CalendarContract.EventsEntity	Class that represents an Event Entity.
CalendarContract.ExtendedProperties	Fields for accessing the Extended Properties.
CalendarContract.ExtendedPropertiesColumns	
CalendarContract.Instances	Fields and helpers for interacting with Instances.
CalendarContract.Reminders	Fields and helpers for accessing reminders for an event.
CalendarContract.RemindersColumns	
CalendarContract.SyncColumns	Columns for Sync information used by Calendars and Events tables.
CalendarContract.SyncState	A table provided for sync adapters to use for storing private sync state data.
CalendarView	This class is a calendar widget for displaying and selecting dates.
CalendarView.OnDateChangeListener	The callback used to indicate the user changes the date.
Callable<V>	A task that returns a result and may throw an exception.
CallableStatement	An interface used to call <i>Stored Procedures</i> .
Callback	Defines an empty base interface for all Callbacks used during authentication.
CallbackHandler	Needs to be implemented by classes that want to handle authentication Callback s.
CallLog	The CallLog provider contains information about placed and received calls.
CallLog.Calls	Contains the recent calls.
CamcorderProfile	Retrieves the predefined camcorder profile settings for camcorder applications.
Camera	A camera instance can be used to compute 3D transformations and generate a matrix that can be applied, for instance, on a Canvas .
Camera	The Camera class is used to set image capture settings, start/stop preview, snap pictures, and retrieve frames for encoding for video.
Camera.Area	The Area class is used for choosing specific metering and focus areas for the camera to use when calculating auto-exposure, auto-white balance, and auto-focus.
Camera.AutoFocusCallback	Callback interface used to notify on completion of camera auto focus.

Camera.AutoFocusMoveCallback	Callback interface used to notify on auto focus start and stop.
Camera.CameraInfo	Information about a camera
Camera.ErrorCallback	Callback interface for camera error notification.
Camera.Face	Information about a face identified through camera face detection.
Camera.FaceDetectionListener	Callback interface for face detected in the preview frame.
Camera.OnZoomChangeListener	Callback interface for zoom changes during a smooth zoom operation.
Camera.Parameters	Camera service settings.
Camera.PictureCallback	Callback interface used to supply image data from a photo capture.
Camera.PreviewCallback	Callback interface used to deliver copies of preview frames as they are displayed.
Camera.ShutterCallback	Callback interface used to signal the moment of actual image capture.
Camera.Size	Image size (width and height dimensions).
CameraProfile	The CameraProfile class is used to retrieve the pre-defined still image capture (jpeg) quality levels (0-100) used for low, medium, and high quality settings in the Camera application.
CancellationException	Exception indicating that the result of a value-producing task, such as a FutureTask , cannot be retrieved because the task was cancelled.
CancellationSignal	Provides the ability to cancel an operation in progress.
CancellationSignal.OnCancelListener	Listens for cancellation.
CancelledKeyException	A CancelledKeyException is thrown when an invalid selection key is used.
Canvas	The Canvas class holds the "draw" calls.
Canvas.EdgeType	
Canvas.VertexMode	
CDATASection	CDATA sections are used to escape blocks of text containing characters that would otherwise be regarded as markup.
CdmaCellLocation	Represents the cell location on a CDMA phone.
CellIdentityCdma	CellIdentity is to represent a unique CDMA cell
CellIdentityGsm	CellIdentity to represent a unique GSM or UMTS cell
CellIdentityLte	CellIdentity is to represent a unique LTE cell
CellInfo	Immutable cell information from a point in time.
CellInfoCdma	Immutable cell information from a point in time.
CellInfoGsm	Immutable cell information from a point in time.
CellInfoLte	Immutable cell information from a point in time.
CellLocation	Abstract class that represents the location of the device.
CellSignalStrength	Abstract base class for cell phone signal strength related information.
CellSignalStrengthCdma	LTE signal strength related information.
CellSignalStrengthGsm	LTE signal strength related information.

CellSignalStrengthLte	LTE signal strength related information.
Certificate	<i>This interface was deprecated in API level 1. Replaced by behavior in java.security.cert</i>
Certificate	Abstract class to represent identity certificates.
Certificate	Abstract class to represent identity certificates.
Certificate.CertificateRep	The alternate Serializable class to be used for serialization and deserialization of Certificate objects.
CertificateEncodingException	The exception that is thrown when an error occurs while a Certificate is being encoded.
CertificateEncodingException	The exception that is thrown when an error occurs while a Certificate is being encoded.
CertificateException	The base class for all Certificate related exceptions.
CertificateException	The base class for all Certificate related exceptions.
CertificateExpiredException	The exception that is thrown when a Certificate has expired.
CertificateExpiredException	The exception that is thrown when a Certificate has expired.
CertificateFactory	This class implements the functionality of a certificate factory algorithm, relying on parsing a stream of bytes.
CertificateFactorySpi	This class defines the <i>Service Provider Interface (SPI)</i> for the CertificateFactory class.
CertificateNotYetValidException	The exception that is thrown when a Certificate is not yet valid or will not yet be valid on a specified date.
CertificateNotYetValidException	The exception that is thrown when a Certificate is not yet valid.
CertificateParsingException	The exception that is thrown when a Certificate can not be parsed.
CertificateParsingException	The exception that is thrown when a Certificate can not be parsed.
CertPath	An immutable certificate path that can be validated.
CertPath.CertPathRep	The alternate Serializable class to be used for serialization and deserialization on CertPath objects.
CertPathBuilder	This class implements the functionality of a builder for an unverified <i>Certification Paths</i> from a specified certificate to a trust anchor.
CertPathBuilderException	The exception that is thrown when a CertPathBuilder method fails.
CertPathBuilderResult	The interface for results generated by build(CertPathParameters) .
CertPathBuilderSpi	The <i>Service Provider Interface (SPI)</i> for the CertPathBuilder class to be implemented by security providers.
CertPathParameters	The interface specification for certification path algorithm parameters.
CertPathTrustManagerParameters	Certification path parameters to provide to certification path based TrustManager .
CertPathValidator	This class provides the functionality for validating certification paths (certificate chains) establishing a trust chain from a certificate to a trust anchor.
CertPathValidatorException	The exception that is thrown when a certification path (or certificate chain) cannot be validated.
CertPathValidatorResult	The interface specification for certification path validation results.
CertPathValidatorSpi	The <i>Service Provider Interface (SPI)</i> for the CertPathValidator class to be implemented by security providers.
CertSelector	The interface specification to determine whether a Certificate meets some criteria.
CertStore	This class provides the functionality to retrieve Certificates and CRLs from a read-only repository.
CertStoreException	The exception that is thrown when an access to a CertStore fails.
CertStoreParameters	The marker interface specifying the parameters used to initialize a CertStore instance.

CertStoreSpi	The Service Provider Interface (SPI) definition for the CertStore class to be implemented by security providers.
Channel	A channel is a conduit to I/O services covering such items as files, sockets, hardware devices, I/O ports or some software component.
Channels	This class provides several utilities to get I/O streams from channels.
Character	The wrapper for the primitive type char.
Character.Subset	
Character.UnicodeBlock	Represents a block of Unicode characters, as defined by the Unicode 4.0.1 specification.
CharacterCodingException	A CharacterCodingException is thrown when an encoding or decoding error occurs.
CharacterData	The CharacterData interface extends Node with a set of attributes and methods for accessing character data in the DOM.
CharacterIterator	An interface for the bidirectional iteration over a group of characters.
CharacterPickerDialog	Dialog for choosing accented characters related to a base character.
CharacterStyle	The classes that affect character-level text formatting extend this class.
CharArrayBuffer	This is used for copyStringToBuffer(int, CharArrayBuffer)
CharArrayBuffer	A resizable char array.
CharArrayReader	A specialized Reader for reading the contents of a char array.
CharArrayWriter	A specialized Writer for class for writing content to an (internal) char array.
CharBuffer	A buffer of chars.
CharConversionException	The top level class for character conversion exceptions.
CharSequence	This interface represents an ordered set of characters and defines the methods to probe them.
Charset	A charset is a named mapping between Unicode characters and byte sequences.
CharsetDecoder	A converter that can convert a byte sequence from a charset into a 16-bit Unicode character sequence.
CharsetEncoder	Transforms a sequence of 16-bit Java characters to a byte sequence in some encoding.
CharsetProvider	The service provider class for character sets.
Checkable	Defines an extension for views that make them checkable.
CheckBox	A checkbox is a specific type of two-states button that can be either checked or unchecked.
CheckBoxPreference	A Preference that provides checkbox widget functionality.
CheckedInputStream	The CheckedInputStream class is used to maintain a checksum at the same time as the data, on which the checksum is computed, is read from a stream.
CheckedOutputStream	The CheckedOutputStream class is used to maintain a running checksum of all data written to a stream.
CheckedTextView	An extension to TextView that supports the Checkable interface.
Checksum	The interface common to checksum classes such as Adler32 and CRC32 .
ChoiceFormat	Returns a fixed string based on a numeric value.
Choreographer	Coordinates the timing of animations, input and drawing.
Choreographer.FrameCallback	Implement this interface to receive a callback when a new display frame is being rendered.
Chronometer	Class that implements a simple timer.

Chronometer.OnChronometerTickListener	A callback that notifies when the chronometer has incremented on its own.
ChunkedInputStream	Implements chunked transfer coding.
ChunkedOutputStream	Implements chunked transfer coding.
Cipher	This class provides access to implementations of cryptographic ciphers for encryption and decryption.
CipherInputStream	This class wraps an InputStream and a cipher so that read() methods return data that are read from the underlying InputStream and processed by the cipher.
CipherOutputStream	This class wraps an output stream and a cipher so that write methods send the data through the cipher before writing them to the underlying output stream.
CipherSpi	This class defines the <i>Service Provider Interface (SPI)</i> for cryptographic ciphers.
CircularRedirectException	Signals a circular redirect
Class<T>	The in-memory representation of a Java class.
ClassCastException	Thrown when a program attempts to cast an object to a type with which it is not compatible.
ClassCircularityError	Thrown when the VM notices that an attempt is made to load a class which would directly or indirectly inherit from one of its subclasses.
ClassFormatError	Thrown by a class loader when a class file has an illegal format or if the data that it contains can not be interpreted as a class.
ClassLoader	Loads classes and resources from a repository.
ClassNotFoundException	Thrown when a class loader is unable to find a class.
ClickableSpan	If an object of this type is attached to the text of a TextView with a movement method of LinkMovementMethod, the affected spans of text can be selected.
ClientConnectionManager	Management interface for client connections .
ClientConnectionManagerFactory	A factory for creating new ClientConnectionManager instances.
ClientConnectionOperator	Interface for opening connections .
ClientConnectionRequest	Encapsulates a request for a ManagedClientConnection .
ClientContext	Context attribute names for client.
ClientContextConfigurer	
ClientCookie	ClientCookie extends the standard Cookie interface with additional client specific functionality such ability to retrieve original cookie attributes exactly as they were specified by the origin server.
ClientInfoStatus	An enumeration to describe the reason why a property cannot be set by calling Connection.setClientInfo.
ClientParamBean	
ClientParamsStack	Represents a stack of parameter collections.
ClientPNames	Parameter names for the HttpClient module.
ClientProtocolException	Signals an error in the HTTP protocol.
ClipboardManager	Interface to the clipboard service, for placing and retrieving text in the global clipboard.
ClipboardManager	<i>This class was deprecated in API level 11. Old text-only interface to the clipboard. See ClipboardManager for the modern API.</i>
ClipboardManager.OnPrimaryClipChangedListener	Defines a listener callback that is invoked when the primary clip on the clipboard changes.
ClipData	Representation of a clipped data on the clipboard.
ClipData.Item	Description of a single item in a ClippedData.

ClipDescription	Meta-data describing the contents of a ClipData .
ClipDrawable	A Drawable that clips another Drawable based on this Drawable's current level value.
Clob	A Java interface mapping for the SQL CLOB type.
Cloneable	This (empty) interface must be implemented by all classes that wish to support cloning.
CloneNotSupportedException	Thrown when a program attempts to clone an object which does not support the Cloneable interface.
CloneUtils	A collection of utilities to workaround limitations of Java clone framework.
Closeable	An AutoCloseable whose close method may throw an IOException .
ClosedByInterruptException	A ClosedByInterruptException is thrown when a thread is interrupted in a blocking I/O operation.
ClosedChannelException	A ClosedChannelException is thrown when a channel is closed for the type of operation attempted.
ClosedSelectorException	A ClosedSelectorException is thrown when a selector is closed and an I/O operation is attempted.
CoderMalfunctionError	A CoderMalfunctionError is thrown when the encoder/decoder is malfunctioning.
CoderResult	Used to indicate the result of encoding/decoding.
CodeSigner	CodeSigner represents a signer of code.
CodeSource	Legacy security code; do not use.
CodingErrorAction	Used to indicate what kind of actions to take in case of encoding/decoding errors.
CollapsibleActionView	When a View implements this interface it will receive callbacks when expanded or collapsed as an action view alongside the optional, app-specified callbacks to MenuItem.OnActionExpandListener .
CollationElementIterator	Created by a RuleBasedCollator to iterate through a string.
CollationKey	Represents a string under the rules of a specific Collator object.
Collator	Performs locale-sensitive string comparison.
Collection <E>	Collection is the root of the collection hierarchy.
CollectionCertStoreParameters	The parameters to initialize a Collection type CertStore instance.
Collections	Collections contains static methods which operate on Collection classes.
Color	The Color class defines methods for creating and converting color ints.
ColorDrawable	A specialized Drawable that fills the Canvas with a specified color.
ColorFilter	
ColorMatrix	5x4 matrix for transforming the color+alpha components of a Bitmap.
ColorMatrixColorFilter	
ColorStateList	Lets you map View state sets to colors.
Comment	This interface inherits from CharacterData and represents the content of a comment, i.e., all the characters between the starting '<!--' and ending '-->'.
CommonDataSource	Interface that defines the methods which are common between DataSource, XADataSource and ConnectionPoolDataSource.
Comparable <T>	This interface should be implemented by all classes that wish to define a <i>natural order</i> of their instances.
Comparator <T>	A Comparator is used to compare two objects to determine their ordering with respect to each other.

ComparisonFailure	<i>This class was deprecated in API level 16. use junit.framework.ComparisonFailure</i>
ComparisonFailure	Thrown when an assert equals for Strings failed.
Compiler	Does nothing on Android.
CompletionInfo	Information about a single text completion that an editor has reported to an input method.
CompletionService<V>	A service that decouples the production of new asynchronous tasks from the consumption of the results of completed tasks.
ComponentCallbacks	The set of callback APIs that are common to all application components (Activity , Service , ContentProvider , and Application).
ComponentCallbacks2	Extended ComponentCallbacks interface with a new callback for finer-grained memory management.
ComponentInfo	Base class containing information common to all application components (ActivityInfo , ServiceInfo).
ComponentName	Identifier for a specific application component (Activity , Service , BroadcastReceiver , or ContentProvider) that is available.
ComposePathEffect	
ComposeShader	A subclass of shader that returns the composition of two other shaders, combined by an Xfermode subclass.
CompoundButton	A button with two states, checked and unchecked.
CompoundButton.OnCheckedChangeListener	Interface definition for a callback to be invoked when the checked state of a compound button changed.
ConcurrentHashMap<K, V>	A hash table supporting full concurrency of retrievals and adjustable expected concurrency for updates.
ConcurrentLinkedQueue<E>	An unbounded thread-safe queue based on linked nodes.
ConcurrentMap<K, V>	A Map providing additional atomic putIfAbsent, remove, and replace methods.
ConcurrentModificationException	An ConcurrentModificationException is thrown when a Collection is modified and an existing iterator on the Collection is used to modify the Collection as well.
ConcurrentNavigableMap<K, V>	A ConcurrentMap supporting NavigableMap operations, and recursively so for its navigable sub-maps.
ConcurrentSkipListMap<K, V>	A scalable concurrent ConcurrentNavigableMap implementation.
ConcurrentSkipListSet<E>	A scalable concurrent NavigableSet implementation based on a ConcurrentSkipListMap .
Condition	Condition factors out the Object monitor methods (wait , notify and notifyAll) into distinct objects to give the effect of having multiple wait-sets per object, by combining them with the use of arbitrary Lock implementations.
ConditionVariable	Class that implements the condition variable locking paradigm.
Config	<i>This class was deprecated in API level 14. This class is not useful, it just returns the same value for all constants, and has always done this. Do not use it.</i>
Configuration	This class describes all device configuration information that can impact the resources the application retrieves.
ConfigurationInfo	Information you can retrieve about hardware configuration preferences declared by an application.
ConnConnectionParamBean	Allows for setting parameters relating to connections on HttpParams .
ConnConnectionPNames	Parameter names for connections in HttpConn.
ConnectException	A ConnectException is thrown if a connection cannot be established to a remote host on a specific port.
Connection	A connection represents a link from a Java application to a database.
ConnectionClosedException	Indicates that a connection has been closed.
ConnectionEvent	Sent when specific events happen on a PooledConnection object.
ConnectionEventListener	An interface used to receive events generated by a PooledConnection .

ConnectionKeepAliveStrategy	Interface for deciding how long a connection can remain idle before being reused.
ConnectionPendingException	A ConnectionPendingException is thrown when an attempt is made to connect a SocketChannel that has a non-blocking connection already underway.
ConnectionPoolDataSource	An interface for the creation of ConnectionPoolDataSource objects.
ConnectionPoolTimeoutException	A timeout while waiting for an available connection from a connection manager.
ConnectionReleaseTrigger	Interface for releasing a connection.
ConnectionReuseStrategy	Interface for deciding whether a connection should be kept alive.
ConnectivityManager	Class that answers queries about the state of network connectivity.
ConnectivityManagerCompat	Helper for accessing features in ConnectivityManager introduced after API level 16 in a backwards compatible fashion.
ConnectTimeoutException	A timeout while connecting to an HTTP server or waiting for an available connection from an HttpConnectionManager.
ConnManagerParamBean	Allows for setting parameters relating to connection managers on HttpParams .
ConnManagerParams	This class represents a collection of HTTP protocol parameters applicable to client-side connection managers .
ConnManagerPNames	Parameter names for connection managers in HttpConn.
ConnPerRoute	This interface is intended for looking up maximum number of connections allowed for a given route.
ConnPerRouteBean	This class maintains a map of HTTP routes to maximum number of connections allowed for those routes.
ConnPoolByRoute	A connection pool that maintains connections by route.
ConnRouteParamBean	Allows for setting parameters relating to connection routes on HttpParams .
ConnRouteParams	An adaptor for accessing route related parameters in HttpParams .
ConnRoutePNames	Parameter names for routing in HttpConn.
Console	Provides access to the console, if available.
ConsoleHandler	A handler that writes log messages to the standard output stream System.err.
ConsoleMessage	Public class representing a JavaScript console message from WebCore.
ConsoleMessage.MessageLevel	
Constructor<T>	This class represents a constructor.
Contacts	<i>This class was deprecated in API level 5. The APIs have been superseded by ContactsContract. The newer APIs allow access multiple accounts and support aggregation of similar contacts. These APIs continue to work but will only return data for the first Google account created, which matches the original behavior.</i>
Contacts.ContactMethods	<i>This class was deprecated in API level 5. see ContactsContract</i>
Contacts.ContactMethodsColumns	<i>This interface was deprecated in API level 5. see ContactsContract</i>
Contacts_Extensions	<i>This class was deprecated in API level 5. see ContactsContract</i>
Contacts_ExtensionsColumns	<i>This interface was deprecated in API level 5. see ContactsContract</i>
Contacts_GroupMembership	<i>This class was deprecated in API level 5. see ContactsContract</i>
Contacts_Groups	<i>This class was deprecated in API level 5. see ContactsContract</i>
Contacts_GroupsColumns	<i>This interface was deprecated in API level 5. see ContactsContract</i>
Contacts_Insets	<i>This class was deprecated in API level 5. see ContactsContract</i>

Contacts.Intents.Insert	<i>This class was deprecated in API level 5. see ContactsContract</i>
Contacts.Intents.UI	<i>This class was deprecated in API level 5. see ContactsContract</i>
Contacts.OrganizationColumns	<i>This interface was deprecated in API level 5. see ContactsContract</i>
Contacts.Organizations	<i>This class was deprecated in API level 5. see ContactsContract</i>
Contacts.People	<i>This class was deprecated in API level 5. see ContactsContract</i>
Contacts.People.ContactMethods	<i>This class was deprecated in API level 5. see ContactsContract</i>
Contacts.People.Extensions	<i>This class was deprecated in API level 5. see ContactsContract</i>
Contacts.People.Phones	<i>This class was deprecated in API level 5. see ContactsContract</i>
Contacts.PeopleColumns	<i>This interface was deprecated in API level 5. see ContactsContract</i>
Contacts.Phones	<i>This class was deprecated in API level 5. see ContactsContract</i>
Contacts.PhonesColumns	<i>This interface was deprecated in API level 5. see ContactsContract</i>
Contacts.Photos	<i>This class was deprecated in API level 5. see ContactsContract</i>
Contacts.PhotosColumns	<i>This interface was deprecated in API level 5. see ContactsContract</i>
Contacts.PresenceColumns	<i>This interface was deprecated in API level 5. see ContactsContract</i>
Contacts.Settings	<i>This class was deprecated in API level 5. see ContactsContract</i>
Contacts.SettingsColumns	<i>This interface was deprecated in API level 5. see ContactsContract</i>
ContactsContract	The contract between the contacts provider and applications.
ContactsContract.AggregationExceptions	Constants for the contact aggregation exceptions table, which contains aggregation rules overriding those used by automatic aggregation.
ContactsContract.BaseSyncColumns	Generic columns for use by sync adapters.
ContactsContract.CommonDataKinds	Container for definitions of common data types stored in the ContactsContract.Data table.
ContactsContract.CommonDataKinds.BaseTypes	The base types that all "Typed" data kinds support.
ContactsContract.CommonDataKinds.CommonColumns	Columns common across the specific types.
ContactsContract.CommonDataKinds.Email	A data kind representing an email address.
ContactsContract.CommonDataKinds.Event	A data kind representing an event.
ContactsContract.CommonDataKinds.GroupMembership	Group Membership.
ContactsContract.CommonDataKinds.Identity	A data kind representing an identity related to the contact.
ContactsContract.CommonDataKinds.Im	A data kind representing an IM address
	You can use all columns defined for ContactsContract.Data as well as the following aliases.
ContactsContract.CommonDataKinds.Nickname	A data kind representing the contact's nickname.
ContactsContract.CommonDataKinds.Note	Notes about the contact.
ContactsContract.CommonDataKinds.Organization	A data kind representing an organization.
ContactsContract.CommonDataKinds.Phone	A data kind representing a telephone number.
ContactsContract.CommonDataKinds.Photo	A data kind representing a photo for the contact.

ContactsContract.CommonDataKinds.Relation	A data kind representing a relation.
ContactsContract.CommonDataKinds.SipAddress	A data kind representing a SIP address for the contact.
ContactsContract.CommonDataKinds.StructuredName	A data kind representing the contact's proper name.
ContactsContract.CommonDataKinds.StructuredPostal	A data kind representing a postal addresses.
ContactsContract.CommonDataKinds.Website	A data kind representing a website related to the contact.
ContactsContract.ContactNameColumns	Contact name and contact name metadata columns in the RawContacts table.
ContactsContract.ContactOptionsColumns	Columns of ContactsContract.Contacts that track the user's preferences for, or interactions with, the contact.
ContactsContract.Contacts	Constants for the contacts table, which contains a record per aggregate of raw contacts representing the same person.
ContactsContract.Contacts.AggregationSuggestions	A <i>read-only</i> sub-directory of a single contact aggregate that contains all aggregation suggestions (other contacts).
ContactsContract.Contacts.Data	A sub-directory of a single contact that contains all of the constituent raw contact ContactsContract.Data rows.
ContactsContract.Contacts.Entity	A sub-directory of a contact that contains all of its ContactsContract.RawContacts as well as ContactsContract.Data rows.
ContactsContract.Contacts.Photo	A <i>read-only</i> sub-directory of a single contact that contains the contact's primary photo.
ContactsContract.Contacts.StreamItems	A sub-directory of a single contact that contains all of the constituent raw contact ContactsContract.StreamItems rows.
ContactsContract.ContactsColumns	Columns of ContactsContract.Contacts that refer to intrinsic properties of the contact, as opposed to the user-specified options found in ContactsContract.ContactOptionsColumns .
ContactsContract.ContactStatusColumns	
ContactsContract.Data	Constants for the data table, which contains data points tied to a raw contact.
ContactsContract.DataColumns	Columns in the Data table.
ContactsContract.DataColumnsWithJoins	Combines all columns returned by ContactsContract.Data table queries.
ContactsContract.DataUsageFeedback	API allowing applications to send usage information for each ContactsContract.Contacts.Data row to the Contacts Provider.
ContactsContract.Directory	A Directory represents a contacts corpus, e.g.
ContactsContract.DisplayNameSources	Types of data used to produce the display name for a contact.
ContactsContract.DisplayPhoto	Helper class for accessing full-size photos by photo file ID.
ContactsContract.FullNameStyle	Constants for various styles of combining given name, family name etc into a full name.
ContactsContract.Groups	Constants for the groups table.
ContactsContract.GroupsColumns	
ContactsContract.Intents	Contains helper classes used to create or manage Intents that involve contacts.
ContactsContract.Intents.Insert	Convenience class that contains string constants used to create contact Intents .
ContactsContract.PhoneLookup	A table that represents the result of looking up a phone number, for example for caller ID.
ContactsContract.PhoneLookupColumns	
ContactsContract.PhoneticNameStyle	Constants for various styles of capturing the pronunciation of a person's name.
ContactsContract.Presence	<i>This class was deprecated in API level 5. This old name was never meant to be made public. Do not use.</i>
ContactsContract.PresenceColumns	Additional data mixed in with ContactsContract.ContactStatusColumns to link back to specific _ID entries.

ContactsContract.Profile	Constants for the user's profile data, which is represented as a single contact on the device that represents the user.
ContactsContract.ProfileSyncState	A table provided for sync adapters to use for storing private sync state data for the user's personal profile.
ContactsContract.QuickContact	Helper methods to display QuickContact dialogs that allow users to pivot on a specific Contacts entry.
ContactsContract.RawContacts	Constants for the raw contacts table, which contains one row of contact information for each person in each synced account.
ContactsContract.RawContacts.Data	A sub-directory of a single raw contact that contains all of its ContactsContract.Data rows.
ContactsContract.RawContacts.DisplayPhoto	A sub-directory of a single raw contact that represents its primary display photo.
ContactsContract.RawContacts.Entity	A sub-directory of a single raw contact that contains all of its ContactsContract.Data rows.
ContactsContract.RawContacts.StreamItems	A sub-directory of a single raw contact that contains all of its ContactsContract.StreamItems rows.
ContactsContract.RawContactsColumns	
ContactsContract.RawContactsEntity	Constants for the raw contacts entities table, which can be thought of as an outer join of the raw_contacts table with the data table.
ContactsContract.Settings	Contacts-specific settings for various Account 's.
ContactsContract.SettingsColumns	
ContactsContract.StatusColumns	Social status update columns.
ContactsContract.StatusUpdates	A status update is linked to a ContactsContract.Data row and captures the user's latest status update via the corresponding source, e.g.
ContactsContract.StreamItemPhotos	Constants for the stream_item_photos table, which contains photos associated with social stream updates.
ContactsContract.StreamItemPhotosColumns	Columns in the StreamItemPhotos table.
ContactsContract.StreamItems	Constants for the stream_items table, which contains social stream updates from the user's contact list.
ContactsContract.StreamItems.StreamItemPhotos	A sub-directory of a single stream item entry that contains all of its photo rows.
ContactsContract.StreamItems.Columns	Columns in the StreamItems table.
ContactsContract.SyncColumns	Columns that appear when each row of a table belongs to a specific account, including sync information that an account may need.
ContactsContract.SyncState	A table provided for sync adapters to use for storing private sync state data for contacts.
ContentHandler	This class converts the content of a certain format (i.e.
ContentHandler	Receive notification of the logical content of a document.
ContentHandlerFactory	Defines a factory which is responsible for creating a ContentHandler.
ContentLengthInputStream	Stream that cuts off after a specified number of bytes.
ContentLengthOutputStream	A stream wrapper that closes itself after a defined number of bytes.
ContentLengthStrategy	Represents a strategy to determine the content length based on the properties of an HTTP message.
ContentObservable	A specialization of Observable for ContentObserver that provides methods for sending notifications to a list of ContentObserver objects.
ContentObserver	Receives call backs for changes to content.
ContentProducer	An abstract entity content producer.
ContentProvider	Content providers are one of the primary building blocks of Android applications, providing content to applications.
ContentProvider.PipeDataWriter<T>	Interface to write a stream of data to a pipe.
ContentProviderClient	The public interface object used to interact with a ContentProvider .

ContentProviderOperation	
ContentProviderOperation.Builder	Used to add parameters to a ContentProviderOperation .
ContentProviderResult	Contains the result of the application of a ContentProviderOperation .
ContentQueryMap	Caches the contents of a cursor into a Map of String->ContentValues and optionally keeps the cache fresh by registering for updates on the content backing the cursor.
ContentResolver	This class provides applications access to the content model.
ContentUris	Utility methods useful for working with Uri objects that use the "content" (content://) scheme.
ContentValues	This class is used to store a set of values that the ContentResolver can process.
Context	Interface to global information about an application environment.
ContextCompat	Helper for accessing features in Context introduced after API level 4 in a backwards compatible fashion.
ContextMenu	Extension of Menu for context menus providing functionality to modify the header of the context menu.
ContextMenu.ContextMenuItemInfo	Additional information regarding the creation of the context menu.
ContextThemeWrapper	A ContextWrapper that allows you to modify the theme from what is in the wrapped context.
ContextWrapper	Proxying implementation of Context that simply delegates all of its calls to another Context.
Cookie	HTTP "magic-cookie" represents a piece of state information that the HTTP agent and the target server can exchange to maintain a session.
CookieAttributeHandler	This interface represents a cookie attribute handler responsible for parsing, validating, and matching a specific cookie attribute, such as path, domain, port, etc.
CookieHandler	This class provides a way to manage cookies with a HTTP protocol handler.
CookieIdentityComparator	This cookie comparator can be used to compare identity of cookies.
CookieManager	Manages the cookies used by an application's WebView instances.
CookieManager	This class provides a concrete implementation of CookieHandler.
CookieOrigin	CookieOrigin class encapsulates details of an origin server that are relevant when parsing, validating or matching HTTP cookies.
CookiePathComparator	This cookie comparator ensures that multiple cookies satisfying a common criteria are ordered in the Cookie header such that those with more specific Path attributes precede those with less specific.
CookiePolicy	CookiePolicy has three pre-defined policy.
CookiePolicy	
CookieSpec	Defines the cookie management specification.
CookieSpecBase	Cookie management functions shared by all specification.
CookieSpecFactory	
CookieSpecParamBean	
CookieSpecPNames	Parameter names for cookie specifications in HttpCookie.
CookieSpecRegistry	Cookie specification registry that can be used to obtain the corresponding cookie specification implementation for a given type of type or version of cookie.
CookieStore	A CookieStore object is a repository for cookies.
CookieStore	Abstract cookie store.
CookieSyncManager	The CookieSyncManager is used to synchronize the browser cookie store between RAM and permanent storage.

CopyOnWriteArrayList<E>	A thread-safe random-access list.
CopyOnWriteArraySet<E>	A Set that uses an internal CopyOnWriteArrayList for all of its operations.
CoreConnectionPNames	Defines parameter names for connections in HttpCore .
CoreProtocolPNames	Defines parameter names for protocol execution in HttpCore .
CornerPathEffect	
CorrectionInfo	Information about a single text correction that an editor has reported to an input method.
CountDownLatch	A synchronization aid that allows one or more threads to wait until a set of operations being performed in other threads completes.
CountDownTimer	Schedule a countdown until a time in the future, with regular notifications on intervals along the way.
CRC32	The CRC32 class is used to compute a CRC32 checksum from data provided as input value.
Credentials	A class for representing UNIX credentials passed via ancillary data on UNIX domain sockets.
Credentials	User name and password based authentication credentials.
CredentialsProvider	Abstract credentials provider.
Criteria	A class indicating the application criteria for selecting a location provider.
CRL	This class represents Certificate Revocation Lists (CRLs) maintained by a certificate authority.
CRLException	The exception that is thrown if errors occur during handling of CRLs.
CRLSelector	The interface specification for determining whether a CRL meets some criteria to select CRL objects among a set of CRLs.
CrossProcessCursor	A cross process cursor is an extension of a Cursor that also supports usage from remote processes.
CrossProcessCursorWrapper	Cursor wrapper that implements CrossProcessCursor .
Currency	A currency corresponding to an ISO 4217 currency code such as "EUR" or "USD".
Cursor	This interface provides random read-write access to the result set returned by a database query.
CursorAdapter	Static library support version of the framework's CursorAdapter .
CursorAdapter	Adapter that exposes data from a Cursor to a ListView widget.
CursorIndexOutOfBoundsException	An exception indicating that a cursor is out of bounds.
CursorJoiner	Does a join on two cursors using the specified columns.
CursorJoiner.Result	The result of a call to next().
CursorLoader	A loader that queries the ContentResolver and returns a Cursor .
CursorLoader	Static library support version of the framework's CursorLoader .
CursorTreeAdapter	An adapter that exposes data from a series of Cursor s to an ExpandableListView widget.
CursorWindow	A buffer containing multiple cursor rows.
CursorWrapper	Wrapper class for Cursor that delegates all calls to the actual cursor object.
CycleInterpolator	Repeats the animation for a specified number of cycles.
CyclicBarrier	A synchronization aid that allows a set of threads to all wait for each other to reach a common barrier point.

DashPathEffect	
DatabaseErrorHandler	An interface to let the apps define the actions to take when the following errors are detected database corruption
DatabaseMetaData	An interface which provides comprehensive information about the database management system and its supported features.
DatabaseUtils	Static utility methods for dealing with databases and Cursors .
DatabaseUtils.InsertHelper	<i>This class was deprecated in API level 17. Use SQLiteStatement instead.</i>
DatabaseUtilsCompat	Helper for accessing features in DatabaseUtils introduced after API level 4 in a backwards compatible fashion.
DataFormatException	DataFormatException is used to indicate an error in the format of a particular data stream which is to be uncompressed.
DatagramChannel	A DatagramChannel is a selectable channel that represents a partial abstraction of a datagram socket.
DatagramPacket	This class represents a datagram packet which contains data either to be sent or received through a DatagramSocket.
DatagramSocket	This class implements a UDP socket for sending and receiving DatagramPacket.
DatagramSocketImpl	The abstract superclass for datagram and multicast socket implementations.
DatagramSocketImplFactory	This interface defines a factory for datagram socket implementations.
DataInput	Defines an interface for classes that are able to read big-endian typed data from some source.
DataInputStream	Wraps an existing InputStream and reads big-endian typed data from it.
DataOutput	Defines an interface for classes that are able to write big-endian typed data to some target.
DataOutputStream	Wraps an existing OutputStream and writes big-endian typed data to it.
DataSetObservable	A specialization of Observable for DataSetObserver that provides methods for sending notifications to a list of DataSetObserver objects.
DataSetObserver	Receives call backs when a data set has been changed, or made invalid.
DataSource	An interface for the creation of Connection objects which represent a connection to a database.
DataTruncation	An exception which is thrown when a JDBC driver unexpectedly truncates a data value either when reading (resulting in warning), or when writing data (resulting in an error).
DatatypeConfigurationException	Indicates a serious configuration error.
DatatypeConstants	Utility class to contain basic Datatype values as constants.
DatatypeConstants.Field	Type-safe enum class that represents six fields of the Duration class.
DatatypeFactory	Factory that creates new javax.xml.datatype Objects that map XML to/from Java Objects.
Date	A class which can consume and produce dates in SQL Date format.
Date	Date represents a specific moment in time, to the millisecond.
DateFormat	Utility class for producing strings with formatted date/time.
DateFormat	An abstract class for date/time formatting subclasses which formats and parses dates or time in a language-independent manner.
DateFormat.Field	The instances of this inner class are used as attribute keys and values in AttributedCharacterIterator that the formatToCharacterIterator(Object) method returns.
DateFormatSymbols	Encapsulates localized date-time formatting data, such as the names of the months, the names of the days of the week, and the time zone data.
DateKeyListener	For entering dates in a text field.

DateParseException	An exception to indicate an error parsing a date string.
DatePicker	This class is a widget for selecting a date.
DatePicker.OnDateChangedListener	The callback used to indicate the user changes\`d the date.
DatePickerDialog	A simple dialog containing an DatePicker .
DatePickerDialog.OnDateSetListener	The callback used to indicate the user is done filling in the date.
DateSorter	Sorts dates into the following groups: Today Yesterday seven days ago one month ago older than a month ago
DateTimeKeyListener	For entering dates and times in the same text field.
DateUtils	This class contains various date-related utilities for creating text for things like elapsed time and date ranges, strings for days of the week and months, and AM/PM text etc.
DateUtils	A utility class for parsing and formatting HTTP dates as used in cookies and other headers.
DeadObjectException	The object you are calling has died, because its hosting process no longer exists.
Debug	Provides various debugging functions for Android applications, including tracing and allocation counts.
Debug.InstructionCount	API for gathering and querying instruction counts.
Debug.MemoryInfo	This class is used to retrieved various statistics about the memory mappings for this process.
DebugUtils	Various utilities for debugging and logging.
DecelerateInterpolator	An interpolator where the rate of change starts out quickly and and then decelerates.
DecimalFormat	A concrete subclass of NumberFormat that formats decimal numbers.
DecimalFormatSymbols	Encapsulates the set of symbols (such as the decimal separator, the grouping separator, and so on) needed by DecimalFormat to format numbers.
DeclHandler	SAX2 extension handler for DTD declaration events.
DefaultClientConnection	Default implementation of an operated client connection.
DefaultClientConnectionOperator	Default implementation of a ClientConnectionOperator .
DefaultConnectionKeepAliveStrategy	Default implementation of a strategy deciding duration that a connection can remain idle.
DefaultConnectionReuseStrategy	Default implementation of a strategy deciding about connection re-use.
DefaultDatabaseErrorHandler	Default class used to define the actions to take when the database corruption is reported by sqlite.
DefaultedHttpContext	HttpContext implementation that delegates resolution of an attribute to the given default HttpContext instance if the attribute is not present in the local one.
DefaultedHttpParams	HttpParams implementation that delegates resolution of a parameter to the given default HttpParams instance if the parameter is not present in the local one.
DefaultHandler	Default base class for SAX2 event handlers.
DefaultHandler2	This class extends the SAX2 base handler class to support the SAX2 LexicalHandler , DeclHandler , and EntityResolver2 extensions.
DefaultHttpClient	Default implementation of an HTTP client.
DefaultHttpClientConnection	Default implementation of a client-side HTTP connection.
DefaultHttpRequestFactory	Default implementation of a factory for creating request objects.
DefaultHttpRequestRetryHandler	The default HttpRequestRetryHandler used by request executors.
DefaultHttpResponseFactory	Default implementation of a factory for creating response objects.
DefaultHttpRoutePlanner	Default implementation of an HttpRoutePlanner .

DefaultHttpServerConnection	Default implementation of a server-side HTTP connection.
DefaultProxyAuthenticationHandler	
DefaultRedirectHandler	Default implementation of RedirectHandler .
DefaultRequestDirector	Default implementation of RequestDirector .
DefaultResponseParser	
DefaultTargetAuthenticationHandler	
DefaultUserTokenHandler	
Deflater	This class compresses data using the <i>DEFLATE</i> algorithm (see specification).
DeflaterInputStream	An InputStream filter to compress data.
DeflaterOutputStream	This class provides an implementation of FilterOutputStream that compresses data using the <i>DEFLATE</i> algorithm.
Delayed	A mix-in style interface for marking objects that should be acted upon after a given delay.
DelayQueue<E extends Delayed>	An unbounded blocking queue of Delayed elements, in which an element can only be taken when its delay has expired.
Deprecated	Annotation type used to mark program elements that should no longer be used by programmers.
Deque<E>	A linear collection that supports element insertion and removal at both ends.
DESedeKeySpec	The key specification for a triple-DES (DES-EDE) key.
DESKeySpec	The key specification for a DES key.
Destroyable	Allows for special treatment of sensitive information, when it comes to destroying or clearing of the data.
DestroyFailedException	Signals that the destroy() method failed.
DeviceAdminInfo	This class is used to specify meta information of a device administrator component.
DeviceAdminReceiver	Base class for implementing a device administration component.
DevicePolicyManager	Public interface for managing policies enforced on a device.
DexClassLoader	A class loader that loads classes from .jar and .apk files containing a classes.dex entry.
DexFile	Manipulates DEX files.
DhcpInfo	A simple object for retrieving the results of a DHCP request.
DHGenParameterSpec	The algorithm parameter specification for generating Diffie-Hellman parameters used in Diffie-Hellman key agreement.
DHKey	The interface for a Diffie-Hellman key.
DHParameterSpec	The algorithm parameter specification for the Diffie-Hellman algorithm.
DHPrivateKey	The interface for a private key in the Diffie-Hellman key exchange protocol.
DHPrivateKeySpec	The key specification for a Diffie-Hellman private key.
DHPublicKey	The interface for a public key in the Diffie-Hellman key exchange protocol.
DHPublicKeySpec	The key specification for a Diffie-Hellman public key.
DialerFilter	
DialerKeyListener	For dialing-only text entry

As for all implementations of [KeyListener](#), this class is only concerned with hardware keyboards.

[Dialog](#)

Base class for Dialogs.

[DialogFragment](#)

A fragment that displays a dialog window, floating on top of its activity's window.

[DialogFragment](#)

Static library support version of the framework's [DialogFragment](#).

[DialogInterface](#)

[DialogInterface.OnCancelListener](#)

Interface used to allow the creator of a dialog to run some code when the dialog is canceled.

[DialogInterface.OnClickListener](#)

Interface used to allow the creator of a dialog to run some code when an item on the dialog is clicked..

[DialogInterface.OnDismissListener](#)

Interface used to allow the creator of a dialog to run some code when the dialog is dismissed.

[DialogInterface.OnKeyListener](#)

Interface definition for a callback to be invoked when a key event is dispatched to this dialog.

[DialogInterface.OnMultiChoiceClickListener](#)

Interface used to allow the creator of a dialog to run some code when an item in a multi-choice dialog is clicked.

[DialogInterface.OnShowListener](#)

Interface used to allow the creator of a dialog to run some code when the dialog is shown.

[DialogPreference](#)

A base class for [Preference](#) objects that are dialog-based.

[Dictionary<K, V>](#)

Note: Do not use this class since it is obsolete.

[DigestException](#)

DigestException is a general message digest exception.

[DigestInputStream](#)

DigestInputStream is a FilterInputStream which maintains an associated message digest.

[DigestOutputStream](#)

DigestOutputStream is a FilterOutputStream which maintains an associated message digest.

[DigestScheme](#)

Digest authentication scheme as defined in RFC 2617.

[DigestSchemeFactory](#)

This class was deprecated in API level 17. It is recommended you use [TextClock](#) instead.

[DigitalClock](#)

For digits-only text entry

[DigitsKeyListener](#)

As for all implementations of [KeyListener](#), this class is only concerned with hardware keyboards.

[DiscretePathEffect](#)

[Display](#)

Provides information about the size and density of a logical display.

[DisplayManager](#)

Manages the properties of attached displays.

[DisplayManager.DisplayListener](#)

Listens for changes in available display devices.

[DisplayMetrics](#)

A structure describing general information about a display, such as its size, density, and font scaling.

[Document](#)

The Document interface represents the entire HTML or XML document.

[DocumentBuilder](#)

Defines the API to obtain DOM Document instances from an XML document.

[DocumentBuilderFactory](#)

Defines a factory API that enables applications to obtain a parser that produces DOM object trees from XML documents.

[Documented](#)

Defines a meta-annotation for indicating that an annotation is documented and considered part of the public API.

[DocumentFragment](#)

DocumentFragment is a "lightweight" or "minimal" Document object.

[DocumentHandler](#)

This interface was deprecated in API level 1. This interface has been replaced by the SAX2 [ContentHandler](#) interface, which includes Namespace support.

[DocumentType](#)

Each Document has a doctype attribute whose value is either null or a DocumentType object.

DomainCombiner	Legacy security code; do not use.
DOMConfiguration	The DOMConfiguration interface represents the configuration of a document and maintains a table of recognized parameters.
DOMError	DOMError is an interface that describes an error.
DOMErrorHandler	DOMErrorHandler is a callback interface that the DOM implementation can call when reporting errors that happens while processing XML data, or when doing some other processing (e.g.
DOMException	DOM operations only raise exceptions in "exceptional" circumstances, i.e., when an operation is impossible to perform (either for logical reasons, because data is lost, or because the implementation has become unstable).
DOMImplementation	The DOMImplementation interface provides a number of methods for performing operations that are independent of any particular instance of the document object model.
DOMImplementationList	The DOMImplementationList interface provides the abstraction of an ordered collection of DOM implementations, without defining or constraining how this collection is implemented.
DOMImplementationLS	DOMImplementationLS contains the factory methods for creating Load and Save objects.
DOMImplementationSource	This interface permits a DOM implementer to supply one or more implementations, based upon requested features and versions, as specified in .
DOMLocator	Indicates the position of a node in a source DOM, intended primarily for error reporting.
DOMLocator	DOMLocator is an interface that describes a location (e.g.
DOMResult	Acts as a holder for a transformation result tree in the form of a Document Object Model (DOM) tree.
DOMSource	Acts as a holder for a transformation Source tree in the form of a Document Object Model (DOM) tree.
DOMStringList	The DOMStringList interface provides the abstraction of an ordered collection of DOMString values, without defining or constraining how this collection is implemented.
Double	The wrapper for the primitive type double.
Double2	Class for exposing the native Renderscript double2 type back to the Android system.
Double3	Class for exposing the native Renderscript double3 type back to the Android system.
Double4	Class for exposing the native Renderscript double4 type back to the Android system.
DoubleBuffer	A buffer of doubles.
DownloadListener	
DownloadManager	The download manager is a system service that handles long-running HTTP downloads.
DownloadManager.Query	This class may be used to filter download manager queries.
DownloadManager.Request	This class contains all the information necessary to request a new download.
DragEvent	Represents an event that is sent out by the system at various times during a drag and drop operation.
Drawable	A Drawable is a general abstraction for "something that can be drawn." Most often you will deal with Drawable as the type of resource retrieved for drawing things to the screen; the Drawable class provides a generic API for dealing with an underlying visual resource that may take a variety of forms.
Drawable.Callback	Implement this interface if you want to create an animated drawable that extends Drawable .
Drawable.ConstantState	This abstract class is used by Drawables to store shared constant state and data between Drawables.
DrawableContainer	A helper class that contains several Drawables and selects which one to use.
DrawableContainer.DrawableContainerState	A ConstantState that can contain several Drawables .
DrawableMarginSpan	
DrawFilter	A DrawFilter subclass can be installed in a Canvas.

DreamService	Extend this class to implement a custom dream (available to the user as a "Daydream").
Driver	An interface to a JDBC driver.
Driver	SAX2 Driver that pulls events from XmlPullParser and converts them into SAX2 callbacks.
DriverManager	Provides facilities for managing JDBC drivers.
DriverPropertyInfo	A class holding information about driver properties of a database connection.
DrmConvertedStatus	An entity class that wraps converted data, conversion status, and the offset for appending the header and body signature to the converted data.
DrmErrorEvent	An entity class that is passed to the onError() callback.
DrmEvent	A base class that is used to send asynchronous event information from the DRM framework.
DrmInfo	An entity class that describes the information required to send transactions between a device and an online DRM server.
DrmInfoEvent	An entity class that is passed to the onInfo() callback.
DrmInfoRequest	An entity class that is used to pass information to an online DRM server.
DrmInfoStatus	An entity class that wraps the result of communication between a device and an online DRM server.
DrmManagerClient	The main programming interface for the DRM framework.
DrmManagerClient.OnErrorListener	Interface definition for a callback that receives information about DRM framework errors.
DrmManagerClient.OnEventListener	Interface definition for a callback that receives information about DRM processing events.
DrmManagerClient.OnInfoListener	Interface definition for a callback that receives status messages and warnings during registration and rights acquisition.
DrmRights	An entity class that wraps the license information retrieved from the online DRM server.
DrmStore	Defines constants that are used by the DRM framework.
DrmStore.Action	Defines actions that can be performed on rights-protected content.
DrmStore.ConstraintsColumns	Interface definition for the columns that represent DRM constraints.
DrmStore.DrmObjectType	Defines DRM object types.
DrmStore.Playback	Defines playback states for content.
DrmStore.RightsStatus	Defines status notifications for digital rights.
DrmSupportInfo	An entity class that wraps the capability of each DRM plug-in (agent), such as the MIME type and file suffix the DRM plug-in can handle.
DrmUtils	A utility class that provides operations for parsing extended metadata embedded in DRM constraint information.
DrmUtils.ExtendedMetadataParser	Utility that parses extended metadata embedded in DRM constraint information.
DropBoxManager	Enqueues chunks of data (from various sources -- application crashes, kernel log records, etc.).
DropBoxManager.Entry	A single entry retrieved from the drop box.
DSAKey	The base interface for Digital Signature Algorithm (DSA) public or private keys.
DSAKeyPairGenerator	The interface for key generators that can generate DSA key pairs.
DSAParameterSpec	The parameter specification used with the Digital Signature Algorithm (DSA).
DSAParams	The interface for Digital Signature Algorithm (DSA) specific parameters.
DSAPrivateKey	The interface for a Digital Signature Algorithm (DSA) private key.

[DSAPrivateKeySpec](#)

The parameters specifying a DSA private key.

[DSAPublicKey](#)

The interface for a Digital Signature Algorithm (DSA) public key.

[DSAPublicKeySpec](#)

The parameters specifying a DSA public key.

[DTDHandler](#)

Receive notification of basic DTD-related events.

[DuplicateFormatFlagsException](#)

The unchecked exception will be thrown out if there are duplicate flags given out in the format specifier.

[Duration](#)

Immutable representation of a time span as defined in the W3C XML Schema 1.0 specification.

[DynamicDrawableSpan](#)

DynamicLayout is a text layout that updates itself as the text is edited.

E

[EasyEditSpan](#)

Provides an easy way to edit a portion of text.

[ECField](#)

The base interface for a Finite Field of an Elliptic Curve.

[ECFieldF2m](#)

The parameters specifying a *characteristic 2 finite field* of an elliptic curve.

[ECFieldFp](#)

The parameters specifying a *prime finite field* of an elliptic curve.

[ECGenParameterSpec](#)

The parameter specification used to generate elliptic curve domain parameters.

[ECKey](#)

The base interface for Elliptic Curve (EC) public or private keys.

[ECParameterSpec](#)

The parameter specification used with Elliptic Curve Cryptography (ECC).

[ECPoint](#)

A Point on an Elliptic Curve in barycentric (or affine) coordinates.

[ECPrivateKey](#)

The interface for an Elliptic Curve (EC) private key.

[ECPrivateKeySpec](#)

The parameters specifying an Elliptic Curve (EC) private key.

[ECPublicKey](#)

The interface for an Elliptic Curve (EC) public key.

[ECPublicKeySpec](#)

The parameters specifying an Elliptic Curve (EC) public key.

[EdgeEffect](#)

This class performs the graphical effect used at the edges of scrollable widgets when the user scrolls beyond the content bounds in 2D space.

[EdgeEffectCompat](#)

Helper for accessing [EdgeEffect](#) introduced after API level 4 in a backwards compatible fashion.

[Editable](#)

This is the interface for text whose content and markup can be changed (as opposed to immutable text like Strings).

[Editable.Factory](#)

Factory used by TextView to create new Editables.

[EditorInfo](#)

An EditorInfo describes several attributes of a text editing object that an input method is communicating with (typically an EditText), most importantly the type of text content it contains.

[EditText](#)

EditText is a thin veneer over TextView that configures itself to be editable.

[EditTextPreference](#)

A [Preference](#) that allows for string input.

[Effect](#)

Effects are high-performance transformations that can be applied to image frames.

[EffectContext](#)

An EffectContext keeps all necessary state information to run Effects within a Open GL ES 2.0 context.

[EffectFactory](#)

The EffectFactory class defines the list of available Effects, and provides functionality to inspect and instantiate them.

[EffectUpdateListener](#)

Some effects may issue callbacks to inform the host of changes to the effect state.

EGL	
EGL10	
EGL11	
EGL14	EGL 1.4
EGLConfig	Wrapper class for native EGLConfig objects.
EGLConfig	
EGLContext	Wrapper class for native EGLContext objects.
EGLContext	
EGLDisplay	Wrapper class for native EGLDisplay objects.
EGLDisplay	
EGLObjectHandle	Base class for wrapped EGL objects.
EGLSurface	Wrapper class for native EGLSurface objects.
EGLSurface	
Element	The most basic data type.
Element	An XML element.
Element	The Element interface represents an element in an HTML or XML document.
Element.Builder	Builder class for producing complex elements with matching field and name pairs.
Element.DataKind	The special interpretation of the data if required.
Element.DataType	DataType represents the basic type information for a basic element.
ElementListener	Listens for the beginning and ending of elements.
ElementType	Defines an enumeration for Java program elements.
EllipticCurve	An Elliptic Curve with its necessary values.
EmbossMaskFilter	
EmptyStackException	An EmptyStackException is thrown if the pop/peek method of a stack is executed on an empty stack.
EncodedKeySpec	The abstract key specification for a public or a private key in encoded format.
EncodingUtils	The home for utility methods that handle various encoding tasks.
EncryptedPrivateKeyInfo	This class implements the EncryptedPrivateKeyInfo ASN.1 type as specified in PKCS #8 - Private-Key Information Syntax Standard .
EndElementListener	Listens for the end of elements.
EndTextElementListener	Listens for the end of text elements.
EnglishReasonPhraseCatalog	English reason phrases for HTTP status codes.
Entity	A representation of a item using ContentValues.
Entity	This interface represents a known entity, either parsed or unparsed, in an XML document.
Entity.NamedContentValues	

EntityDeserializer	Default implementation of an entity deserializer.
EntityEnclosingRequestWrapper	A wrapper class for HttpEntityEnclosingRequests that can be used to change properties of the current request without modifying the original object.
EntityIterator	A specialization of Iterator that allows iterating over a collection of Entity objects.
EntityReference	EntityReference nodes may be used to represent an entity reference in the tree.
EntityResolver	Basic interface for resolving entities.
EntityResolver2	Extended interface for mapping external entity references to input sources, or providing a missing external subset.
EntitySerializer	Default implementation of an entity serializer.
EntityTemplate	Entity that delegates the process of content generation to an abstract content producer.
EntityUtils	Static helpers for dealing with entities .
Enum<E extends Enum<E>>	The superclass of all enumerated types.
EnumConstantNotPresentException	Thrown if an enum constant does not exist for a particular name.
Enumeration<E>	A legacy iteration interface.
EnumMap<K extends Enum<K>, V>	An Map specialized for use with Enum types as keys.
EnumSet<E extends Enum<E>>	An EnumSet is a specialized Set to be used with enums as keys.
Environment	Provides access to environment variables.
EnvironmentalReverb	A sound generated within a room travels in many directions.
EnvironmentalReverb.OnParameterChangeListener	The OnParameterChangeListener interface defines a method called by the EnvironmentalReverb when a parameter value has changed.
EnvironmentalReverb.Settings	The Settings class regroups all environmental reverb parameters.
EOFException	Thrown when a program encounters the end of a file or stream during an input operation.
EofSensorInputStream	A stream wrapper that triggers actions on close() and EOF.
EofSensorWatcher	A watcher for EofSensorInputStream .
Equalizer	An Equalizer is used to alter the frequency response of a particular music source or of the main output mix.
Equalizer.OnParameterChangeListener	The OnParameterChangeListener interface defines a method called by the Equalizer when a parameter value has changed.
Equalizer.Settings	The Settings class regroups all equalizer parameters.
Error	Error is the superclass of all classes that represent unrecoverable errors.
ErrorHandler	Basic interface for SAX error handlers.
ErrorListener	To provide customized error handling, implement this interface and use the setErrorListener method to register an instance of the implementation with the Transformer .
ErrorManager	An error reporting facility for Handler implementations to record any error that may happen during logging.
ETC1	Methods for encoding and decoding ETC1 textures.
ETC1Util	Utility methods for using ETC1 compressed textures.
ETC1Util.ETC1Texture	A utility class encapsulating a compressed ETC1 texture.
EventListener	EventListener is the superclass of all event listener interfaces.

EventListenerProxy	This abstract class provides a simple wrapper for objects of type EventListener.
EventLog	Access to the system diagnostic event record.
EventLog.Event	A previously logged event read from the logs.
EventLogTags	<i>This class was deprecated in API level 8. This class is no longer functional. Use EventLog instead.</i>
EventLogTags.Description	
EventObject	EventObjects represent events.
Exception	Exception is the superclass of all classes that represent recoverable exceptions.
ExceptionInInitializerError	Thrown when an exception occurs during class initialization.
ExceptionUtils	The home for utility methods that handle various exception-related tasks.
Exchanger<V>	A synchronization point at which threads can pair and swap elements within pairs.
ExecutionContext	Context attribute names for protocol execution.
ExecutionException	Exception thrown when attempting to retrieve the result of a task that aborted by throwing an exception.
Executor	An object that executes submitted Runnable tasks.
ExecutorCompletionService<V>	A CompletionService that uses a supplied Executor to execute tasks.
Executors	Factory and utility methods for Executor , ExecutorService , ScheduledExecutorService , ThreadFactory , and Callable classes defined in this package.
ExecutorService	An Executor that provides methods to manage termination and methods that can produce a Future for tracking progress of one or more asynchronous tasks.
ExemptionMechanism	This class implements the functionality of an exemption mechanism such as <i>key recovery</i> , <i>key weakening</i> , or <i>key escrow</i> .
ExemptionMechanismException	This is the base class for ExemptionMechanismException.
ExemptionMechanismSpi	The Service Provider Interface (SPI) definition for the ExemptionMechanism class.
ExifInterface	This is a class for reading and writing Exif tags in a JPEG file.
ExpandableListActivity	An activity that displays an expandable list of items by binding to a data source implementing the ExpandableListAdapter, and exposes event handlers when the user selects an item.
ExpandableListAdapter	An adapter that links a ExpandableListView with the underlying data.
ExpandableListView	A view that shows items in a vertically scrolling two-level list.
ExpandableListView.ExpandableListContextMenuInfo	Extra menu information specific to an ExpandableListView provided to the onCreateContextMenu(ContextMenu, View, ContextMenuItem) callback when a context menu is brought up for this AdapterView.
ExpandableListView.OnChildClickListener	Interface definition for a callback to be invoked when a child in this expandable list has been clicked.
ExpandableListView.OnGroupClickListener	Interface definition for a callback to be invoked when a group in this expandable list has been clicked.
ExpandableListView.OnGroupCollapseListener	Used for being notified when a group is collapsed
ExpandableListView.OnGroupExpandListener	Used for being notified when a group is expanded
Externalizable	Defines an interface for classes that want to be serializable, but have their own binary representation.
ExtractEditText	Specialization of EditText for showing and interacting with the extracted text in a full-screen input method.
ExtractedText	Information about text that has been extracted for use by an input method.
ExtractedTextRequest	Description of what an input method would like from an application when extract text from its input editor.

FaceDetector	Identifies the faces of people in a Bitmap graphic object.
FaceDetector.Face	A Face contains all the information identifying the location of a face in a bitmap.
FactoryConfigurationError	Thrown when a problem with configuration with the Parser Factories exists.
FeatureInfo	A single feature that can be requested by an application.
Field	This class represents a field.
FieldPacker	Utility class for packing arguments and structures from Android system objects to Renderscript objects.
FieldPosition	Identifies fields in formatted strings.
File	An "abstract" representation of a file system entity identified by a pathname.
FileA3D	<i>This class was deprecated in API level 16. in API 16 FileA3D allows users to load Renderscript objects from files or resources stored on disk. It could be used to load items such as 3D geometry data converted to a Renderscript format from content creation tools. Currently only meshes are supported in FileA3D. When successfully loaded, FileA3D will contain a list of index entries for all the objects stored inside it.</i>
FileA3D.EntryType	<i>This enum was deprecated in API level 16. in API 16 Specifies what renderscript object type is contained within the FileA3D IndexEntry</i>
FileA3D.IndexEntry	<i>This class was deprecated in API level 16. in API 16 IndexEntry contains information about one of the Renderscript objects inside the file's index. It could be used to query the object's type and also name and load the object itself if necessary.</i>
FileBackupHelper	A helper class that can be used in conjunction with BackupAgentHelper to manage the backup of a set of files.
FileChannel	An abstract channel type for interaction with a platform file.
FileChannel.MapMode	MapMode defines file mapping mode constants.
FileDescriptor	Wraps a Unix file descriptor.
FileEntity	An entity whose content is retrieved from a file.
FileFilter	An interface for filtering File objects based on their names or other information.
FileHandler	A FileHandler writes logging records into a specified file or a rotating set of files.
FileInputStream	An input stream that reads bytes from a file.
FileLock	A FileLock represents a locked region of a file.
FileLockInterruptedException	A FileLockInterruptedException is thrown when a thread is interrupted while waiting to acquire a file lock.
FilenameFilter	An interface for filtering File objects based on their names or the directory they reside in.
FileNameMap	Defines a scheme for mapping a filename type to a MIME content type.
FileNotFoundException	Thrown when a file specified by a program cannot be found.
FileObserver	Monitors files (using inotify) to fire an event after files are accessed or changed by any process on the device (including this one).
FileOutputStream	An output stream that writes bytes to a file.
FilePermission	Legacy security code; do not use.
FileReader	A specialized Reader that reads from a file in the file system.
FileWriter	A specialized Writer that writes to a file in the file system.
Filter	A filter constrains data with a filtering pattern.
Filter	A Filter provides a mechanism for exercising fine-grained control over which records get logged.

Filter.FilterListener	Listener used to receive a notification upon completion of a filtering operation.
Filter.FilterResults	Holds the results of a filtering operation.
Filterable	Defines a filterable behavior.
FilterInputStream	Wraps an existing InputStream and performs some transformation on the input data while it is being read.
FilterOutputStream	Wraps an existing OutputStream and performs some transformation on the output data while it is being written.
FilterQueryProvider	This class can be used by external clients of CursorAdapter and CursorTreeAdapter to define how the content of the adapter should be filtered.
FilterReader	Wraps an existing Reader and performs some transformation on the input data while it is being read.
FilterWriter	Wraps an existing Writer and performs some transformation on the output data while it is being written.
FlakyTest	This annotation can be used on an InstrumentationTestCase 's test methods.
Float	The wrapper for the primitive type float.
Float2	Class for exposing the native Renderscript float2 type back to the Android system.
Float3	Class for exposing the native Renderscript float3 type back to the Android system.
Float4	Class for exposing the native Renderscript float4 type back to the Android system.
FloatBuffer	A buffer of floats.
FloatEvaluator	This evaluator can be used to perform type interpolation between float values.
FloatMath	Math routines similar to those found in Math .
Flushable	Defines an interface for classes that can (or need to) be flushed, typically before some output processing is considered to be finished and the object gets closed.
FocusFinder	The algorithm used for finding the next focusable view in a given direction from a view that currently has focus.
Font	<p><i>This class was deprecated in API level 16. in API 16</i></p> <p><i>This class gives users a simple way to draw hardware accelerated text. Internally, the glyphs are rendered using the Freetype library and an internal cache of rendered glyph bitmaps is maintained. Each font object represents a combination of a typeface, and point size. You can create multiple font objects to represent styles such as bold or italic text, faces, and different font sizes. During creation, the Android system queries device's screen DPI to ensure proper sizing across multiple device configurations.</i></p> <p><i>Fonts are rendered using screen-space positions and no state setup beyond binding a font to the Renderscript is required. A note of caution on performance, though the state changes are transparent to the user, they do happen internally, and it is more efficient to render large batches of text in sequence. It is also more efficient to render multiple characters at once instead of one by one to improve draw call batching.</i></p> <p><i>Font color and transparency are not part of the font object and you can freely modify them in the script to suit the user's rendering needs. Font colors work as a state machine. Every new call to draw text uses the last color set in the script.</i></p>
Font.Style	<i>This enum was deprecated in API level 16. in API 16</i>
ForegroundColorSpan	
Format	The base class for all formats.
Format.Field	Inner class used to represent Format attributes in the AttributedCharacterIterator that the formatToCharacterIterator() method returns in Format subclasses.
FormatException	
FormatFlagsConversionMismatchException	A FormatFlagsConversionMismatchException will be thrown if a conversion and the flags are incompatible.
Formattable	Classes that handle custom formatting for the 's' specifier of Formatter should implement the Formattable interface.
FormattableFlags	FormattableFlags are used as a parameter to formatTo(Formatter, int, int, int) and change the output format in Formattables.
FormattedHeader	An HTTP header which is already formatted.

Formatter	Utility class to aid in formatting common values that are not covered by the Formatter class in java.util
Formatter	Formats arguments according to a format string (like printf in C).
Formatter	Formatter objects are used to format LogRecord objects into a string representation.
Formatter.BigDecimalLayoutForm	The enumeration giving the available styles for formatting very large decimal numbers.
FormatterClosedException	A FormatterClosedException will be thrown if the formatter has been closed.
Fragment	A Fragment is a piece of an application's user interface or behavior that can be placed in an Activity .
Fragment	Static library support version of the framework's Fragment .
Fragment.InstantiationException	Thrown by instantiate(Context, String, Bundle) when there is an instantiation failure.
Fragment.InstantiationException	Thrown by instantiate(Context, String, Bundle) when there is an instantiation failure.
Fragment.SavedState	State information that has been retrieved from a fragment instance through FragmentManager.saveFragmentInstanceState .
Fragment.SavedState	State information that has been retrieved from a fragment instance through FragmentManager.saveFragmentInstanceState .
FragmentActivity	Base class for activities that want to use the support-based Fragment and Loader APIs.
FragmentBreadCrumbs	Helper class for showing "bread crumbs" representing the fragment stack in an activity.
FragmentBreadCrumbs.OnBreadCrumbClickListener	Interface to intercept clicks on the bread crumbs.
FragmentCompat	Helper for accessing features in Fragment introduced after API level 13 in a backwards compatible fashion.
FragmentManager	Interface for interacting with Fragment objects inside of an Activity
Developer Guides	For more information about using fragments, read the Fragments developer guide.
FragmentManager	Static library support version of the framework's FragmentManager .
FragmentManager.BackStackEntry	Representation of an entry on the fragment back stack, as created with FragmentTransaction.addToBackStack() .
FragmentManager.BackStackEntry	Representation of an entry on the fragment back stack, as created with FragmentTransaction.addToBackStack() .
FragmentManager.OnBackStackChangedListener	Interface to watch for changes to the back stack.
FragmentManager.OnBackStackChangedListener	Interface to watch for changes to the back stack.
FragmentPagerAdapter	Implementation of PagerAdapter that represents each page as a Fragment that is persistently kept in the fragment manager as long as the user can return to the page.
FragmentPagerAdapter	Implementation of PagerAdapter that represents each page as a Fragment that is persistently kept in the fragment manager as long as the user can return to the page.
FragmentStatePagerAdapter	Implementation of PagerAdapter that uses a Fragment to manage each page.
FragmentStatePagerAdapter	Implementation of PagerAdapter that uses a Fragment to manage each page.
FragmentTabHost	Version of FragmentTabHost that can be used with the platform Fragment APIs.
FragmentTabHost	Special TabHost that allows the use of Fragment objects for its tab content.
FragmentTransaction	API for performing a set of Fragment operations.
FragmentTransaction	Static library support version of the framework's FragmentTransaction .
FrameLayout	FrameLayout is designed to block out an area on the screen to display a single item.

FrameLayout.LayoutParams	Per-child layout information for layouts that support margins.
FullBackupDataOutput	Provides the interface through which a BackupAgent writes entire files to a full backup data set, via its onFullBackup(FullBackupDataOutput) method.
Future<V>	A Future represents the result of an asynchronous computation.
FutureTask<V>	A cancellable asynchronous computation.
G	
Gallery	<i>This class was deprecated in API level 16. This widget is no longer supported. Other horizontally scrolling widgets include HorizontalScrollView and ViewPager from the support library.</i>
Gallery.LayoutParams	Gallery extends LayoutParams to provide a place to hold current Transformation information along with previous position/transformation info.
GatheringByteChannel	The interface for channels that can write a set of buffers in a single operation.
GeneralSecurityException	GeneralSecurityException is a general security exception and the superclass for all security specific exceptions.
GenericArrayType	This interface represents an array type with a component type that is either a parameterized type or a type variable.
GenericDeclaration	Common interface for language constructs that declare type parameters.
GenericSignatureFormatError	Indicates that a malformed signature has been encountered via a reflective method.
Geocoder	A class for handling geocoding and reverse geocoding.
GeolocationPermissions	This class is used to manage permissions for the WebView's Geolocation JavaScript API.
GeolocationPermissions.Callback	A callback interface used by the host application to set the Geolocation permission state for an origin.
GeomagneticField	Estimates magnetic field at a given point on Earth, and in particular, to compute the magnetic declination from true north.
Gesture	A gesture is a hand-drawn shape on a touch screen.
GestureDetector	Detects various gestures and events using the supplied MotionEvents .
GestureDetector.OnDoubleTapListener	The listener that is used to notify when a double-tap or a confirmed single-tap occur.
GestureDetector.OnGestureListener	The listener that is used to notify when gestures occur.
GestureDetector.SimpleOnGestureListener	A convenience class to extend when you only want to listen for a subset of all the gestures.
GestureDetectorCompat	Detects various gestures and events using the supplied MotionEvents .
GestureLibraries	
GestureLibrary	
GestureOverlayView	A transparent overlay for gesture input that can be placed on top of other widgets or contain other widgets.
GestureOverlayView.OnGestureListener	
GestureOverlayView.OnGesturePerformedListener	
GestureOverlayView.OnGesturingListener	
GesturePoint	A timed point of a gesture stroke.
GestureStore	GestureLibrary maintains gesture examples and makes predictions on a new gesture
GestureStroke	A gesture stroke started on a touch down and ended on a touch up.
GestureUtils	Utility functions for gesture processing & analysis, including methods for:

- feature extraction (e.g., samplers and those for calculating bounding boxes and gesture path lengths);
- geometric transformation (e.g., translation, rotation and scaling);
- gesture similarity comparison (e.g., calculating Euclidean or Cosine distances between two gestures).

[GetChars](#)

Please implement this interface if your CharSequence has a getChars() method like the one in String that is faster than calling charAt() multiple times.

[GL](#)

[GL10](#)

[GL10Ext](#)

[GL11](#)

[GL11Ext](#)

[GL11ExtensionPack](#)

A helper class for debugging OpenGL ES applications.

[GLDebugHelper](#)

[GLES10](#)

[GLES10Ext](#)

[GLES11](#)

OpenGL ES 2.0

An exception class for OpenGL errors.

An implementation of SurfaceView that uses the dedicated surface for displaying OpenGL rendering.

An interface for choosing an EGLConfig configuration from a list of potential configurations.

An interface for customizing the eglCreateContext and eglDestroyContext calls.

An interface for customizing the eglCreateWindowSurface and eglDestroySurface calls.

An interface used to wrap a GL interface.

A generic renderer interface.

A set of GL utilities inspired by the OpenGL Utility Toolkit.

Utility class to help bridging OpenGL ES and Android APIs.

This class represents the current state of a GPS satellite.

This class represents the current state of the GPS engine.

Used for receiving notifications when GPS status has changed.

Used for receiving NMEA sentences from the GPS.

A Drawable with a color gradient for buttons, backgrounds, etc.

Controls how the gradient is oriented relative to the drawable's bounds

Standard constants and tools for placing an object within a potentially larger container.

GregorianCalendar	GregorianCalendar is a concrete subclass of Calendar and provides the standard calendar used by most of the world.
GridLayout	A layout that places its children in a rectangular <i>grid</i> .
GridLayout.Alignment	Alignments specify where a view should be placed within a cell group and what size it should be.
GridLayoutLayoutParams	Layout information associated with each of the children of a GridLayout.
GridLayout.Spec	A Spec defines the horizontal or vertical characteristics of a group of cells.
GridLayoutAnimationController	A layout animation controller is used to animated a grid layout's children.
GridLayoutAnimationController.AnimationParameters	The set of parameters that has to be attached to each view contained in the view group animated by the grid layout animation controller.
GridView	A view that shows items in two-dimensional scrolling grid.
Group	A Principal that represents a group of principals.
GsmCellLocation	Represents the cell location on a GSM phone.
Guard	Guard implementors protect access to other objects.
GuardedObject	GuardedObject controls access to an object, by checking all requests for the object with a Guard.
GZIPInputStream	The GZIPInputStream class is used to read data stored in the GZIP format, reading and decompressing GZIP data from the underlying stream into its buffer.
GZIPOutputStream	The GZIPOutputStream class is used to write data to a stream in the GZIP storage format.
H	
Handler	A Handler allows you to send and process Message and Runnable objects associated with a thread's MessageQueue .
Handler	A Handler object accepts a logging request and exports the desired messages to a target, for example, a file, the console, etc.
Handler.Callback	Callback interface you can use when instantiating a Handler to avoid having to implement your own subclass of Handler.
HandlerBase	<i>This class was deprecated in API level 1. This class works with the deprecated DocumentHandler interface. It has been replaced by the SAX2 DefaultHandler class.</i>
HandlerThread	Handy class for starting a new thread that has a looper.
HandshakeCompletedEvent	The event object encapsulating the information about a completed SSL handshake on a SSL connection.
HandshakeCompletedListener	The listener to be implemented to receive event notifications on completion of SSL handshake on an SSL connection.
HapticFeedbackConstants	Constants to be used to perform haptic feedback effects via performHapticFeedback(int)
HashMap<K, V>	HashMap is an implementation of Map .
HashSet<E>	HashSet is an implementation of a Set.
Hashtable<K, V>	Hashtable is a synchronized implementation of Map .
Header	Represents an HTTP header field.
HeaderElement	One element of an HTTP header value.
HeaderElementIterator	A type-safe iterator for HeaderElement objects.
HeaderGroup	A class for combining a set of headers.
HeaderIterator	A type-safe iterator for Header objects.
HeaderValueFormatter	Interface for formatting elements of a header value.

HeaderValueParser	Interface for parsing header values into elements.
HeaderViewListAdapter	ListAdapter used when a ListView has header views.
HeterogeneousExpandableList	Additional methods that when implemented make an ExpandableListAdapter take advantage of the Adapter view type mechanism.
HideReturnsTransformationMethod	This transformation method causes any carriage return characters (r) to be hidden by displaying them as zero-width non-breaking space characters () .
HorizontalScrollView	Layout container for a view hierarchy that can be scrolled by the user, allowing it to be larger than the physical display.
HostNameResolver	
HostnameVerifier	The interface to be used to provide hostname verification functionality.
Html	This class processes HTML strings into displayable styled text.
Html.ImageGetter	Retrieves images for HTML tags.
Html.TagHandler	Is notified when HTML tags are encountered that the parser does not know how to interpret.
HTTP	Constants and static helpers related to the HTTP protocol.
HttpAbstractParamBean	
HttpAuthHandler	Represents a request for HTTP authentication.
HttpClient	Interface for an HTTP client.
HttpClientConnection	An HTTP connection for use on the client side.
HttpClientParams	An adaptor for accessing HTTP client parameters in HttpParams .
HttpConnection	A generic HTTP connection, useful on client and server side.
HttpConnectionMetrics	The point of access to the statistics of an HttpConnection .
HttpConnectionMetricsImpl	Implementation of the metrics interface.
HttpConnectionParamBean	
HttpConnectionParams	An adaptor for accessing connection parameters in HttpParams .
HttpContext	A context for executing a request.
HttpCookie	An opaque key-value value pair held by an HTTP client to permit a stateful session with an HTTP server.
HttpDateGenerator	Generates a date in the format required by the HTTP protocol.
	HTTP DELETE method
HttpDelete	The HTTP DELETE method is defined in section 9.7 of RFC2616 :
	The DELETE method requests that the origin server delete the resource identified by the Request-URI.
HttpEntity	An entity that can be sent or received with an HTTP message.
HttpEntityEnclosingRequest	A request with an entity.
HttpEntityEnclosingRequestBase	Basic implementation of an HTTP request that can be modified.
HttpEntityWrapper	Base class for wrapping entities.
HttpException	Signals that an HTTP exception has occurred.
HttpExpectationVerifier	Defines an interface to verify whether an incoming HTTP request meets the target server's expectations.

HttpGet	HTTP GET method.
HttpHead	HTTP HEAD method.
HttpHost	Holds all of the variables needed to describe an HTTP connection to a host.
HttpHostConnectException	A ConnectException that specifies the HttpHost that was being connected to.
HttpInetConnection	An HTTP connection over the Internet Protocol (IP).
HttpMessage	A generic HTTP message.
HttpMessageParser	Generic message parser interface.
HttpMessageWriter	Generic message writer interface.
HttpOptions	HTTP OPTIONS method.
HttpParams	Represents a collection of HTTP protocol and framework parameters.
HttpPost	HTTP POST method.
HttpProcessor	Performs interceptor processing of requests and responses.
HttpProtocolParamBean	
HttpProtocolParams	This class implements an adaptor around the HttpParams interface to simplify manipulation of the HTTP protocol specific parameters.
HttpPut	HTTP PUT method.
HttpRequest	An HTTP request.
HttpRequestBase	Basic implementation of an HTTP request that can be modified.
HttpRequestExecutor	Sends HTTP requests and receives the responses.
HttpRequestFactory	A factory for HttpRequest objects.
HttpRequestHandler	
HttpRequestHandlerRegistry	Maintains a map of HTTP request handlers keyed by a request URI pattern.
HttpRequestHandlerResolver	Interface to be implemented by objects that can resolve HttpRequestHandler instances by request URI.
HttpRequestInterceptor	Processes a request.
HttpRequestInterceptorList	Provides access to an ordered list of request interceptors.
HttpRequestParser	
HttpRequestRetryHandler	A handler for determining if an HttpRequest should be retried after a recoverable exception during execution.
HttpRequestWriter	
HttpResponse	An HTTP response.
HttpResponseCache	Caches HTTP and HTTPS responses to the filesystem so they may be reused, saving time and bandwidth.
HttpResponseException	Signals a non 2xx HTTP response.
HttpResponseFactory	A factory for HttpResponse objects.
HttpResponseInterceptor	Processes a response.
HttpResponseInterceptorList	Provides access to an ordered list of response interceptors.

HttpServletResponse	
HttpServletResponseWriter	
HttpRetryException	If a HTTP request has to be retried, this exception will be thrown if the request cannot be retried automatically.
HttpRoute	The route for a request.
HttpRouteDirector	Provides directions on establishing a route.
HttpRoutePlanner	Encapsulates logic to compute a HttpRoute to a target host.
HttpServerConnection	An HTTP connection for use on the server side.
HttpService	Minimalistic server-side implementation of an HTTP processor.
HttpStatus	Constants enumerating the HTTP status codes.
HttpsURLConnection	An HttpURLConnection for HTTPS (RFC 2818).
HttpTrace	HTTP TRACE method.
HttpTransportMetrics	
HttpTransportMetricsImpl	Default implementation of HttpTransportMetrics .
HttpUriRequest	Extended version of the HttpRequest interface that provides convenience methods to access request properties such as request URI and method type.
HttpURLConnection	An URLConnection for HTTP (RFC 2616) used to send and receive data over the web.
HttpVersion	Represents an HTTP version, as specified in RFC 2616.
I	
IBinder	Base interface for a remotable object, the core part of a lightweight remote procedure call mechanism designed for high performance when performing in-process and cross-process calls.
IBinder.DeathRecipient	Interface for receiving a callback when the process hosting an IBinder has gone away.
IconMarginSpan	
Identity	<i>This class was deprecated in API level 1. The functionality of this class has been replace by Principal, KeyStore and the <code>java.security.cert</code> package.</i>
IdentityHashMap<K, V>	IdentityHashMap is a variant on HashMap which tests equality by reference instead of equality by value.
IdentityInputStream	A stream for reading from a session input buffer .
IdentityOutputStream	A stream for writing with an "identity" transport encoding.
IdentityScope	<i>This class was deprecated in API level 1. The functionality of this class has been replace by Principal, KeyStore and the <code>java.security.cert</code> package.</i>
IdleConnectionHandler	A helper class for connection managers to track idle connections.
IDN	Converts internationalized domain names between Unicode and the ASCII Compatible Encoding (ACE) representation.
Interface	Base class for Binder interfaces.
IllegalAccessError	Thrown when the VM notices that a program tries access a field which is not accessible from where it is referenced.
IllegalAccessException	Thrown when a program attempts to access a field or method which is not accessible from the location where the reference is made.
IllegalArgumentException	Thrown when a method is invoked with an argument which it can not reasonably deal with.
IllegalBlockingModeException	An IllegalBlockingModeException is thrown when an operation that requires a specific blocking mode is invoked on a channel that is in a different blocking mode.

IllegalBlockSizeException	The exception, that is thrown when the data length provided to a block cipher does not match the block size of the cipher.
IllegalCharsetNameException	An IllegalCharsetNameException is thrown when an illegal charset name is encountered.
IllegalFormatCodePointException	An IllegalFormatCodePointException will be thrown if an invalid Unicode code point (defined by isValidCodePoint(int)) is passed as a parameter to a Formatter.
IllegalFormatConversionException	An IllegalFormatConversionException will be thrown when the parameter is incompatible with the corresponding format specifier.
IllegalFormatException	An IllegalFormatException is thrown when a format string that contains either an illegal syntax or format specifier is transferred as a parameter.
IllegalFormatFlagsException	An IllegalFormatFlagsException will be thrown if the combination of the format flags is illegal.
IllegalFormatPrecisionException	An IllegalFormatPrecisionException will be thrown if the precision is a negative other than -1 or in other cases where precision is not supported.
IllegalFormatWidthException	An IllegalFormatWidthException will be thrown if the width is a negative value other than -1 or in other cases where a width is not supported.
IllegalMonitorStateException	Thrown when a monitor operation is attempted when the monitor is not in the correct state, for example when a thread attempts to exit a monitor which it does not own.
IllegalSelectorException	An IllegalSelectorException is thrown when a call is made to register a channel on a selector that has been created by a different provider.
IllegalStateException	Thrown when an action is attempted at a time when the VM is not in the correct state.
IllegalThreadStateException	Thrown when an operation is attempted which is not possible given the state that the executing thread is in.
ImageButton	Displays a button with an image (instead of text) that can be pressed or clicked by the user.
ImageFormat	
ImageSpan	
ImageSwitcher	
ImageView	Displays an arbitrary image, such as an icon.
ImageView.ScaleType	Options for scaling the bounds of an image to the bounds of this view.
IncompatibleClassChangeError	IncompatibleClassChangeError is the superclass of all classes which represent errors that occur when inconsistent class files are loaded into the same running image.
IncompleteAnnotationException	Indicates that an element of an annotation type was accessed that was added after the type was compiled or serialized.
IndexedPropertyChangeEvent	A type of PropertyChangeEvent that indicates that an indexed property has changed.
IndexOutOfBoundsException	Thrown when a program attempts to access a value in an indexable collection using a value which is outside of the range of valid indices.
Inet4Address	An IPv4 address.
Inet6Address	An IPv6 address.
InetAddress	An Internet Protocol (IP) address.
InetAddressUtils	A collection of utilities relating to InetAddresses.
InetSocketAddress	This class represents a socket endpoint described by a IP address and a port number.
InflateException	This exception is thrown by an inflator on error conditions.
Inflater	This class decompresses data that was compressed using the <i>DEFLATE</i> algorithm (see specification).
InflaterInputStream	This class provides an implementation of FilterInputStream that decompresses data that was compressed using the <i>DEFLATE</i> algorithm (see specification).
InflaterOutputStream	An OutputStream filter to decompress data.
InheritableThreadLocal <T>	A thread-local variable whose value is passed from parent to child thread.
Inherited	Defines a meta-annotation for indicating that an annotation is automatically inherited.

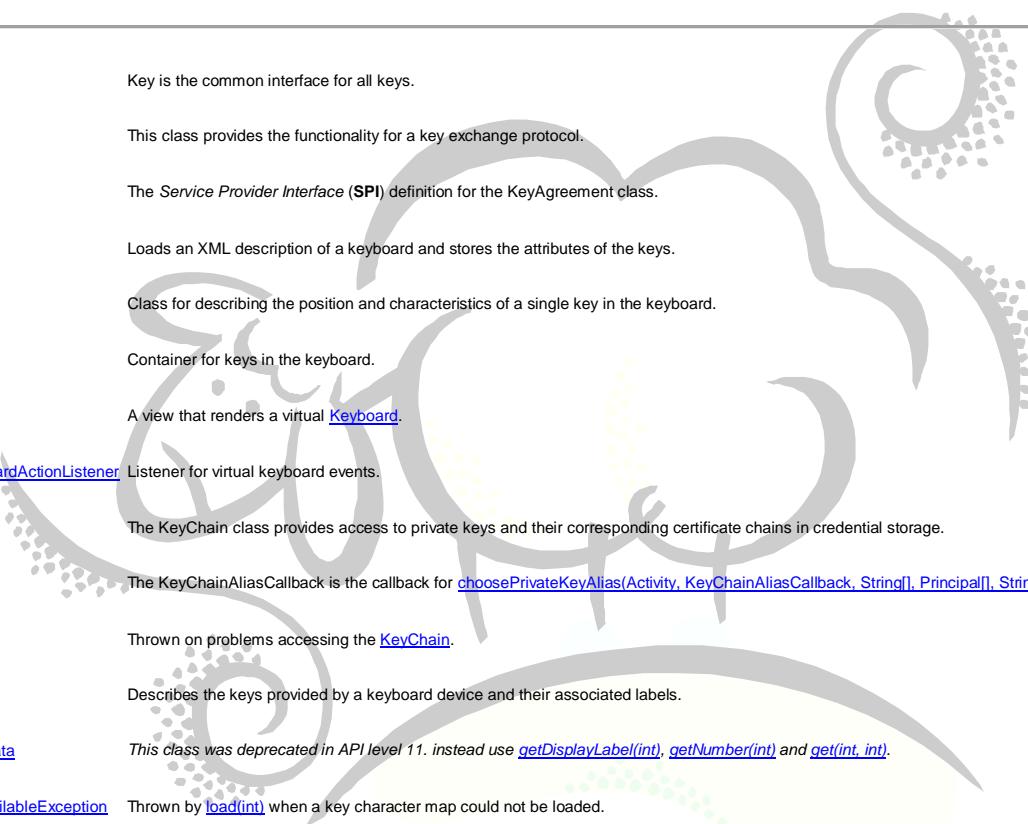
InputBinding	Information given to an InputMethod about a client connecting to it.
InputConnection	The InputConnection interface is the communication channel from an InputMethod back to the application that is receiving its input.
InputConnectionWrapper	Wrapper class for proxying calls to another InputConnection.
InputDevice	Describes the capabilities of a particular input device.
InputDevice.MotionRange	Provides information about the range of values for a particular MotionEvent axis.
InputEvent	Common base class for input events.
InputFilter	InputFilters can be attached to Editables to constrain the changes that can be made to them.
InputFilter.AllCaps	This filter will capitalize all the lower case letters that are added through edits.
InputFilter.LengthFilter	This filter will constrain edits not to make the length of the text greater than the specified length.
InputManager	Provides information about input devices and available key layouts.
InputManager.InputDeviceListener	Lists for changes in input devices.
InputMethod	The InputMethod interface represents an input method which can generate key events and text, such as digital, email addresses, CJK characters, other language characters, and etc., while handling various input events, and send the text back to the application that requests text input.
InputMethod.SessionCallback	
InputMethodInfo	This class is used to specify meta information of an input method.
InputMethodManager	Central system API to the overall input method framework (IMF) architecture, which arbitrates interaction between applications and the current input method.
InputMethodService	InputMethodService provides a standard implementation of an InputMethod, which final implementations can derive from and customize.
InputMethodService.InputMethodImpl	Concrete implementation of AbstractInputMethodService.AbstractInputMethodImpl that provides all of the standard behavior for an input method.
InputMethodService.InputMethodSessionImpl	Concrete implementation of AbstractInputMethodService.AbstractInputMethodSessionImpl that provides all of the standard behavior for an input method session.
InputMethodServiceInsets	Information about where interesting parts of the input method UI appear.
InputMethodSession	The InputMethodSession interface provides the per-client functionality of InputMethod that is safe to expose to applications.
InputMethodSession.EventCallback	
InputMethodSubtype	This class is used to specify meta information of a subtype contained in an input method editor (IME).
InputMismatchException	An InputMismatchException is thrown by a scanner to indicate that the next token does not match or is out of range for the type specified in the pattern.
InputQueue	An input queue provides a mechanism for an application to receive incoming input events.
InputQueue.Callback	Interface to receive notification of when an InputQueue is associated and dissociated with a thread.
InputSource	A single input source for an XML entity.
InputStream	A readable source of bytes.
InputStreamEntity	A streamed entity obtaining content from an InputStream .
InputStreamReader	A class for turning a byte stream into a character stream.
InputType	Bit definitions for an integer defining the basic content type of text held in an Editable object.
InsetDrawable	A Drawable that insets another Drawable by a specified distance.
InstantiationException	Thrown when the VM notices that a program tries to create a new instance of a class which has no visible constructors from the location where new is invoked.

InstantiationException	Thrown when a program attempts to access a constructor which is not accessible from the location where the reference is made.
Instrumentation	Base class for implementing application instrumentation code.
Instrumentation.ActivityMonitor	Information about a particular kind of Intent that is being monitored.
Instrumentation.ActivityResult	Description of a Activity execution result to return to the original activity.
InstrumentationInfo	Information you can retrieve about a particular piece of test instrumentation.
InstrumentationTestCase	A test case that has access to Instrumentation .
InstrumentationTestRunner	An Instrumentation that runs various types of TestCases against an Android package (application).
InstrumentationTestSuite	A TestSuite that injects Instrumentation into InstrumentationTestCase before running them.
Int2	Class for exposing the native Renderscript int2 type back to the Android system.
Int3	Class for exposing the native Renderscript int3 type back to the Android system.
Int4	Class for exposing the native Renderscript int4 type back to the Android system.
IntBuffer	A buffer of ints.
Integer	The wrapper for the primitive type int.
Intent	An intent is an abstract description of an operation to be performed.
Intent.FilterComparison	Wrapper class holding an Intent and implementing comparisons on it for the purpose of filtering.
Intent.ShortcutIconResource	Represents a shortcut/live folder icon resource.
IntentCompat	Helper for accessing features in Intent introduced after API level 4 in a backwards compatible fashion.
IntentFilter	Structured description of Intent values to be matched.
IntentFilter.AuthorityEntry	This is an entry for a single authority in the Iterator returned by authoritiesIterator() .
IntentFilter.MalformedMimeTypeException	This exception is thrown when a given MIME type does not have a valid syntax.
IntentSender	A description of an Intent and target action to perform with it.
IntentSender.OnFinished	Callback interface for discovering when a send operation has completed.
IntentSender.SendIntentException	Exception thrown when trying to send through a PendingIntent that has been canceled or is otherwise no longer able to execute the request.
IntentService	IntentService is a base class for Services that handle asynchronous requests (expressed as Intents) on demand.
InterfaceAddress	Identifies one of a network interface's addresses.
InternalError	Thrown when the VM notices that it has gotten into an undefined state.
Interpolator	
Interpolator	An interpolator defines the rate of change of an animation.
Interpolator.Result	
InterruptedException	Thrown when a waiting thread is activated before the condition it was waiting for has been satisfied.
InterruptedIOException	Signals that a blocking I/O operation has been interrupted.
InterruptibleChannel	Channels that implement this interface can be asynchronously closed and interrupted.
IntEvaluator	This evaluator can be used to perform type interpolation between int values.

InvalidAlgorithmParameterException	InvalidAlgorithmParameterException indicates the occurrence of invalid algorithm parameters.
InvalidClassException	Signals a problem during the serialization or deserialization of an object.
InvalidCredentialsException	Authentication credentials required to respond to a authentication challenge are invalid
InvalidKeyException	InvalidKeyException indicates exceptional conditions, caused by an invalid key.
InvalidKeySpecException	The exception that is thrown when an invalid key specification is encountered.
InvalidMarkException	An InvalidMarkException is thrown when reset() is called on a buffer, but no mark has been set previously.
InvalidObjectException	Signals that, during deserialization, the validation of an object has failed.
InvalidParameterException	InvalidParameterException indicates exceptional conditions, caused by invalid parameters.
InvalidParameterSpecException	The exception that is thrown when an invalid parameter specification is encountered.
InvalidPreferencesFormatException	An exception to indicate that the input XML file is not well-formed or could not be validated against the appropriate document type (specified by in the Preferences).
InvalidPropertiesFormatException	An InvalidPropertiesFormatException is thrown if loading the XML document defining the properties does not follow the Properties specification.
InvocationHandler	Implementors of this interface dispatch methods invoked on proxy instances.
InvocationTargetException	This class provides a wrapper for an exception thrown by a Method or Constructor invocation.
IOError	This error is thrown when a severe I/O error has happened.
IOException	Signals a general, I/O-related error.
IsoDep	Provides access to ISO-DEP (ISO 14443-4) properties and I/O operations on a Tag .
IsolatedContext	A mock context which prevents its users from talking to the rest of the device while stubbing enough methods to satisfy code that tries to talk to other packages.
Iterable<T>	Instances of classes that implement this interface can be used with the enhanced for loop.
Iterator<E>	An iterator over a sequence of objects, such as a collection.
IvParameterSpec	The algorithm parameter specification for an <i>initialization vector</i> .
J	
JarEntry	Represents a single file in a JAR archive together with the manifest attributes and digital signatures associated with it.
JarException	This runtime exception is thrown when a problem occurs while reading a JAR file.
JarFile	JarFile is used to read jar entries and their associated data from jar files.
JarInputStream	The input stream from which the JAR file to be read may be fetched.
JarOutputStream	The JarOutputStream is used to write data in the JarFile format to an arbitrary output stream
JarURLConnection	This class establishes a connection to a jar: URL using the JAR protocol.
JavascriptInterface	Annotation that allows exposing methods to JavaScript.
JetPlayer	JetPlayer provides access to JET content playback and control.
JetPlayer.OnJetEventListener	Handles the notification when the JET engine generates an event.
JSONArray	A dense indexed sequence of values.
JSONException	Thrown to indicate a problem with the JSON API.

JSONObject	A modifiable set of name/value mappings.
JsonReader	Reads a JSON (RFC 4627) encoded value as a stream of tokens.
JSONStringer	Implements toString() and toJSON() .
JsonToken	A structure, name or value type in a JSON-encoded string.
JSONTokener	Parses a JSON (RFC 4627) encoded string into the corresponding object.
JsonWriter	Writes a JSON (RFC 4627) encoded value to a stream, one token at a time.
JsPromptResult	Public class for handling JavaScript prompt requests.
JsResult	An instance of this class is passed as a parameter in various WebChromeClient action notifications.

K



Key	Key is the common interface for all keys.
KeyAgreement	This class provides the functionality for a key exchange protocol.
KeyAgreementSpi	The <i>Service Provider Interface (SPI)</i> definition for the KeyAgreement class.
Keyboard	Loads an XML description of a keyboard and stores the attributes of the keys.
Keyboard.Key	Class for describing the position and characteristics of a single key in the keyboard.
Keyboard.Row	Container for keys in the keyboard.
KeyboardView	A view that renders a virtual Keyboard .
KeyboardView.OnKeyboardActionListener	Listener for virtual keyboard events.
KeyChain	The KeyChain class provides access to private keys and their corresponding certificate chains in credential storage.
KeyChainAliasCallback	The KeyChainAliasCallback is the callback for choosePrivateKeyAlias(Activity, KeyChainAliasCallback, String[], Principal[], String, int, String) .
KeyChainException	Thrown on problems accessing the KeyChain .
KeyCharacterMap	Describes the keys provided by a keyboard device and their associated labels.
KeyCharacterMap.KeyData	<i>This class was deprecated in API level 11. instead use getDisplayLabel(int), getNumber(int) and get(int, int).</i>
KeyCharacterMap.UnavailableException	Thrown by load(int) when a key character map could not be loaded.
KeyEvent	Object used to report key and button events.
KeyEvent.Callback	
KeyEvent.DispatcherState	Use with dispatch(Callback, DispatcherState, Object) for more advanced key dispatching, such as long presses.
KeyEventCompat	Helper for accessing features in KeyEvent introduced after API level 4 in a backwards compatible fashion.
KeyException	KeyException is the common superclass of all key related exceptions.
KeyFactory	KeyFactory is an engine class that can be used to translate between public and private key objects and convert keys between their external representation, that can be easily transported and their internal representation.
KeyFactorySpi	KeyFactorySpi is the Service Provider Interface (SPI) definition for KeyFactory .
Keyframe	This class holds a time/value pair for an animation.
KeyGenerator	This class provides the public API for generating symmetric cryptographic keys.

KeyGeneratorSpi	The <i>Service Provider Interface (SPI)</i> definition for the KeyGenerator class.
KeyguardManager	Class that can be used to lock and unlock the keyboard.
KeyguardManager.KeyguardLock	This class was deprecated in API level 13. Use FLAG_DISMISS_KEYGUARD and/or FLAG_SHOW_WHEN_LOCKED instead; this allows you to seamlessly hide the keyguard as your application moves in and out of the foreground and does not require that any special permissions be requested. Handle returned by newKeyguardLock(String) that allows you to disable / reenable the keyguard.
KeyguardManager.OnKeyguardExitResult	Callback passed to exitKeyguardSecurely(KeyguardManager.OnKeyguardExitResult) to notify caller of result.
KeyListener	Interface for converting text key events into edit operations on an Editable class.
KeyManagementException	KeyManagementException is a general exception, thrown to indicate an exception during processing an operation concerning key management.
KeyManager	This is the interface to implement in order to mark a class as a JSSE key managers so that key managers can be easily grouped.
KeyManagerFactory	The public API for KeyManagerFactory implementations.
KeyManagerFactorySpi	The <i>Service Provider Interface (SPI)</i> for the KeyManagerFactory class.
KeyPair	KeyPair is a container for a public key and a private key.
KeyPairGenerator	KeyPairGenerator is an engine class which is capable of generating a private key and its related public key utilizing the algorithm it was initialized with.
KeyPairGeneratorSpi	KeyPairGeneratorSpi is the Service Provider Interface (SPI) definition for KeyPairGenerator .
KeyRep	KeyRep is a standardized representation for serialized Key objects.
KeyRep.Type	Type enumerates the supported key types.
KeySpec	The marker interface for key specifications.
KeyStore	KeyStore is responsible for maintaining cryptographic keys and their owners.
KeyStore.Builder	Builder is used to construct new instances of KeyStore.
KeyStore.CallbackHandlerProtection	CallbackHandlerProtection is a ProtectionParameter that encapsulates a CallbackHandler .
KeyStore.Entry	Entry is the common marker interface for a KeyStore entry.
KeyStore.LoadStoreParameter	LoadStoreParameter represents a parameter that specifies how a KeyStore can be loaded and stored.
KeyStore.PasswordProtection	PasswordProtection is a ProtectionParameter that protects a KeyStore using a password.
KeyStore.PrivateKeyEntry	PrivateKeyEntry represents a KeyStore entry that holds a private key.
KeyStore.ProtectionParameter	ProtectionParameter is a marker interface for protection parameters.
KeyStore.SecretKeyEntry	SecretKeyEntry represents a KeyStore entry that holds a secret key.
KeyStore.TrustedCertificateEntry	TrustedCertificateEntry represents a KeyStore entry that holds a trusted certificate.
KeyStoreBuilderParameters	The parameters for KeyManagers.
KeyStoreException	KeyStoreException is a general KeyStore exception.
KeyStoreSpi	KeyStoreSpi is the Service Provider Interface (SPI) definition for KeyStore .

L

LabeledIntent	A special subclass of Intent that can have a custom label/icon associated with it.
LangUtils	A set of utility methods to help produce consistent equals and hashCode methods.

LargeTest	Marks a test that should run as part of the large tests.
LastOwnerException	The exception that is thrown when an attempt is made to remove the last Owner from an Owner.
LauncherActivity	Displays a list of all activities which can be performed for a given intent.
LauncherActivity.IconResizer	Utility class to resize icons to match default icon size.
LauncherActivity.ListItem	An item in the list
LaxContentLengthStrategy	The lax implementation of the content length strategy.
LayerDrawable	A Drawable that manages an array of other Drawables.
LayeredSocketFactory	A SocketFactory for layered sockets (SSL/TLS).
LayerRasterizer	
Layout	A base class that manages text layout in visual elements on the screen.
Layout.Alignment	
Layout.Directions	Stores information about bidirectional (left-to-right or right-to-left) text within the layout of a line.
LayoutAnimationController	A layout animation controller is used to animated a layout's, or a view group's, children.
LayoutAnimationController.AnimationParameters	The set of parameters that has to be attached to each view contained in the view group animated by the layout animation controller.
LayoutInflater	Instantiates a layout XML file into its corresponding View objects.
LayoutInflater.Factory	
LayoutInflater.Factory2	
LayoutInflater.Filter	Hook to allow clients of the LayoutInflater to restrict the set of Views that are allowed to be inflated.
LayoutTransition	This class enables automatic animations on layout changes in ViewGroup objects.
LayoutTransition.TransitionListener	This interface is used for listening to starting and ending events for transitions.
LDAPCertStoreParameters	The parameters to initialize a LDAP CertStore instance.
LeadingMarginSpan	A paragraph style affecting the leading margin.
LeadingMarginSpan.LeadingMarginSpan2	An extended version of LeadingMarginSpan , which allows the implementor to specify the number of lines of text to which this object is attached that the "first line of paragraph" margin width will be applied to.
LeadingMarginSpan.Standard	The standard implementation of LeadingMarginSpan, which adjusts the margin but does not do any rendering.
Level	Level objects are used to indicate the level of logging.
LevelListDrawable	A resource that manages a number of alternate Drawables, each assigned a maximum numerical value.
LexicalHandler	SAX2 extension handler for lexical events.
LightingColorFilter	
LinearGradient	
LinearInterpolator	An interpolator where the rate of change is constant
LinearLayout	A Layout that arranges its children in a single column or a single row.
LinearLayout.LayoutParams	Per-child layout information associated with ViewLinearLayout.

LineBackgroundSpan	
LineFormatter	Interface for formatting elements of the HEAD section of an HTTP message.
LineHeightSpan	
LineHeightSpan.WithDensity	
LineNumberInputStream	<i>This class was deprecated in API level 1. Use LineNumberReader</i>
LineNumberReader	Wraps an existing Reader and counts the line terminators encountered while reading the data.
LineParser	Interface for parsing lines in the HEAD section of an HTTP message.
LinkageError	LinkageError is the superclass of all error classes that occur when loading and linking class files.
LinkedBlockingDeque<E>	An optionally-bounded blocking deque based on linked nodes.
LinkedBlockingQueue<E>	An optionally-bounded blocking queue based on linked nodes.
LinkedHashMap<K, V>	LinkedHashMap is an implementation of Map that guarantees iteration order.
LinkedHashSet<E>	LinkedHashSet is a variant of HashSet.
LinkedList<E>	LinkedList is an implementation of List , backed by a doubly-linked list.
Linkify	Linkify takes a piece of text and a regular expression and turns all of the regex matches in the text into clickable links.
Linkify.MatchFilter	MatchFilter enables client code to have more control over what is allowed to match and become a link, and what is not.
Linkify.TransformFilter	TransformFilter enables client code to have more control over how matched patterns are represented as URLs.
LinkMovementMethod	A movement method that traverses links in the text buffer and scrolls if necessary.
List<E>	A List is a collection which maintains an ordering for its elements.
ListActivity	An activity that displays a list of items by binding to a data source such as an array or Cursor, and exposes event handlers when the user selects an item.
ListAdapter	Extended Adapter that is the bridge between a ListView and the data that backs the list.
ListFragment	A fragment that displays a list of items by binding to a data source such as an array or Cursor, and exposes event handlers when the user selects an item.
ListFragment	Static library support version of the framework's ListFragment .
ListIterator<E>	An ListIterator is used to sequence over a List of objects.
ListPopupWindow	A ListPopupWindow anchors itself to a host view and displays a list of choices.
ListPreference	A Preference that displays a list of entries as a dialog.
ListResourceBundle	ListResourceBundle is the abstract superclass of classes which provide resources by implementing the getContents() method to return the list of resources.
ListView	A view that shows items in a vertically scrolling list.
ListView.FixedViewInfo	A class that represents a fixed view in a list, for example a header at the top or a footer at the bottom.
LiveFolders	<i>This class was deprecated in API level 14. Live folders are no longer supported by Android. These have been replaced by the new AppWidget Collection APIs introduced in HONEYCOMB. These provide all of the features of live folders plus many more. The use of live folders is greatly discouraged because of security issues they introduce -- publishing a live folder requires making all data stored for the live folder available to all applications with no permissions protecting it.</i>
Loader<D>	An abstract class that performs asynchronous loading of data.
Loader<D>	Static library support version of the framework's Loader .
Loader.ForceLoadContentObserver	An implementation of a ContentObserver that takes care of connecting it to the Loader to have the loader re-load its data when the observer is told it has changed.

Loader	ForceLoadContentObserver	An implementation of a ContentObserver that takes care of connecting it to the Loader to have the loader re-load its data when the observer is told it has changed.
Loader	OnLoadCanceledListener<D>	Interface that is implemented to discover when a Loader has been canceled before it finished loading its data.
Loader	OnLoadCompleteListener<D>	Interface that is implemented to discover when a Loader has finished loading its data.
Loader	OnLoadCompleteListener<D>	Interface that is implemented to discover when a Loader has finished loading its data.
LoaderManager		Interface associated with an Activity or Fragment for managing one or more Loader instances associated with it.
LoaderManager		Static library support version of the framework's LoaderManager .
LoaderManager.LoaderCallbacks <D>		Callback interface for a client to interact with the manager.
LoaderManager.LoaderCallbacks <D>		Callback interface for a client to interact with the manager.
LoaderTestCase		A convenience class for testing Loaders .
LocalActivityManager		<i>This class was deprecated in API level 13. Use the new Fragment and FragmentManager APIs instead; these are also available on older platforms through the Android compatibility package.</i>
LocalBroadcastManager		Helper to register for and send broadcasts of Intents to local objects within your process.
Locale		Locale represents a language/country/variant combination.
LocaleSpan		Changes the Locale of the text to which the span is attached.
LocalServerSocket		non-standard class for creating inbound UNIX-domain socket on the Android platform, this is created in the Linux non-filesystem namespace.
LocalSocket		Creates a (non-server) socket in the UNIX-domain namespace.
LocalSocketAddress		A UNIX-domain (AF_LOCAL) socket address.
LocalSocketAddress.Namespace		The namespace that this address exists in.
Location		A data class representing a geographic location.
LocationListener		Used for receiving notifications from the LocationManager when the location has changed.
LocationManager		This class provides access to the system location services.
LocationProvider		An abstract superclass for location providers.
Locator		Interface for associating a SAX event with a document location.
Locator2		SAX2 extension to augment the entity information provided though a Locator .
Locator2Impl		SAX2 extension helper for holding additional Entity information, implementing the Locator2 interface.
LocatorImpl		Provide an optional convenience implementation of Locator.
Lock		Lock implementations provide more extensive locking operations than can be obtained using synchronized methods and statements.
LockSupport		Basic thread blocking primitives for creating locks and other synchronization classes.
Log		API for sending log output.
Logger		Loggers are used to log records to a variety of destinations such as log files or the console.
LoggingMXBean		LoggingMXBean is the management interface for the logging sub-system.
LoggingPermission		Legacy security code; do not use.
LoggingSessionInputBuffer		Logs all data read to the wire LOG.

LoggingSessionOutputBuffer	Logs all data written to the wire LOG.
LoginException	Base class for exceptions that are thrown when a login error occurs.
LoginFilter	Abstract class for filtering login-related text (user names and passwords)
LoginFilter.PasswordFilterGMail	This filter is compatible with GMail passwords which restricts characters to the Latin-1 (ISO8859-1) char set.
LoginFilter.UsernameFilterGeneric	This filter rejects characters in the user name that are not compatible with Google login.
LoginFilter.UsernameFilterGMail	This filter rejects characters in the user name that are not compatible with GMail account creation.
LogManager	LogManager is used to maintain configuration properties of the logging framework, and to manage a hierarchical namespace of all named Logger objects.
LogPrinter	Implementation of a Printer that sends its output to the system log.
LogRecord	A LogRecord object represents a logging request.
Long	The wrapper for the primitive type long.
Long2	Class for exposing the native Renderscript long2 type back to the Android system.
Long3	Class for exposing the native Renderscript long3 type back to the Android system.
Long4	Class for exposing the native Renderscript long4 type back to the Android system.
LongBuffer	A buffer of longs.
LongSparseArray<E>	SparseArray mapping longs to Objects.
LongSparseArray<E>	SparseArray mapping longs to Objects.
Looper	Class used to run a message loop for a thread.
LruCache<K, V>	Static library version of LruCache .
LruCache<K, V>	A cache that holds strong references to a limited number of values.
LSEException	Parser or write operations may throw an LSEException if the processing is stopped.
LSInput	This interface represents an input source for data.
LSOutput	This interface represents an output destination for data.
LSParser	An interface to an object that is able to build, or augment, a DOM tree from various input sources.
LSParserFilter	LSParserFilters provide applications the ability to examine nodes as they are being constructed while parsing.
LSResourceResolver	LSResourceResolver provides a way for applications to redirect references to external resources.
LSSerializer	A LSSerializer provides an API for serializing (writing) a DOM document out into XML.

M

Mac	This class provides the public API for <i>Message Authentication Code</i> (MAC) algorithms.
MacSpi	The <i>Service-Provider Interface (SPI)</i> definition for the Mac class.
mailto:	MailTo URL parser This class parses a mailto scheme URL and then can be queried for the parsed parameters.
MalformedChallengeException	Signals that authentication challenge is in some way invalid or illegal in the given context
MalformedChunkCodingException	Signals a malformed chunked stream.

MalformedCookieException	Signals that a cookie is in some way invalid or illegal in a given context
MalformedInputException	A MalformedInputException is thrown when a malformed input is encountered, for example if a byte sequence is illegal for the given charset.
MalformedJsonException	Thrown when a reader encounters malformed JSON.
MalformedParameterizedTypeException	Indicates that a malformed parameterized type has been encountered by a reflective method.
MalformedURLException	This exception is thrown when a program attempts to create an URL from an incorrect specification.
ManagedClientConnection	A client-side connection with advanced connection logic.
ManagerFactoryParameters	The marker interface for key manager factory parameters.
Manifest	
Manifest	The Manifest class is used to obtain attribute information for a JarFile and its entries.
Manifest.permission	
Manifest.permission_group	
Map<K, V>	A Map is a data structure consisting of a set of keys and values in which each key is mapped to a single value.
Map.Entry<K, V>	Map.Entry is a key/value mapping contained in a Map.
MappedByteBuffer	MappedByteBuffer is a special kind of direct byte buffer which maps a region of file to memory.
MaskFilter	MaskFilter is the base class for object that perform transformations on an alpha-channel mask before drawing it.
MaskFilterSpan	
Matcher	The result of applying a Pattern to a given input.
MatchResult	Holds the results of a successful match of a Pattern against a given string.
Math	Class Math provides basic math constants and operations such as trigonometric functions, hyperbolic functions, exponential, logarithms, etc.
MathContext	Immutable objects describing settings such as rounding mode and digit precision for the numerical operations provided by class BigDecimal .
Matrix	The Matrix class holds a 3x3 matrix for transforming coordinates.
Matrix	Matrix math utilities.
Matrix.ScaleToFit	Controls how the src rect should align into the dst rect for setRectToRect().
Matrix2f	Class for exposing the native Renderscript rs_matrix2x2 type back to the Android system.
Matrix3f	Class for exposing the native Renderscript rs_matrix3x3 type back to the Android system.
Matrix4f	Class for exposing the native Renderscript rs_matrix4x4 type back to the Android system.
MatrixCursor	A mutable cursor implementation backed by an array of Objects.
MatrixCursor.RowBuilder	Builds a row, starting from the left-most column and adding one column value at a time.
MediaActionSound	A class for producing sounds that match those produced by various actions taken by the media and camera APIs.
MediaCodec	MediaCodec class can be used to access low-level media codec, i.e.
MediaCodec.BufferInfo	Per buffer metadata includes an offset and size specifying the range of valid data in the associated codec buffer.
MediaCodec.CryptoException	
MediaCodec.CryptolInfo	Metadata describing the structure of a (at least partially) encrypted input sample.

[MediaCodecInfo](#)

[MediaCodecInfo.CodecCapabilities](#)

[MediaCodecInfo.CodecProfileLevel](#)

[MediaCodeclist](#)

MediaCodeclist class can be used to enumerate available codecs, find a codec supporting a given format and query the capabilities of a given codec.

[MediaController](#)

A view containing controls for a MediaPlayer.

[MediaController.MediaPlayerControl](#)

[MediaCrypto](#)

MediaCrypto class can be used in conjunction with [MediaCodec](#) to decode encrypted media data.

[MediaCryptoException](#)

Exception thrown if MediaCrypto object could not be instantiated for whatever reason.

[MediaExtractor](#)

MediaExtractor facilitates extraction of demuxed, typically encoded, media data from a data source.

[MediaFormat](#)

Encapsulates the information describing the format of media data, be it audio or video.

[MediaMetadataRetriever](#)

MediaMetadataRetriever class provides a unified interface for retrieving frame and meta data from an input media file.

[MediaPlayer](#)

MediaPlayer class can be used to control playback of audio/video files and streams.

[MediaPlayer.OnBufferingUpdateListener](#)

Interface definition of a callback to be invoked indicating buffering status of a media resource being streamed over the network.

[MediaPlayer.OnCompletionListener](#)

Interface definition for a callback to be invoked when playback of a media source has completed.

[MediaPlayer.OnErrorListener](#)

Interface definition of a callback to be invoked when there has been an error during an asynchronous operation (other errors will throw exceptions at method call time).

[MediaPlayer.OnInfoListener](#)

Interface definition of a callback to be invoked to communicate some info and/or warning about the media or its playback.

[MediaPlayer.OnPreparedListener](#)

Interface definition for a callback to be invoked when the media source is ready for playback.

[MediaPlayer.OnSeekCompleteListener](#)

Interface definition of a callback to be invoked indicating the completion of a seek operation.

[MediaPlayer.OnTimedTextListener](#)

Interface definition of a callback to be invoked when a timed text is available for display.

[MediaPlayer.OnVideoSizeChangedListener](#)

Interface definition of a callback to be invoked when the video size is first known or updated

[MediaPlayer.TrackInfo](#)

Class for MediaPlayer to return each audio/video/subtitle track's metadata.

[MediaRecorder](#)

Used to record audio and video.

[MediaRecorder.AudioEncoder](#)

Defines the audio encoding.

[MediaRecorder.AudioSource](#)

Defines the audio source.

[MediaRecorder.OnErrorListener](#)

Interface definition for a callback to be invoked when an error occurs while recording.

[MediaRecorder.OnInfoListener](#)

Interface definition for a callback to be invoked when an error occurs while recording.

[MediaRecorder.OutputFormat](#)

Defines the output format.

[MediaRecorder.VideoEncoder](#)

Defines the video encoding.

[MediaRecorder.VideoSource](#)

Defines the video source.

[MediaRouteActionProvider](#)

[MediaRouteButton](#)

MediaRouter allows applications to control the routing of media channels and streams from the current device to external speakers and destination devices.

MediaRouter.Callback	Interface for receiving events about media routing changes.
MediaRouter.RouteCategory	Definition of a category of routes.
MediaRouter.RouteGroup	Information about a route that consists of multiple other routes in a group.
MediaRouter.RouteInfo	Information about a media route.
MediaRouter.SimpleCallback	Stub implementation of MediaRouter.Callback .
MediaRouter.UserRouteInfo	Information about a route that the application may define and modify.
MediaRouter.VolumeCallback	Interface for receiving events about volume changes.
MediaScannerConnection	MediaScannerConnection provides a way for applications to pass a newly created or downloaded media file to the media scanner service.
MediaScannerConnection.MediaScannerConnectionClient	An interface for notifying clients of MediaScannerConnection when a connection to the MediaScanner service has been established and when the scanning of a file has completed.
MediaScannerConnection.OnScanCompletedListener	Interface for notifying clients of the result of scanning a requested media file.
MediaStore	The Media provider contains meta data for all available media on both internal and external storage devices.
MediaStore.Audio	Container for all audio content.
MediaStore.Audio.AlbumColumns	Columns representing an album
MediaStore.Audio.Albums	Contains artists for audio files
MediaStore.Audio.ArtistColumns	Columns representing an artist
MediaStore.Audio.Artists	Contains artists for audio files
MediaStore.Audio.Artists_Albums	Sub-directory of each artist containing all albums on which a song by the artist appears.
MediaStore.Audio.AudioColumns	Columns for audio file that show up in multiple tables.
MediaStore.Audio.Genres	Contains all genres for audio files
MediaStore.Audio.Genres.Members	Sub-directory of each genre containing all members.
MediaStore.Audio.GenresColumns	Columns representing an audio genre
MediaStore.Audio.Media	Contains playlists for audio files
MediaStore.Audio.Playlists	Sub-directory of each playlist containing all members.
MediaStore.Audio.PlaylistsMembers	Columns representing a playlist
MediaStore.Audio.PlaylistsColumns	Fields for master table for all media files.
MediaStore.Files	Media provider table containing an index of all files in the media storage, including non-media files.
MediaStore.Images	Contains meta data for all available images.
MediaStore.Images.ImageColumns	Common fields for most MediaProvider tables
MediaStore.Images.Media	This class allows developers to query and get two kinds of thumbnails: MINI_KIND: 512 x 384 thumbnail MICRO_KIND: 96 x 96 thumbnail
MediaStore.Thumbnails	

[MediaStore.Video](#)

[MediaStore.Video.Media](#)

[MediaStore.Video.Thumbnails](#)

This class allows developers to query and get two kinds of thumbnails: MINI_KIND: 512 x 384 thumbnail MICRO_KIND: 96 x 96 thumbnail

[MediaStore.Video.VideoColumns](#)

[MediaSyncEvent](#)

The MediaSyncEvent class defines events that can be used to synchronize playback or capture actions between different players and recorders.

[MediumTest](#)

Marks a test that should run as part of the medium tests.

[Member](#)

Common interface providing access to reflective information on class members.

[MemoryFile](#)

MemoryFile is a wrapper for the Linux ashmem driver.

[MemoryHandler](#)

A Handler put the description of log events into a cycled memory buffer.

[Menu](#)

Interface for managing the items in a menu.

[MenuCompat](#)

Helper for accessing features in [Menu](#) introduced after API level 4 in a backwards compatible fashion.

[MenuItemInflater](#)

This class is used to instantiate menu XML files into Menu objects.

[MenuItem](#)

Interface for direct access to a previously created menu item.

[MenuItem.OnActionExpandListener](#)

Interface definition for a callback to be invoked when a menu item marked with [SHOW_AS_ACTION_COLLAPSE_ACTION_VIEW](#) is expanded or collapsed.

[MenuItem.OnMenuItemClickListener](#)

Interface definition for a callback to be invoked when a menu item is clicked.

[MenuItemCompat](#)

Helper for accessing features in [MenuItem](#) introduced after API level 4 in a backwards compatible fashion.

[MergeCursor](#)

A convenience class that lets you present an array of Cursors as a single linear Cursor.

[Mesh](#)

This class was deprecated in API level 16. in API 16
Vertex data could either be interleaved within one allocation that is provided separately, as multiple allocation objects, or done as a combination of both. When a vertex channel name matches an input in the vertex program, Renderscript automatically connects the two together.

Parts of the mesh can be rendered with either explicit index sets or primitive types.

[Mesh.AllocationBuilder](#)

This class was deprecated in API level 16. in API 16 Mesh builder object. It starts empty and requires the user to add all the vertex and index allocations that comprise the mesh

[Mesh.Builder](#)

This class was deprecated in API level 16. in API 16 Mesh builder object. It starts empty and requires you to add the types necessary to create vertex and index allocations.

[Mesh.Primitive](#)

This enum was deprecated in API level 16. in API 16 Describes the way mesh vertex data is interpreted when rendering

[Mesh.TriangleMeshBuilder](#)

This class was deprecated in API level 16. in API 16 Builder that allows creation of a mesh object point by point and triangle by triangle

[Message](#)

Defines a message containing a description and arbitrary data object that can be sent to a [Handler](#).

[MessageDigest](#)

Uses a one-way hash function to turn an arbitrary number of bytes into a fixed-length byte sequence.

[MessageDigestSpi](#)

MessageDigestSpi is the Service Provider Interface (SPI) definition for [MessageDigest](#).

[MessageFormat](#)

Produces concatenated messages in language-neutral way.

[MessageFormat.Field](#)

The instances of this inner class are used as attribute keys in AttributedCharacterIterator that the [formatToCharacterIterator\(Object\)](#) method returns.

[MessageQueue](#)

Low-level class holding the list of messages to be dispatched by a [Looper](#).

[MessageQueue.IdleHandler](#)

Callback interface for discovering when a thread is going to block waiting for more messages.

Messenger	Reference to a Handler, which others can use to send messages to it.
MetaKeyKeyListener	This base class encapsulates the behavior for tracking the state of meta keys such as SHIFT, ALT and SYM as well as the pseudo-meta state of selecting text.
Method	This class represents a method.
MethodNotSupportedException	Indicates that an HTTP method is not supported.
MetricAffectingSpan	The classes that affect character-level text formatting in a way that changes the width or height of characters extend this class.
MGF1ParameterSpec	The parameter specification for the Mask Generation Function (MGF1) in the RSA-PSS Signature and OAEP Padding scheme.
MifareClassic	Provides access to MIFARE Classic properties and I/O operations on a Tag .
MifareUltralight	Provides access to MIFARE Ultralight properties and I/O operations on a Tag .
MimeTypeMap	Two-way map that maps MIME-types to file extensions and vice versa.
MissingFormatArgumentException	A MissingFormatArgumentException will be thrown if there is no corresponding argument with the specified conversion or an argument index that refers to a missing argument.
MissingFormatWidthException	A MissingFormatWidthException will be thrown if the format width is missing but is required.
MissingResourceException	A MissingResourceException is thrown by ResourceBundle when a resource bundle cannot be found or a resource is missing from a resource bundle.
MockApplication	A mock Application class.
MockContentProvider	Mock implementation of ContentProvider.
MockContentResolver	An extension of ContentResolver that is designed for testing.
MockContext	A mock Context class.
MockCursor	A mock Cursor class that isolates the test code from real Cursor implementation.
MockDialogInterface	A mock DialogInterface class.
MockPackageManager	A mock PackageManager class.
MockResources	A mock Resources class.
Modifier	This class provides static methods to decode class and member modifiers.
MonthDisplayHelper	Helps answer common questions that come up when displaying a month in a 6 row calendar grid format.
MoreAsserts	Contains additional assertion methods not found in JUnit.
MotionEvent	Object used to report movement (mouse, pen, finger, trackball) events.
MotionEvent.PointerCoords	Transfer object for pointer coordinates.
MotionEvent.PointerProperties	Transfer object for pointer properties.
MotionEventCompat	Helper for accessing features in MotionEvent introduced after API level 4 in a backwards compatible fashion.
MovementMethod	Provides cursor positioning, scrolling and text selection functionality in a TextView .
Movie	
MtpConstants	A class containing constants in the MTP and PTP specifications.
MtpDevice	This class represents an MTP or PTP device connected on the USB host bus.
MtpDeviceInfo	This class encapsulates information about an MTP device.

MtpObjectInfo	This class encapsulates information about an object on an MTP device.
MtpStorageInfo	This class encapsulates information about a storage unit on an MTP device.
MultiAutoCompleteTextView	An editable text view, extending AutoCompleteTextView , that can show completion suggestions for the substring of the text where the user is typing instead of necessarily for the entire thing.
MultiAutoCompleteTextView.CommaTokenizer	This simple Tokenizer can be used for lists where the items are separated by a comma and one or more spaces.
MultiAutoCompleteTextView.Tokenizer	
MulticastSocket	This class implements a multicast socket for sending and receiving IP multicast datagram packets.
MultihomePlainSocketFactory	Socket factory that implements a simple multi-home fail-over on connect failure, provided the same hostname resolves to multiple InetAddresses .
MultiSelectListPreference	A Preference that displays a list of entries as a dialog.
MultiTapKeyListener	This is the standard key listener for alphabetic input on 12-key keyboards.
MutableContextWrapper	Special version of ContextWrapper that allows the base context to be modified after it is initially set.
N	
NamedNodeMap	Objects implementing the NamedNodeMap interface are used to represent collections of nodes that can be accessed by name.
NameList	The NameList interface provides the abstraction of an ordered collection of parallel pairs of name and namespace values (which could be null values), without defining or constraining how this collection is implemented.
NamespaceContext	Interface for read only XML Namespace context processing.
NamespaceSupport	Encapsulate Namespace logic for use by applications using SAX, or internally by SAX drivers.
NameValuePair	A simple class encapsulating an attribute/value pair.
NativeActivity	Convenience for implementing an activity that will be implemented purely in native code.
NavigableMap<K, V>	A SortedMap extended with navigation methods returning the closest matches for given search targets.
NavigableSet<E>	A SortedSet extended with navigation methods reporting closest matches for given search targets.
NavUtils	NavUtils provides helper functionality for applications implementing recommended Android UI navigation patterns.
NClob	
Ndef	Provides access to NDEF content and operations on a Tag .
NdefFormattable	Provide access to NDEF format operations on a Tag .
NdefMessage	Represents an immutable NDEF Message.
NdefRecord	Represents an immutable NDEF Record.
NegativeArraySizeException	Thrown when an attempt is made to create an array with a size of less than zero.
NeighboringCellInfo	Represents the neighboring cell information, including Received Signal Strength and Cell ID location.
NetPermission	Legacy security code; do not use.
NetscapeDomainHandler	
NetscapeDraftHeaderParser	
NetscapeDraftSpec	Netscape cookie draft compliant cookie policy

[NetscapeDraftSpecFactory](#)

[NetworkErrorException](#)

[NetworkInfo](#)

Describes the status of a network interface.

[NetworkInfo.DetailedState](#)

The fine-grained state of a network connection.

[NetworkInfo.State](#)

Coarse-grained network state.

[NetworkInterface](#)

This class is used to represent a network interface of the local device.

[NetworkOnMainThreadException](#)

The exception that is thrown when an application attempts to perform a networking operation on its main thread.

[NfcA](#)

Provides access to NFC-A (ISO 14443-3A) properties and I/O operations on a [Tag](#).

[NfcAdapter](#)

Represents the local NFC adapter.

[NfcAdapter.CreateBeamUrisCallback](#)

A callback to be invoked when another NFC device capable of NDEF push (Android Beam) is within range.

[NfcAdapter.CreateNdefMessageCallback](#)

A callback to be invoked when the system successfully delivers your [NdefMessage](#) to another device.

[NfcB](#)

Provides access to NFC-B (ISO 14443-3B) properties and I/O operations on a [Tag](#).

[NfcBarcode](#)

Provides access to tags containing just a barcode.

[NfcEvent](#)

Wraps information associated with any NFC event.

[NfcF](#)

Provides access to NFC-F (JIS 6319-4) properties and I/O operations on a [Tag](#).

[NfcManager](#)

High level manager used to obtain an instance of an [NfcAdapter](#).

[NfcV](#)

Provides access to NFC-V (ISO 15693) properties and I/O operations on a [Tag](#).

[NinePatch](#)

The NinePatch class permits drawing a bitmap in nine sections.

[NinePatchDrawable](#)

A resizeable bitmap, with stretchable areas that you define.

[NoClassDefFoundError](#)

Thrown when the VM is unable to locate a class which it has been asked to load.

[NoConnectionPendingException](#)

A NoConnectionPendingException is thrown if SocketChannel's [finishConnect](#) method is called before the SocketChannel's [connect\(java.net.SocketAddress\)](#) connect} method completed without error.

[NoConnectionReuseStrategy](#)

A strategy that never re-uses a connection.

[NoCopySpan](#)

This interface should be added to a span object that should not be copied into a new Spenned when performing a slice or copy operation on the original Spanned it was placed in.

[NoCopySpan.Concrete](#)

Convenience equivalent for when you would just want a new Object() for a span but want it to be no-copy.

[Node](#)

The Node interface is the primary datatype for the entire Document Object Model.

[NodeChangeEvent](#)

This is the event class to indicate that one child of the preference node has been added or deleted.

[NodeChangeListener](#)

This interface is used to handle preference node change events.

[NodeList](#)

The NodeList interface provides the abstraction of an ordered collection of nodes, without defining or constraining how this collection is implemented.

[NoHttpResponseException](#)

Signals that the target server failed to respond with a valid HTTP response.

[NoiseSuppressor](#)

Noise Suppressor (NS).

[NonReadableChannelException](#)

A NonReadableChannelException is thrown when attempting to read from a channel that is not open for reading.

NonRepeatableRequestException	Signals failure to retry the request due to non-repeatable request entity.
NonWritableChannelException	A NonWritableChannelException is thrown when attempting to write to a channel that is not open for writing.
Normalizer	Provides normalization functions according to Unicode Standard Annex #15: Unicode Normalization Forms .
Normalizer.Form	The normalization forms supported by the Normalizer.
NoRouteToHostException	The NoRouteToHostException will be thrown while attempting to connect to a remote host but the host cannot be reached for instance because of a badly configured router or a blocking firewall.
NoSuchAlgorithmException	NoSuchAlgorithmException indicates that a requested algorithm could not be found.
NoSuchElementException	Thrown when trying to retrieve an element past the end of an Enumeration or Iterator.
NoSuchFieldError	Thrown when the VM notices that a program tries to reference, on a class or object, a field that does not exist.
NoSuchFieldException	Thrown when the VM notices that a program tries to reference, on a class or object, a field that does not exist.
NoSuchMethodError	Thrown when the VM notices that a program tries to reference, on a class or object, a method that does not exist.
NoSuchMethodException	Thrown when the VM notices that a program tries to reference, on a class or object, a method that does not exist.
NoSuchPaddingException	The exception that is thrown when the requested padding mechanism is not supported.
NoSuchPropertyException	Thrown when code requests a Property on a class that does not expose the appropriate method or field.
NoSuchProviderException	NoSuchProviderException indicates that a requested security provider could not be found.
NotActiveException	Signals that a serialization-related method has been invoked in the wrong place.
Notation	This interface represents a notation declared in the DTD.
Notification	A class that represents how a persistent notification is to be presented to the user using the NotificationManager .
Notification.BigPictureStyle	Helper class for generating large-format notifications that include a large image attachment.
Notification.BigTextStyle	Helper class for generating large-format notifications that include a lot of text.
Notification.Builder	Builder class for Notification objects.
Notification.InboxStyle	Helper class for generating large-format notifications that include a list of (up to 5) strings.
Notification.Style	An object that can apply a rich notification style to a Notification.Builder object.
NotificationCompat	Helper for accessing features in Notification introduced after API level 4 in a backwards compatible fashion.
NotificationCompat.Action	
NotificationCompat.BigPictureStyle	Helper class for generating large-format notifications that include a large image attachment.
NotificationCompat.BigTextStyle	Helper class for generating large-format notifications that include a lot of text.
NotificationCompat.Builder	Builder class for NotificationCompat objects.
NotificationCompat.InboxStyle	Helper class for generating large-format notifications that include a list of (up to 5) strings.
NotificationCompat.Style	An object that can apply a rich notification style to a Notification.Builder object.
NotificationManager	Class to notify the user of events that happen. This is how you tell the user that something has happened in the background.
NotOwnerException	The exception that is thrown when an action that requires ownership is attempted by a principal that is not an owner of the object for which ownership is required.
NotSerializableException	Signals that an object that is not serializable has been passed into the ObjectOutput.writeObject() method.

NotYetBoundException	A NotYetBoundException is thrown if the server socket channel is not bound before an I/O operation is made.
NotYetConnectedException	A NotYetConnectedException is thrown if the socket channel is not connected before an I/O operation is invoked.
NsdManager	The Network Service Discovery Manager class provides the API to discover services on a network.
NsdManager_DiscoveryListener	Interface for callback invocation for service discovery
NsdManager_RegistrationListener	Interface for callback invocation for service registration
NsdManager_ResolveListener	Interface for callback invocation for service resolution
NsdServiceInfo	A class representing service information for network service discovery
NTCredentials	Credentials specific to the Windows platform.
NTLMEngine	Abstract NTLM authentication engine.
NTLMEngineException	Signals NTLM protocol failure.
NTLMScheme	
NTUserPrincipal	NT (MS Windows specific) user principal used for HTTP authentication
NullCipher	This class provides an identity cipher that does not transform the input data in any way.
NullPointerException	Thrown when a program tries to access a field or method of an object or an element of an array when there is no instance or array to use, that is if the object or array points to null.
Number	The abstract superclass of the classes which represent numeric base types (that is Byte , Short , Integer , Long , Float , and Double .
NumberFormat	The abstract base class for all number formats.
NumberFormat_Field	The instances of this inner class are used as attribute keys and values in AttributedCharacterIterator that the formatToCharacterIterator(Object) method returns.
NumberFormatException	Thrown when an invalid value is passed to a string-to-number conversion method.
NumberKeyListener	For numeric text entry
NumberPicker	As for all implementations of KeyListener , this class is only concerned with hardware keyboards.
NumberPicker.Formatter	A widget that enables the user to select a number from a predefined range.
NumberPicker.OnScrollListener	Interface used to format current value into a string for presentation.
NumberPicker.OnValueChangeListener	Interface to listen for the picker scroll state.
NumberPicker.OnValueChangeListener	Interface to listen for changes of the current value.
NumericShaper	The Class NumericShaper provides methods to convert latin character codes to unicode character codes.

O

OAEPParameterSpec	The algorithm parameter specification for the <i>OAEP Padding</i> algorithm.
ObbInfo	Basic information about a Opaque Binary Blob (OBB) that reflects the info from the footer on the OBB file.
ObbScanner	Class to scan Opaque Binary Blob (OBB) files.
Object	The root class of the Java class hierarchy.
ObjectAnimator	This subclass of ValueAnimator provides support for animating properties on target objects.
ObjectInput	Defines an interface for classes that allow reading serialized objects.

ObjectInputStream	A specialized InputStream that is able to read (deserialize) Java objects as well as primitive data types (int, byte, char etc.).
ObjectInputStream.GetField	GetField is an inner class that provides access to the persistent fields read from the source stream.
ObjectInputValidation	A callback interface for post-deserialization checks on objects.
ObjectOutput	Defines an interface for classes that allow reading serialized objects.
ObjectOutputStream	A specialized OutputStream that is able to write (serialize) Java objects as well as primitive data types (int, byte, char etc.).
ObjectOutputStream.PutField	PutField is an inner class to provide access to the persistent fields that are written to the target stream.
ObjectStreamClass	Represents a descriptor for identifying a class during serialization and deserialization.
ObjectStreamConstants	A helper interface with constants used by the serialization implementation.
ObjectStreamException	Signals some sort of problem during either serialization or deserialization of objects.
ObjectStreamField	Describes a field for the purpose of serialization.
Observable<T>	Provides methods for registering or unregistering arbitrary observers in an ArrayList .
Observable	Observable is used to notify a group of Observer objects when a change occurs.
Observer	Observer is the interface to be implemented by objects that receive notification of updates on an Observable object.
OnAccountsUpdateListener	An interface that contains the callback used by the AccountManager
OnObbStateChangeListener	Used for receiving notifications from StorageManager about OBB file states.
OpcodeInfo	Information about Dalvik opcodes.
Opcodes	A list of all normal (not implementation-specific) Dalvik opcodes.
OpenableColumns	These are standard columns for openable URIs.
OperatedClientConnection	A client-side connection that relies on outside logic to connect sockets to the appropriate hosts.
OperationApplicationException	Thrown when an application of a ContentProviderOperation fails due to the specified constraints.
OperationCanceledException	
OperationCanceledException	An exception type that is thrown when an operation in progress is canceled.
OptionalDataException	Signals that the ObjectInputStream class encountered a primitive type (int, char etc.) instead of an object instance in the input stream.
OrientationEventListener	Helper class for receiving notifications from the SensorManager when the orientation of the device has changed.
OrientationListener	<i>This class was deprecated in API level 3. use OrientationEventListener instead. This class internally uses the OrientationEventListener.</i>
OrientedBoundingBox	An oriented bounding box
OutOfMemoryError	Thrown when a request for memory is made that can not be satisfied using the available platform resources.
OutputKeys	Provides string constants that can be used to set output properties for a Transformer, or to retrieve output properties from a Transformer or Templates object.
OutputStream	A writable sink for bytes.
OutputStreamWriter	A class for turning a character stream into a byte stream.
OvalShape	Defines an oval shape.
OverlappingFileLockException	An OverlappingFileLockException is thrown when attempting to acquire a lock that overlaps an existing or pending lock held by this process.
Override	Annotation type used to mark methods that override a method declaration in a superclass.

OverScroller	This class encapsulates scrolling with the ability to overshoot the bounds of a scrolling operation.
OvershootInterpolator	An interpolator where the change flings forward and overshoots the last value then comes back.
Owner	The interface to manage owners of objects that require ownership.
P	
Pack200	Class factory for Pack200.Packer and Pack200.Unpacker .
Pack200.Packer	The interface defining the API for converting a JAR file to an output stream in the Pack200 format.
Pack200.Unpacker	The interface defining the API for converting a packed stream in the Pack200 format to a JAR file.
Package	Contains information about a Java package.
PackageInfo	Overall information about the contents of a package.
PackageItemInfo	Base class containing information common to all package items held by the package manager.
PackageItemInfo.DisplayNameComparator	
PackageManager	Class for retrieving various kinds of information related to the application packages that are currently installed on the device.
PackageManager.NameNotFoundException	This exception is thrown when a given package, application, or component name can not be found.
PackageStats	implementation of PackageStats associated with a application package.
PagerAdapter	Base class providing the adapter to populate pages inside of a ViewPager .
PagerTabStrip	PagerTabStrip is an interactive indicator of the current, next, and previous pages of a ViewPager .
PagerTitleStrip	PagerTitleStrip is a non-interactive indicator of the current, next, and previous pages of a ViewPager .
Paint	The Paint class holds the style and color information about how to draw geometries, text and bitmaps.
Paint.Align	Align specifies how drawText aligns its text relative to the [x,y] coordinates.
Paint.Cap	The Cap specifies the treatment for the beginning and ending of stroked lines and paths.
Paint.FontMetrics	Class that describes the various metrics for a font at a given text size.
Paint.FontMetricsInt	Convenience method for callers that want to have FontMetrics values as integers.
Paint.Join	The Join specifies the treatment where lines and curve segments join on a stroked path.
Paint.Style	The Style specifies if the primitive being drawn is filled, stroked, or both (in the same color).
PaintDrawable	Drawable that draws its bounds in the given paint, with optional rounded corners.
PaintFlagsDrawFilter	
Pair<F, S>	Container to ease passing around a tuple of two objects.
ParagraphStyle	The classes that affect paragraph-level text formatting implement this interface.
ParameterizedType	This interface represents a parameterized type such as 'Set<String>'.
ParameterMetaData	An interface used to get information about the types and properties of parameters in a PreparedStatement.
Parcel	Container for a message (data and object references) that can be sent through an IBinder.
Parcelable	Interface for classes whose instances can be written to and restored from a Parcel .

Parcelable.ClassLoaderCreator<T>	Specialization of Parcelable.Creator that allows you to receive the ClassLoader the object is being created in.
Parcelable.Creator<T>	Interface that must be implemented and provided as a public CREATOR field that generates instances of your Parcelable class from a Parcel.
ParcelableCompat	Helper for accessing features in Parcelable introduced after API level 4 in a backwards compatible fashion.
ParcelableCompatCreatorCallbacks<T>	Callbacks a Parcelable creator should implement.
ParcelableSpan	A special kind of Parcelable for objects that will serve as text spans.
ParcelFileDescriptor	The FileDescriptor returned by readFileDescriptor() , allowing you to close it when done with it.
ParcelFileDescriptor.AutoCloseInputStream	An InputStream you can create on a ParcelFileDescriptor, which will take care of calling ParcelFileDescriptor.close() for you when the stream is closed.
ParcelFileDescriptor.AutoCloseOutputStream	An OutputStream you can create on a ParcelFileDescriptor, which will take care of calling ParcelFileDescriptor.close() for you when the stream is closed.
ParcelFormatException	The contents of a Parcel (usually during unmarshalling) does not contain the expected data.
ParcelUuid	This class is a Parcelable wrapper around UUID which is an immutable representation of a 128-bit universally unique identifier.
ParseException	Thrown when parsing a URL fails.
ParseException	Thrown when the string being parsed is not in the correct form.
ParseException	Indicates a parse error.
ParsePosition	Tracks the current position in a parsed string.
Parser	<i>This interface was deprecated in API level 1. This interface has been replaced by the SAX2 XMLReader interface, which includes Namespace support.</i>
ParserAdapter	Adapt a SAX1 Parser as a SAX2 XMLReader.
ParserConfigurationException	Indicates a serious configuration error.
ParserCursor	This class represents a context of a parsing operation: <ul style="list-style-type: none"> • the current position the parsing operation is expected to start at • the bounds limiting the scope of the parsing operation
ParserFactory	<i>This class was deprecated in API level 1. This class works with the deprecated Parser interface.</i>
PasswordAuthentication	This immutable class is a data structure that encapsulates username and password which is used by the Authenticator class.
PasswordCallback	Used in conjunction with a CallbackHandler to retrieve a password when needed.
PasswordTransformationMethod	
Path	The Path class encapsulates compound (multiple contour) geometric paths consisting of straight line segments, quadratic curves, and cubic curves.
Path.Direction	Specifies how closed shapes (e.g.
Path.FillType	Enum for the ways a path may be filled
PathClassLoader	Provides a simple ClassLoader implementation that operates on a list of files and directories in the local file system, but does not attempt to load classes from the network.
PathDashPathEffect	
PathDashPathEffect.Style	
PathEffect	PathEffect is the base class for objects in the Paint that affect the geometry of a drawing primitive before it is transformed by the canvas' matrix and drawn.
PathMeasure	

PathPermission	Description of permissions needed to access a particular path in a ProviderInfo .
PathShape	Creates geometric paths, utilizing the Path class.
Pattern	Patterns are compiled regular expressions.
PatternMatcher	A simple pattern matcher, which is safe to use on untrusted data: it does not provide full reg-exp support, only simple globbing that can not be used maliciously.
Patterns	Commonly used regular expression patterns.
PatternSyntaxException	Encapsulates a syntax error that occurred during the compilation of a Pattern .
PBEKey	The interface to a <i>password-based-encryption</i> key.
PBEKeySpec	The key specification for a <i>password based encryption</i> key.
PBESpecification	The algorithm parameter specification for a <i>password based encryption</i> algorithm.
PendingIntent	A description of an Intent and target action to perform with it.
PendingIntent.CanceledException	Exception thrown when trying to send through a PendingIntent that has been canceled or is otherwise no longer able to execute the request.
PendingIntent.OnFinished	Callback interface for discovering when a send operation has completed.
PerformanceTestCase	More complex interface performance for test cases.
PerformanceTestCase.Intermediates	Callbacks for PerformanceTestCase .
PeriodicSync	Value type that contains information about a periodic sync.
Permission	Legacy security code; do not use.
Permission	Legacy security code; do not use.
PermissionCollection	Legacy security code; do not use.
PermissionGroupInfo	Information you can retrieve about a particular security permission group known to the system.
PermissionInfo	Information you can retrieve about a particular security permission known to the system.
Permissions	Legacy security code; do not use.
PhantomReference <T>	Implements a phantom reference, which is the weakest of the three types of references.
PhoneNumberFormattingTextWatcher	Watches a TextView and if a phone number is entered will format it.
PhoneNumberUtils	Various utilities for dealing with phone number strings.
PhoneStateListener	A listener class for monitoring changes in specific telephony states on the device, including service state, signal strength, message waiting indicator (voicemail), and others.
Picture	A picture records drawing calls (via the canvas returned by beginRecording) and can then play them back (via picture.draw(canvas) or canvas.drawPicture).
PictureDrawable	Drawable subclass that wraps a Picture, allowing the picture to be used wherever a Drawable is supported.
Pipe	A pipe contains two channels, forming a unidirectional pipe.
Pipe.SinkChannel	Writable sink channel used to write to a pipe.
Pipe.SourceChannel	Readable source channel used to read from a pipe.
PipedInputStream	Receives information from a communications pipe.
PipedOutputStream	Places information on a communications pipe.

PipedReader	Receives information on a communications pipe.
PipedWriter	Places information on a communications pipe.
PixelFormat	
PixelXorXfermode	PixelXorXfermode implements a simple pixel xor ($op \wedge src \wedge dst$).
PKCS8EncodedKeySpec	The key specification for an encoded private key in ASN.1 format as defined in the PKCS#8 standard.
PKIXBuilderParameters	The parameter specification for a PKIX CertPathBuilder algorithm used to build certificate chains validated with the PKIX certification path validation.
PKIXCertPathBuilderResult	The result of the PKIX certification path builder, returned by build(CertPathParameters) .
PKIXCertPathChecker	The class specifying the interface to extend the certification path validation algorithm by checks to perform on an X509Certificate.
PKIXCertPathValidatorResult	The implementation of the result of the PKIX certification path validation.
PKIXParameters	This class implements the parameters for the PKIX CertPathValidator.
PlainSocketFactory	The default class for creating sockets.
PluginStub	This interface is used to implement plugins in a WebView.
Point	Point holds two integer coordinates
PointF	PointF holds two float coordinates
Policy	Legacy security code; do not use.
Policy.Parameters	Legacy security code; do not use.
PolicyNode	The interface to a valid policy tree node for the PKIX certification path validation algorithm.
PolicyQualifierInfo	This class implements a policy qualifier as defined by the ASN.1 PolicyQualifierInfo structure.
PolicySpi	Represents the Service Provider Interface (SPI) for java.security.Policy class.
PooledConnection	An interface which provides facilities for handling connections to a database which are pooled.
PoolEntryRequest	Encapsulates a request for a BasicPoolEntry .
PopupMenu	A PopupMenu displays a Menu in a modal popup window anchored to a View .
PopupMenu.OnDismissListener	Callback interface used to notify the application that the menu has closed.
PopupMenu.OnMenuItemClickListener	Interface responsible for receiving menu item click events if the items themselves do not have individual item click listeners.
PopupWindow	A popup window that can be used to display an arbitrary view.
PopupWindow.OnDismissListener	Listener that is called when this popup window is dismissed.
PorterDuff	
PorterDuff.Mode	
PorterDuffColorFilter	
PorterDuffXfermode	
PortUnreachableException	This PortUnreachableException will be thrown if an ICMP_Port_Unreachable message has been received.
PowerManager	This class gives you control of the power state of the device.
PowerManager.WakeLock	A wake lock is a mechanism to indicate that your application needs to have the device stay on.

[Prediction](#)

[Preference](#)

Represents the basic Preference UI building block displayed by a [PreferenceActivity](#) in the form of a [ListView](#).

[Preference.BaseSavedState](#)

A base class for managing the instance state of a [Preference](#).

[Preference.OnPreferenceChangeListener](#)

Interface definition for a callback to be invoked when the value of this [Preference](#) has been changed by the user and is about to be set and/or persisted.

[Preference.OnPreferenceClickListener](#)

Interface definition for a callback to be invoked when a [Preference](#) is clicked.

[PreferenceActivity](#)

This is the base class for an activity to show a hierarchy of preferences to the user.

[PreferenceActivity.Header](#)

Description of a single Header item that the user can select.

[PreferenceCategory](#)

Used to group [Preference](#) objects and provide a disabled title above the group.

[PreferenceChangeEvent](#)

This is the event class to indicate that a preference has been added, deleted or updated.

[PreferenceChangeListener](#)

This interface is used to handle preferences change events.

[PreferenceFragment](#)

Shows a hierarchy of [Preference](#) objects as lists.

[PreferenceFragment.OnPreferenceStartFragmentCallback](#) Interface that PreferenceFragment's containing activity should implement to be able to process preference items that wish to switch to a new fragment.

[PreferenceGroup](#)

A container for multiple [Preference](#) objects.

[PreferenceManager](#)

Used to help create [Preference](#) hierarchies from activities or XML.

[PreferenceManager.OnActivityDestroyListener](#)

Interface definition for a class that will be called when the container's activity is destroyed.

[PreferenceManager.OnActivityResultListener](#)

Interface definition for a class that will be called when the container's activity receives an activity result.

[PreferenceManager.OnActivityStopListener](#)

Interface definition for a class that will be called when the container's activity is stopped.

[Preferences](#)

An instance of the class Preferences represents one node in a preference tree, which provides a mechanism to store and access configuration data in a hierarchical way.

[PreferenceScreen](#)

Represents a top-level [Preference](#) that is the root of a Preference hierarchy.

[PreferencesFactory](#)

This interface is used by the [Preferences](#) class as factory class to create Preferences instances.

[PreparedStatement](#)

An interface for a precompiled SQL Statement.

[Presentation](#)

Base class for presentations.

[PresetReverb](#)

A sound generated within a room travels in many directions.

[PresetReverb.OnParameterChangeListener](#)

The OnParameterChangeListener interface defines a method called by the PresetReverb when a parameter value has changed.

[PresetReverb.Settings](#)

The Settings class regroups all preset reverb parameters.

[Principal](#)

Principals are objects which have identities.

[Printer](#)

Simple interface for printing text, allowing redirection to various targets.

[PrintStream](#)

Wraps an existing [OutputStream](#) and provides convenience methods for writing common data types in a human readable format.

[PrintStreamPrinter](#)

Implementation of a [Printer](#) that sends its output to a [PrintStream](#).

[PrintWriter](#)

Wraps either an existing [OutputStream](#) or an existing [Writer](#) and provides convenience methods for printing common data types in a human readable format.

[PrintWriterPrinter](#)

Implementation of a [Printer](#) that sends its output to a [PrintWriter](#).

[PriorityBlockingQueue](#)<E>

An unbounded [blocking queue](#) that uses the same ordering rules as class [PriorityQueue](#) and supplies blocking retrieval operations.

PriorityQueue<E>	A PriorityQueue holds elements on a priority heap, which orders the elements according to their natural order or according to the comparator specified at construction time.
PrivateCredentialPermission	Legacy security code; do not use.
PrivateKey	PrivateKey is the common interface for private keys.
PrivilegedAction<T>	Legacy security code; do not use.
PrivilegedActionException	Legacy security code; do not use.
PrivilegedExceptionAction<T>	Legacy security code; do not use.
Process	Tools for managing OS processes.
Process	Represents an external process.
ProcessBuilder	Creates operating system processes.
ProcessedData	An entity class that wraps the result of a processDrmInfo() transaction between a device and a DRM server.
ProcessingInstruction	The ProcessingInstruction interface represents a "processing instruction", used in XML as a way to keep processor-specific information in the text of the document.
Program	Program is a base class for all the objects that modify various stages of the graphics pipeline
Program.BaseProgramBuilder	
Program.TextureType	TextureType specifies what textures are attached to Program objects
	<i>This class was deprecated in API level 16. in API 16</i>
ProgramFragment	The Renderscript fragment program, also known as fragment shader is responsible for manipulating pixel data in a user defined way. It's constructed from a GLSL shader string containing the program body, textures inputs, and a Type object that describes the constants used by the program. Similar to the vertex programs, when an allocation with constant input values is bound to the shader, its values are sent to the graphics program automatically.
	<i>The values inside the allocation are not explicitly tracked. If they change between two draw calls using the same program object, the runtime needs to be notified of that change by calling rsgAllocationSyncAll so it could send the new values to hardware. Communication between the vertex and fragment programs is handled internally in the GLSL code. For example, if the fragment program is expecting a varying input called varTex0, the GLSL code inside the program vertex must provide it.</i>
ProgramFragment.Builder	
	<i>This class was deprecated in API level 16. in API 16</i>
ProgramFragmentFixedFunction	
	<i>This class was deprecated in API level 16. in API 16</i>
ProgramFragmentFixedFunction.Builder	
	<i>This class was deprecated in API level 16. in API 16</i>
ProgramFragmentFixedFunction.Builder.EnvMode	
	<i>This enum was deprecated in API level 16. in API 16 EnvMode describes how textures are combined with the existing color in the fixed function fragment shader</i>
ProgramFragmentFixedFunction.Builder.Format	
	<i>This enum was deprecated in API level 16. in API 16 Format describes the pixel format of textures in the fixed function fragment shader and how they are sampled</i>
ProgramRaster	
	<i>This class was deprecated in API level 16. in API 16 Program raster is primarily used to specify whether point sprites are enabled and to control the culling mode. By default, back faces are culled.</i>
ProgramRaster.Builder	
	<i>This class was deprecated in API level 16. in API 16</i>
ProgramRaster.CullMode	
	<i>This enum was deprecated in API level 16. in API 16</i>
ProgramStore	ProgramStore contains a set of parameters that control how the graphics hardware handles writes to the framebuffer.
ProgramStore.BleedDstFunc	Specifies the functions used to combine incoming pixels with those already in the frame buffer.
ProgramStore.BleedSrcFunc	Specifies the functions used to combine incoming pixels with those already in the frame buffer.

ProgramStore.Builder	Builder class for ProgramStore object.
ProgramStore.DepthFunc	Specifies the function used to determine whether a fragment will be drawn during the depth testing stage in the rendering pipeline by comparing its value with that already in the depth buffer.
ProgramVertex	<i>This class was deprecated in API level 16. in API 16 ProgramVertex, also known as a vertex shader, describes a stage in the graphics pipeline responsible for manipulating geometric data in a user-defined way.</i>
ProgramVertex.Builder	<i>This class was deprecated in API level 16. in API 16 Builder class for creating ProgramVertex objects. The builder starts empty and the user must minimally provide the GLSL shader code, and the varying inputs. Constant, or uniform parameters to the shader may optionally be provided as well.</i>
ProgramVertexFixedFunction	<i>This class was deprecated in API level 16. in API 16 ProgramVertexFixedFunction is a helper class that provides a simple way to create a fixed function emulation vertex shader without writing any GLSL code.</i>
ProgramVertexFixedFunction.Builder	<i>This class was deprecated in API level 16. in API 16</i>
ProgramVertexFixedFunction.Constants	<i>This class was deprecated in API level 16. in API 16 Helper class to store modelview, projection and texture matrices for ProgramVertexFixedFunction</i>
ProgressBar	Visual indicator of progress in some operation.
ProgressDialog	A dialog showing a progress indicator and an optional text message or view.
Properties	A Properties object is a Hashtable where the keys and values must be Strings.
Property<T, V>	A property is an abstraction that can be used to represent a mutable value that is held in a host object.
PropertyChangeEvent	An event that indicates that a constraint or a boundary of a property has changed.
PropertyChangeListener	A PropertyChangeListener can subscribe with a event source.
PropertyChangeListenerProxy	The implementation of this listener proxy just delegates the received events to its listener.
PropertyChangeSupport	Manages a list of listeners to be notified when a property changes.
PropertyPermission	Legacy security code; do not use.
PropertyResourceBundle	PropertyResourceBundle loads resources from an InputStream.
PropertyValuesHolder	This class holds information about a property and the values that that property should take on during an animation.
Protectable	A Protectable can be run and can throw a Throwable.
ProtectionDomain	Legacy security code; do not use.
ProtocolException	Signals that either a connection attempt to a socket of the wrong type, the application of an unsupported operation or that a general error in the underlying protocol has occurred.
ProtocolException	Signals that an HTTP protocol violation has occurred.
ProtocolVersion	Represents a protocol version, as specified in RFC 2616.
Provider	Provider is the abstract superclass for all security providers in the Java security infrastructure.
Provider.Service	Service represents a service in the Java Security infrastructure.
ProviderException	ProviderException is a general exception, thrown by security Providers.
ProviderInfo	Holds information about a specific content provider.
ProviderTestCase<T extends ContentProvider>	<i>This class was deprecated in API level 3. this class extends InstrumentationTestCase but should extend AndroidTestCase. Use ProviderTestCase2, which corrects this problem, instead.</i>
ProviderTestCase2<T extends ContentProvider>	This test case class provides a framework for testing a single ContentProvider and for testing your app code with an isolated content provider.
Proxy	A convenience class for accessing the user and default proxy settings.

Proxy	Proxy defines methods for creating dynamic proxy classes and instances.
Proxy	This class represents proxy server settings.
Proxy.Type	Enum class for the proxy type.
ProxySelector	Selects the proxy server to use, if any, when connecting to a given URL.
ProxySelectorRoutePlanner	Default implementation of an HttpRoutePlanner .
PSource	The source of the label L as specified in PKCS #1 .
PSource.PSpecified	The explicit specification of the parameter P used in the source algorithm.
PSSParameterSpec	The parameter specification for the RSA-PSS Signature scheme.
PublicKey	PublicKey is the common interface for public keys.
PushbackInputStream	Wraps an existing InputStream and adds functionality to "push back" bytes that have been read, so that they can be read again.
PushbackReader	Wraps an existing Reader and adds functionality to "push back" characters that have been read, so that they can be read again.

Q

QName	QName represents a qualified name as defined in the XML specifications: XML Schema Part2: Datatypes specification , Namespaces in XML , Namespaces in XML Errata .
Queue<E>	A collection designed for holding elements prior to processing.
QuickContactBadge	Widget used to show an image with the standard QuickContact badge and on-click behavior.
QuoteSpan	
QwertyKeyListener	This is the standard key listener for alphabetic input on qwerty keyboards.

R

R	
R.anim	
R.animator	
R.array	
R.attr	
R.bool	
R.color	
R.dimen	
R.drawable	
R.fraction	
R.id	
R.integer	
R.interpolator	

[R.layout](#)

[R.menu](#)

[R.mipmap](#)

[R.plurals](#)

[R.raw](#)

[R.string](#)

[R.style](#)

[R.styleable](#)

[R.xml](#)

[RadialGradient](#)

[RadioButton](#)

A radio button is a two-states button that can be either checked or unchecked.

[RadioGroup](#)

This class is used to create a multiple-exclusion scope for a set of radio buttons.

[RadioGroup.LayoutParams](#)

This set of layout parameters defaults the width and the height of the children to [WRAP_CONTENT](#) when they are not specified in the XML file.

[RadioGroup.OnCheckedChangeListener](#)

Interface definition for a callback to be invoked when the checked radio button changed in this group.

[Random](#)

This class provides methods that return pseudo-random values.

[RandomAccess](#)

RandomAccess is implemented by List implementations that support fast (usually constant time) random access.

[RandomAccessFile](#)

Allows reading from and writing to a file in a random-access manner.

[Rasterizer](#)

[RasterizerSpan](#)

[RatingBar](#)

A RatingBar is an extension of SeekBar and ProgressBar that shows a rating in stars.

[RatingBar.OnRatingBarChangeListener](#)

A callback that notifies clients when the rating has been changed.

[RC2ParameterSpec](#)

The algorithm parameter specification for the [RC2](#) algorithm.

[RC5ParameterSpec](#)

The algorithm parameter specification for the [RC5](#) algorithm.

[Readable](#)

Represents a sequence of characters that can be incrementally read (copied) into a [CharBuffer](#).

[ReadableByteChannel](#)

A ReadableByteChannel is a type of [Channel](#) that can read bytes.

[Reader](#)

The base class for all readers.

[ReadOnlyBufferException](#)

A ReadOnlyBufferException is thrown when some write operation is called on a read-only buffer.

[ReadWriteLock](#)

A ReadWriteLock maintains a pair of associated [locks](#), one for read-only operations and one for writing.

[ReasonPhraseCatalog](#)

Interface for obtaining reason phrases for HTTP status codes.

[ReceiverCallNotAllowedException](#)

This exception is thrown from [registerReceiver\(BroadcastReceiver, IntentFilter\)](#) and [bindService\(Intent, ServiceConnection, int\)](#) when these methods are being used from an [BroadcastReceiver](#) component.

[RecognitionListener](#)

Used for receiving notifications from the SpeechRecognizer when the recognition related events occur.

[RecognitionService](#)

This class provides a base class for recognition service implementations.

RecognitionService.Callback	This class receives callbacks from the speech recognition service and forwards them to the user.
RecognizerIntent	Constants for supporting speech recognition through starting an Intent
RecognizerResultsIntent	Constants for intents related to showing speech recognition results.
RecoverySystem	RecoverySystem contains methods for interacting with the Android recovery system (the separate partition that can be used to install system updates, wipe user data, etc.)
RecoverySystem.ProgressListener	Interface definition for a callback to be invoked regularly as verification proceeds.
Rect	Rect holds four integer coordinates for a rectangle.
RectF	RectF holds four float coordinates for a rectangle.
RectShape	Defines a rectangle shape.
RedirectException	Signals violation of HTTP specification caused by an invalid redirect
RedirectHandler	A handler for determining if an HTTP request should be redirected to a new location in response to an HTTP response received from the target server.
RedirectLocations	A collection of URLs that were used as redirects.
ReentrantLock	A reentrant mutual exclusion Lock with the same basic behavior and semantics as the implicit monitor lock accessed using synchronized methods and statements, but with extended capabilities.
ReentrantReadWriteLock	An implementation of ReadWriteLock supporting similar semantics to ReentrantLock .
ReentrantReadWriteLock.ReadLock	The lock returned by method readLock() .
ReentrantReadWriteLock.WriteLock	The lock returned by method writeLock() .
Ref	This interface represents an SQL Ref - a data object containing a cursor or pointer to a result table.
Reference<T>	Provides an abstract class which describes behavior common to all reference objects.
ReferenceQueue<T>	The ReferenceQueue is the container on which reference objects are enqueued when the garbage collector detects the reachability type specified for the referent.
ReflectPermission	Legacy security code; do not use.
RefQueueHandler	Callback handler for RefQueueWorker .
RefQueueWorker	A worker thread for processing queued references.
Region	
Region.Op	
RegionIterator	
RejectedExecutionException	Exception thrown by an Executor when a task cannot be accepted for execution.
RejectedExecutionHandler	A handler for tasks that cannot be executed by a ThreadPoolExecutor .
RelativeLayout	A Layout where the positions of the children can be described in relation to each other or to the parent.
RelativeLayout.LayoutParams	Per-child layout information associated with RelativeLayout.
RelativeSizeSpan	
RemoteCallbackList<E extends IInterface>	Takes care of the grunt work of maintaining a list of remote interfaces, typically for the use of performing callbacks from a Service to its clients.
RemoteControlClient	RemoteControlClient enables exposing information meant to be consumed by remote controls capable of displaying metadata, artwork and media transport control buttons.
RemoteControlClient.MetadataEditor	Class used to modify metadata in a RemoteControlClient object.

RemoteException	Parent exception for all Binder remote-invocation errors
RemoteViews	A class that describes a view hierarchy that can be displayed in another process.
RemoteViews.ActionException	Exception to send when something goes wrong executing an action
RemoteViews.RemoteView	This annotation indicates that a subclass of View is allowed to be used with the RemoteViews mechanism.
RemoteViewsService	The service to be connected to for a remote adapter to request RemoteViews.
RemoteViewsService.RemoteViewsFactory	An interface for an adapter between a remote collection view (ListView, GridView, etc) and the underlying data for that view.
RenamingDelegatingContext	This is a class which delegates to the given context, but performs database and file operations with a renamed database/file name (prefixes default names with a given prefix).
RenderScript	Renderscript base master class.
RenderScript.Priority	RenderScript worker threads priority enumeration.
RenderScript.RSErrorHandler	Runtime error base class.
RenderScript.RSMessageHandler	Base class application should derive from for handling RS messages coming from their scripts. <i>This class was deprecated in API level 16. in API 16 The Graphics derivative of Renderscript. Extends the basic context to add a root script which is the display window for graphical output. When the system needs to update the display the currently bound root script will be called. This script is expected to issue the rendering commands to repaint the screen.</i>
RenderScriptGL	Developer Guides For more information about creating an application that uses Renderscript, read the Renderscript developer guide.
RenderScriptGL.SurfaceConfig	<i>This class was deprecated in API level 16. in API 16 Class which is used to describe a pixel format for a graphical buffer. This is used to describe the intended format of the display surface. The configuration is described by pairs of minimum and preferred bit depths for each component within the config and additional structural information.</i>
ReplacementSpan	
ReplacementTransformationMethod	This transformation method causes the characters in the getOriginal() array to be replaced by the corresponding characters in the getReplacement() array.
RequestAddCookies	Request interceptor that matches cookies available in the current CookieStore to the request being executed and generates corresponding cookie request headers.
RequestConnControl	A request interceptor that suggests connection keep-alive to the server.
RequestContent	A request interceptor that decides about the transport encoding.
RequestDate	A request interceptor that adds a Date header.
RequestDefaultHeaders	Request interceptor that adds default request headers.
RequestDirector	A client-side request director.
RequestExpectContinue	A request interceptor that enables the expect-continue handshake.
RequestLine	The first line of an HttpRequest .
RequestProxyAuthentication	
RequestTargetAuthentication	
RequestTargetHost	A request interceptor that sets the Host header for HTTP/1.1 requests.
RequestUserAgent	A request interceptor that adds a User-Agent header.
RequestWrapper	A wrapper class for HttpRequest s that can be used to change properties of the current request without modifying the original object.
ResolveInfo	Information that is returned from resolving an intent against an IntentFilter.

ResolveInfo.DisplayNameComparator	
 ResourceBundle	ResourceBundle is an abstract class which is the superclass of classes which provide Locale-specific resources.
 ResourceBundle.Control	ResourceBundle.Control is a static utility class defines ResourceBundle load access methods, its default access order is as the same as before.
 ResourceCursorAdapter	Static library support version of the framework's ResourceCursorAdapter .
 ResourceCursorAdapter	An easy adapter that creates views defined in an XML file.
 ResourceCursorTreeAdapter	A fairly simple ExpandableListAdapter that creates views defined in an XML file.
 Resources	Class for accessing an application's resources.
 Resources.NotFoundException	This exception is thrown by the resource APIs when a requested resource can not be found.
 Resources.Theme	This class holds the current attribute values for a particular theme.
 ResponseCache	Caches URLConnection responses.
 ResponseConnControl	A response interceptor that suggests connection keep-alive to the client.
 ResponseContent	A response interceptor that sets up entity-related headers.
 ResponseDate	A response interceptor that adds a Date header.
 ResponseHandler <T>	Handler that encapsulates the process of generating a response object from a HttpServletResponse .
 ResponseProcessCookies	Response interceptor that populates the current CookieStore with data contained in response cookies received in the given the HTTP response.
 ResponseServer	A response interceptor that adds a Server header.
 RestoreObserver	Callback class for receiving progress reports during a restore operation.
 Result	An object that implements this interface contains the information needed to build a transformation result tree.
 ResultReceiver	Generic interface for receiving a callback result from someone.
 ResultSet	An interface for an object which represents a database table entry, returned as the result of the query to the database.
 ResultSetMetaData	Provides information about the columns returned in a ResultSet.
 Retention	Defines a meta-annotation for determining the scope of retention for an annotation.
 RetentionPolicy	Defines an enumeration for annotation retention policies.
 RFC2109DomainHandler	
 RFC2109Spec	RFC 2109 compliant cookie policy
 RFC2109SpecFactory	
 RFC2109VersionHandler	
 RFC2617Scheme	Abstract authentication scheme class that lays foundation for all RFC 2617 compliant authentication schemes and provides capabilities common to all authentication schemes defined in RFC 2617.
 RFC2965CommentUrlAttributeHandler	"CommentURL" cookie attribute handler for RFC 2965 cookie spec.
 RFC2965DiscardAttributeHandler	"Discard" cookie attribute handler for RFC 2965 cookie spec.
 RFC2965DomainAttributeHandler	"Domain" cookie attribute handler for RFC 2965 cookie spec.
 RFC2965PortAttributeHandler	"Port" cookie attribute handler for RFC 2965 cookie spec.

RFC2965Spec	RFC 2965 specific cookie management functions.
RFC2965SpecFactory	
RFC2965VersionAttributeHandler	"Version" cookie attribute handler for RFC 2965 cookie spec.
Rfc822Token	This class stores an RFC 822-like name, address, and comment, and provides methods to convert them to quoted strings.
Rfc822Tokenizer	This class works as a Tokenizer for MultiAutoCompleteTextView for address list fields, and also provides a method for converting a string of addresses (such as might be typed into such a field) into a series of Rfc822Tokens.
Ringtone	Ringtone provides a quick method for playing a ringtone, notification, or other similar types of sounds.
RingtoneManager	RingtoneManager provides access to ringtones, notification, and other types of sounds.
RingtonePreference	A Preference that allows the user to choose a ringtone from those on the device.
RootElement	The root XML element.
RotateAnimation	An animation that controls the rotation of an object.
RotateDrawable	A Drawable that can rotate another Drawable based on the current level value.
RoundingMode	Specifies the rounding behavior for operations whose results cannot be represented exactly.
RoundRectShape	Creates a rounded-corner rectangle.
RoutedRequest	A request with the route along which it should be sent.
RouteInfo	Read-only interface for route information.
RouteInfo.LayerType	The layering type of a route.
RouteInfo.TunnelType	The tunnelling type of a route.
RouteSpecificPool	A connection sub-pool for a specific route, used by ConnPoolByRoute .
RouteTracker	Helps tracking the steps in establishing a route.
RowId	Maps SQL's ROWID type into Java.
RowIdLifetime	An enumeration to describe the life-time of RowId.
RowSet	An interface which provides means to access data which persists on a database.
RowSetEvent	An event which is sent when specific events happen to a RowSet object.
RowSetInternal	An interface provided by a RowSet object to let either a RowSetReader or a RowSetWriter access its internal state, thereby providing facilities to read and update the state of the RowSet.
RowSetListener	An interface used to send notification of events occurring in the context of a RowSet .
RowSetMetaData	An interface which provides facilities for getting information about the columns in a RowSet.
RowSetReader	An interface which provides functionality for a disconnected RowSet to get data from a database into its rows.
RowSetWriter	An interface which provides functionality for a disconnected RowSet to put data updates back to the data source from which the RowSet was originally populated.
RSAKey	The base interface for PKCS#1 RSA public and private keys.
RSAKeyGenParameterSpec	The parameter specification for generating an RSA key pair.
RSAMultiPrimePrivateCrtKey	The interface for a Multi-Prime RSA private key.
RSAMultiPrimePrivateCrtKeySpec	The key specification of a RSA multi-prime private key with the Chinese Remainder Theorem (CRT) information values used.

[RSAOtherPrimeInfo](#) The additional prime information specified as triplet of primes, a prime exponent, and a Chinese Remainder Theorem (CRT) coefficient.

[RSAPrivateCrtKey](#) The interface for a PKCS#1 RSA private key using CRT information values.

[RSAPrivateCrtKeySpec](#) The key specification of a RSA private key using Chinese Remainder Theorem (CRT) values.

[RSAPrivateKey](#) The interface for an PKCS#1 RSA private key.

[RSAPrivateKeySpec](#) The key specification of a RSA private key.

[RSAPublicKey](#) The interface for a PKCS#1 RSA public key.

[RSAPublicKeySpec](#) The key specification of a RSA public key.

[RSDriverException](#) Base class for all exceptions thrown by the Android Renderscript

[RSIllegalArgumentException](#) Base class for all exceptions thrown by the Android Renderscript

[RSInvalidStateException](#) Base class for all exceptions thrown by the Android Renderscript

[RSRuntimeException](#) Base class for all exceptions thrown by the Android Renderscript

This class was deprecated in API level 16. in API 16 The Surface View for a graphics renderscript (RenderScriptGL) to draw on.

[RSSurfaceView](#)

Developer Guides

For more information about creating an application that uses Renderscript, read the [Renderscript](#) developer guide.

[RSTextureView](#)

This class was deprecated in API level 16. in API 16 The Texture View for a graphics renderscript (RenderScriptGL) to draw on.

[RtpStream](#) RtpStream represents the base class of streams which send and receive network packets with media payloads over Real-time Transport Protocol (RTP).

[RuleBasedCollator](#)

A concrete implementation class for Collation.

[Runnable](#) Represents a command that can be executed.

A [Future](#) that is [Runnable](#).

[RunnableScheduledFuture](#)<V> A [ScheduledFuture](#) that is [Runnable](#).

[Runtime](#) Allows Java applications to interface with the environment in which they are running.

[RuntimeException](#) RuntimeException is the superclass of all classes that represent exceptional conditions which occur as a result of executing an application in the VM.

[RuntimePermission](#)

Legacy security code; do not use.

S

[Sampler](#)

Sampler object which defines how data is extracted from textures.

[Sampler.Builder](#)

Builder for creating non-standard samplers.

[Sampler.Value](#)

Value object for a Sampler.

[Savepoint](#) A savepoint is an instant during the current transaction that can be utilized by a rollback via the [rollback\(\)](#) command.

[SAXException](#)

Encapsulate a general SAX error or warning.

[SAXNotRecognizedException](#)

Exception class for an unrecognized identifier.

[SAXNotSupportedException](#)

Exception class for an unsupported operation.

[SAXParseException](#)

Encapsulate an XML parse error or warning.

SAXParser	Defines the API that wraps an XMLReader implementation class.
SAXParserFactory	Defines a factory API that enables applications to configure and obtain a SAX based parser to parse XML documents.
SAXResult	Acts as an holder for a transformation Result.
SAXSource	Acts as an holder for SAX-style Source.
SAXTransformerFactory	This class extends TransformerFactory to provide SAX-specific factory methods.
ScaleAnimation	An animation that controls the scale of an object.
ScaleDrawable	A Drawable that changes the size of another Drawable based on its current level value.
ScaleGestureDetector	Detects scaling transformation gestures using the supplied MotionEvents .
ScaleGestureDetector.OnScaleGestureListener	The listener for receiving notifications when gestures occur.
ScaleGestureDetector.SimpleOnScaleGestureListener	A convenience class to extend when you only want to listen for a subset of scaling-related events.
ScaleXSpan	
Scanner	A parser that parses a text string of primitive types and strings with the help of regular expressions.
ScanResult	Describes information about a detected access point.
ScatteringByteChannel	The interface for channels that can read data into a set of buffers in a single operation.
ScheduledExecutorService	An ExecutorService that can schedule commands to run after a given delay, or to execute periodically.
ScheduledFuture<V>	A delayed result-bearing action that can be cancelled.
ScheduledThreadPoolExecutor	A ThreadPoolExecutor that can additionally schedule commands to run after a given delay, or to execute periodically.
Schema	Immutable in-memory representation of grammar.
SchemaFactory	Factory that creates Schema objects. Entry-point to the validation API.
SchemaFactoryLoader	This class was removed from JAXP 1.3 before it was finalized but was mistakenly included in Java 5.
Scheme	Encapsulates specifics of a protocol scheme such as "http" or "https".
SchemeRegistry	A set of supported protocol schemes .
Script	
Script.Builder	
Script.FieldBase	
Script.FieldID	FieldID is an identifier for a Script + exported field pair.
Script.KernelID	KernelID is an identifier for a Script + root function pair.
ScriptC	
ScriptGroup	ScriptGroup creates a groups of scripts which are executed together based upon one execution call as if they were all part of a single script.
ScriptGroup.Builder	Create a ScriptGroup.
ScriptIntrinsic	Base class for all Intrinsic scripts.
ScriptIntrinsicBlend	Intrinsic kernels for blending two buffers.
ScriptIntrinsicBlur	Intrinsic Gausian blur filter.

ScriptIntrinsicColorMatrix	Intrinsic for applying a color matrix to allocations.
ScriptIntrinsicConvolve3x3	Intrinsic for applying a 3x3 convolve to an allocation.
ScriptIntrinsicConvolve5x5	Intrinsic for applying a 5x5 convolve to an allocation.
ScriptIntrinsicLUT	Intrinsic for applying a per-channel lookup table.
ScriptIntrinsicYuvToRGB	Intrinsic for converting an Android YUV buffer to RGB.
Scroller	This class encapsulates scrolling.
ScrollingMovementMethod	A movement method that interprets movement keys by scrolling the text buffer.
ScrollView	Layout container for a view hierarchy that can be scrolled by the user, allowing it to be larger than the physical display.
SealedObject	A SealedObject is a wrapper around a serializable object instance and encrypts it using a cryptographic cipher.
SearchableInfo	Searchability meta-data for an activity.
SearchManager	This class provides access to the system search services.
SearchManager.OnCancelListener	See setOnCancelListener(SearchManager.OnCancelListener) for configuring your activity to monitor search UI state.
SearchManager.OnDismissListener	See setOnDismissListener(SearchManager.OnDismissListener) for configuring your activity to monitor search UI state.
SearchRecentSuggestions	This is a utility class providing access to SearchRecentSuggestionsProvider .
SearchRecentSuggestionsProvider	This superclass can be used to create a simple search suggestions provider for your application.
SearchView	A widget that provides a user interface for the user to enter a search query and submit a request to a search provider.
SearchView.OnCloseListener	Callbacks for changes to the query text.
SearchView.OnQueryTextListener	Callback interface for selection events on suggestions.
SearchView.OnSuggestionListener	Helper for accessing features in SearchView introduced after API level 4 in a backwards compatible fashion.
SearchViewCompat	Callbacks for changes to the query text.
SearchViewCompat.OnQueryTextListenerCompat	A cryptographic secret (symmetric) key.
SecretKey	The public API for SecretKeyFactory implementations.
SecretKeyFactory	The <i>Service Provider Interface (SPI)</i> definition for the SecretKeyFactory class.
SecretKeySpec	A key specification for a SecretKey and also a secret key implementation that is provider-independent.
SectionIndexer	Interface that should be implemented on Adapters to enable fast scrolling in an AbsListView between sections of the list.
SecureCacheResponse	A secure cache response represents data which is originally retrieved over a secure connection.
SecureClassLoader	SecureClassLoader represents a ClassLoader which associates the classes it loads with a code source and provide mechanisms to allow the relevant permissions to be retrieved.
SecureRandom	This class generates cryptographically secure pseudo-random numbers.
SecureRandomSpi	SecureRandomSpi is the <i>Service Provider Interface (SPI)</i> definition for SecureRandom .
Security	Security is the central class in the Java Security API.
SecurityException	Thrown when a security manager check fails.

SecurityManager	Legacy security code; do not use.
SecurityPermission	Legacy security code; do not use.
SeekBar	A SeekBar is an extension of ProgressBar that adds a draggable thumb.
SeekBar.OnSeekBarChangeListener	A callback that notifies clients when the progress level has been changed.
SelectableChannel	A channel that can be used with a Selector .
Selection	Utility class for manipulating cursors and selections in CharSequences.
SelectionKey	A SelectionKey represents the relationship between a channel and a selector for which the channel is registered.
Selector	A controller for the selection of SelectableChannel objects.
SelectorProvider	SelectorProvider is an abstract base class that declares methods for providing instances of DatagramChannel , Pipe , Selector , ServerSocketChannel , and SocketChannel .
Semaphore	A counting semaphore.
Sensor	Class representing a sensor.
SensorEvent	This class represents a Sensor event and holds informations such as the sensor's type, the time-stamp, accuracy and of course the sensor's data .
SensorEventListener	Used for receiving notifications from the SensorManager when sensor values have changed.
SensorListener	<i>This interface was deprecated in API level 3. Use SensorEventListener instead.</i>
SensorManager	SensorManager lets you access the device's sensors .
SentenceSuggestionsInfo	This class contains a metadata of suggestions returned from a text service (e.g.
SequenceInputStream	Concatenates two or more existing InputStreams .
Serializable	Marks classes that can be serialized by ObjectOutputStream and deserialized by ObjectInputStream .
SerializableEntity	
SerializablePermission	Legacy security code; do not use.
ServerSocket	This class represents a server-side socket that waits for incoming client connections.
ServerSocketChannel	A ServerSocketChannel is a partial abstraction of a selectable, stream-oriented listening socket.
ServerSocketFactory	This abstract class defines methods to create server sockets.
Service	A Service is an application component representing either an application's desire to perform a longer-running operation while not interacting with the user or to supply functionality for other applications to use.
ServiceCompat	Helper for accessing features in Service introduced after API level 4 in a backwards compatible fashion.
ServiceConfigurationError	Thrown when a service provider can't be loaded by ServiceLoader .
ServiceConnection	Interface for monitoring the state of an application service.
ServiceInfo	Information you can retrieve about a particular application service.
ServiceLoader<S>	A service-provider loader.
ServiceState	Contains phone state and service related information.
ServiceTestCase <T extends Service >	This test case provides a framework in which you can test Service classes in a controlled environment.
SessionInputBuffer	Session input buffer for blocking connections.

SessionOutputBuffer	Session output buffer for blocking connections.
Set<E>	A Set is a data structure which does not allow duplicate elements.
SetCookie	This interface represents a SetCookie response header sent by the origin server to the HTTP agent in order to maintain a conversational state.
SetCookie2	This interface represents a SetCookie2 response header sent by the origin server to the HTTP agent in order to maintain a conversational state.
Settings	The Settings provider contains global system-level device preferences.
Settings.Global	Global system settings, containing preferences that always apply identically to all defined users.
Settings.NameValueTable	Common base for tables of name/value settings.
Settings.Secure	Secure system settings, containing system preferences that applications can read but are not allowed to write.
Settings.SettingNotFoundException	
Settings.System	System settings, containing miscellaneous system preferences.
Shader	Shader is the based class for objects that return horizontal spans of colors during drawing.
Shader.TileMode	
Shape	Defines a generic graphical "shape." Any Shape can be drawn to a Canvas with its own draw() method, but more graphical control is available if you instead pass it to a ShapeDrawable .
ShapeDrawable	A Drawable object that draws primitive shapes.
ShapeDrawable.ShaderFactory	Base class defines a factory object that is called each time the drawable is resized (has a new width or height).
ShareActionProvider	This is a provider for a share action.
ShareActionProvider.OnShareTargetSelectedListener	Listener for the event of selecting a share target.
ShareCompat	Extra helper functionality for sharing data between activities.
ShareCompat.IntentBuilder	IntentBuilder is a helper for constructing ACTION_SEND and ACTION_SEND_MULTIPLE sharing intents and starting activities to share content.
ShareCompat.IntentReader	IntentReader is a helper for reading the data contained within a sharing (ACTION_SEND) Intent.
SharedPreferences	Interface for accessing and modifying preference data returned by getSharedPreferences(String, int) .
SharedPreferences.Editor	Interface used for modifying values in a SharedPreferences object.
SharedPreferences.OnSharedPreferenceChangeListener	Interface definition for a callback to be invoked when a shared preference is changed.
SharedPreferencesBackupHelper	A helper class that can be used in conjunction with BackupAgentHelper to manage the backup of SharedPreferences .
Short	The wrapper for the primitive type short.
Short2	Class for exposing the native Renderscript Short2 type back to the Android system.
Short3	Class for exposing the native Renderscript short3 type back to the Android system.
Short4	Class for exposing the native Renderscript short4 type back to the Android system.
ShortBuffer	A buffer of shorts.
ShortBufferException	The exception that is thrown when the result of an operation is attempted to store in a user provided buffer that is too small.
SignalStrength	Contains phone signal strength related information.
Signature	Opaque, immutable representation of a signature associated with an application package.

Signature	Signature is an engine class which is capable of creating and verifying digital signatures, using different algorithms that have been registered with the Security class.
SignatureException	SignatureException is a general Signature exception.
SignatureSpi	SignatureSpi is the <i>Service Provider Interface (SPI)</i> definition for Signature .
SignedObject	A SignedObject instance acts as a container for another object.
Signer	<i>This class was deprecated in API level 1. Replaced by behavior in java.security.cert package and Principal</i>
SimpleAdapter	An easy adapter to map static data to views defined in an XML file.
SimpleAdapter.ViewBinder	This class can be used by external clients of SimpleAdapter to bind values to views.
SimpleCursorAdapter	Static library support version of the framework's SimpleCursorAdapter .
SimpleCursorAdapter	An easy adapter to map columns from a cursor to TextViews or ImageViews defined in an XML file.
SimpleCursorAdapter.CursorToStringConverter	This class can be used by external clients of SimpleCursorAdapter to define how the Cursor should be converted to a String.
SimpleCursorAdapter.CursorToStringConverter	This class can be used by external clients of SimpleCursorAdapter to define how the Cursor should be converted to a String.
SimpleCursorAdapter.ViewBinder	This class can be used by external clients of SimpleCursorAdapter to bind values from the Cursor to views.
SimpleCursorAdapter.ViewBinder	This class can be used by external clients of SimpleCursorAdapter to bind values from the Cursor to views.
SimpleCursorTreeAdapter	An easy adapter to map columns from a cursor to TextViews or ImageViews defined in an XML file.
SimpleCursorTreeAdapter.ViewBinder	This class can be used by external clients of SimpleCursorTreeAdapter to bind values from the Cursor to views.
SimpleDateFormat	A concrete class for formatting and parsing dates in a locale-sensitive manner.
SimpleExpandableListAdapter	An easy adapter to map static data to group and child views defined in an XML file.
SimpleFormatter	SimpleFormatter can be used to print a summary of the information contained in a LogRecord object in a human readable format.
SimpleTimeZone	SimpleTimeZone is a concrete subclass of TimeZone that represents a time zone for use with a Gregorian calendar.
SingleClientConnManager	A connection "manager" for a single connection.
SingleClientConnManager.ConnAdapter	The connection adapter used by this manager.
SingleClientConnManager.PoolEntry	The pool entry for this connection manager.
SingleLaunchActivityTestCase <T extends Activity >	If you would like to test a single activity with an InstrumentationTestCase , this provides some of the boiler plate to launch and finish the activity in setUp() and tearDown() .
SingleLineTransformationMethod	This transformation method causes any newline characters (\n) to be displayed as spaces instead of causing line breaks, and causes carriage return characters (\r) to have no appearance.
SipAudioCall	Handles an Internet audio call over SIP.
SipAudioCall.Listener	Listener for events relating to a SIP call, such as when a call is being received ("on ringing") or a call is outgoing ("on calling").
SipErrorCode	Defines error codes returned during SIP actions.
SipException	Indicates a general SIP-related exception.
SipManager	Provides APIs for SIP tasks, such as initiating SIP connections, and provides access to related SIP services.
SipProfile	Defines a SIP profile, including a SIP account, domain and server information.
SipProfile.Builder	Helper class for creating a SipProfile .
SipRegistrationListener	Listener for SIP registration events.

SipSession	Represents a SIP session that is associated with a SIP dialog or a standalone transaction not within a dialog.
SipSession.Listener	Listener for events relating to a SIP session, such as when a session is being registered ("on registering") or a call is outgoing ("on calling").
SipSession.State	Defines SIP session states, such as "registering", "outgoing call", and "in call".
SlidingDrawer	<i>This class was deprecated in API level 17. This class is not supported anymore. It is recommended you base your own implementation on the source code for the Android Open Source Project if you must use it in your application.</i>
SlidingDrawer.OnDrawerCloseListener	Callback invoked when the drawer is closed.
SlidingDrawer.OnDrawerOpenListener	Callback invoked when the drawer is opened.
SlidingDrawer.OnDrawerScrollListener	Callback invoked when the drawer is scrolled.
SM	Constants and static helpers related to the HTTP state management.
SmallTest	Marks a test that should run as part of the small tests.
Smoke	Marks a test that should run as part of the smoke tests.
SmsManager	Manages SMS operations such as sending data, text, and pdu SMS messages.
SmsManager	<i>This class was deprecated in API level 4. Replaced by android.telephony.SmsManager that supports both GSM and CDMA.</i>
SmsMessage	A Short Message Service message.
SmsMessage	<i>This class was deprecated in API level 4. Replaced by android.telephony.SmsMessage that supports both GSM and CDMA.</i>
SmsMessage.MessageClass	SMS Class enumeration.
SmsMessage.MessageClass	<i>This enum was deprecated in API level 4. Use android.telephony.SmsMessage.</i>
SmsMessage.SubmitPdu	<i>This class was deprecated in API level 4. Use android.telephony.SmsMessage.</i>
SmsMessage.SubmitPdu	Provides a client-side TCP socket.
Socket	This abstract class represents a protocol-independent base for socket-endpoint representing classes.
SocketAddress	
SocketChannel	A SocketChannel is a selectable channel that provides a partial abstraction of stream connecting socket.
SocketException	This SocketException may be thrown during socket creation or setting options, and is the superclass of all other socket related exceptions.
SocketFactory	This abstract class defines methods to create sockets.
SocketFactory	A factory for creating and connecting sockets.
SocketHandler	A handler that writes log messages to a socket connection.
SocketHttpClientConnection	Implementation of a client-side HTTP connection that can be bound to a network Socket in order to receive and transmit data.
SocketHttpServerConnection	Implementation of a server-side HTTP connection that can be bound to a network Socket in order to receive and transmit data.
SocketImpl	This class is the base of all streaming socket implementation classes.
SocketImplFactory	This interface defines a factory for socket implementations.
SocketInputBuffer	Socket bound session input buffer.
SocketOptions	Defines an interface for socket implementations to get and set socket options.
SocketOutputBuffer	Socket bound session output buffer.

SocketPermission	Legacy security code; do not use.
SocketTimeoutException	This exception is thrown when a timeout expired on a socket read or accept operation.
SoftReference<T>	A reference that is cleared when its referent is not strongly reachable and there is memory pressure.
SortedMap<K, V>	A map that has its keys ordered.
SortedSet<E>	SortedSet is a Set which iterates over its elements in a sorted order.
SoundEffectConstants	Constants to be used to play sound effects via playSoundEffect(int)
SoundPool	The SoundPool class manages and plays audio resources for applications.
SoundPool.OnLoadCompleteListener	Interface definition for a callback to be invoked when all the sounds are loaded.
Source	An object that implements this interface contains the information needed to act as source input (XML source or transformation instructions).
SourceLocator	This interface is primarily for the purposes of reporting where an error occurred in the XML source or transformation instructions.
Space	Space is a lightweight View subclass that may be used to create gaps between components in general purpose layouts.
Spannable	This is the interface for text to which markup objects can be attached and detached.
Spannable.Factory	Factory used by TextView to create new Spannables.
SpannableString	This is the class for text whose content is immutable but to which markup objects can be attached and detached.
SpannableStringBuilder	This is the class for text whose content and markup can both be changed.
Spanned	This is the interface for text that has markup objects attached to ranges of it.
SpannedString	This is the class for text whose content and markup are immutable.
SpanWatcher	When an object of this type is attached to a Spannable, its methods will be called to notify it that other markup objects have been added, changed, or removed.
SparseArray<E>	SparseArrays map integers to Objects.
SparseArrayCompat<E>	A copy of Honeycomb's SparseArray , that provides a removeAt() method.
SparseBooleanArray	SparseBooleanArrays map integers to booleans.
SparseIntArray	SparseIntArrays map integers to integers.
SpeechRecognizer	This class provides access to the speech recognition service.
SpellCheckerInfo	This class is used to specify meta information of a spell checker.
SpellCheckerService	SpellCheckerService provides an abstract base class for a spell checker.
SpellCheckerService.Session	This abstract class should be overridden by a concrete implementation of a spell checker.
SpellCheckerSession	The SpellCheckerSession interface provides the per client functionality of SpellCheckerService.
SpellCheckerSession.SpellCheckerSessionListener	Callback for getting results from text services
SpellCheckerSubtype	This class is used to specify meta information of a subtype contained in a spell checker.
Spinner	A view that displays one child at a time and lets the user pick among them.
SpinnerAdapter	Extended Adapter that is the bridge between a Spinner and its data.
SQLClientInfoException	An exception, which is subclass of SQLException, is thrown when one or more client info properties could not be set on a Connection.

SQLData	An interface for the custom mapping of an SQL <i>User Defined Type</i> (UDT) to a Java class.
SQLDataException	An exception, which is subclass of SQLException, is thrown when various data errors arise.
SQLException	An exception that indicates there was an error with SQL parsing or execution.
SQLException	An exception that indicates a failed JDBC operation.
SQLFeatureNotSupportedException	An exception, which is subclass of SQLNonTransientException, is thrown when various the JDBC driver does not support an optional JDBC feature.
SQLInput	The SQLInput interface defines operations which apply to a type of input stream which carries a series of values representing an instance of an SQL structured type or SQL distinct type.
SQLIntegrityConstraintViolationException	An exception, which is subclass of SQLNonTransientException, is thrown when various the an integrity constraint (foreign key, primary key or unique key) has been violated.
SQLInvalidAuthorizationSpecException	An exception, which is subclass of SQLNonTransientException, is thrown when the authorization credentials presented during connection establishment are not valid.
SQLiteAbortException	An exception that indicates that the SQLite program was aborted.
SQLiteAccessPermException	This exception class is used when sqlite can't access the database file due to lack of permissions on the file.
SQLiteBindOrColumnIndexOutOfRangeException	Thrown if the bind or column parameter index is out of range
SQLiteBlobTooBigException	
SQLiteCanOpenDatabaseException	
SQLiteClosable	An object created from a SQLiteDatabase that can be closed.
SQLiteConstraintException	An exception that indicates that an integrity constraint was violated.
SQLiteCursor	A Cursor implementation that exposes results from a query on a SQLiteDatabase .
SQLiteCursorDriver	A driver for SQLiteCursors that is used to create them and gets notified by the cursors it creates on significant events in their lifetimes.
SQLiteDatabase	Exposes methods to manage a SQLite database.
SQLiteDatabase.CursorFactory	Used to allow returning sub-classes of Cursor when calling query.
SQLiteDatabaseCorruptException	An exception that indicates that the SQLite database file is corrupt.
SQLiteDatabaseLockedException	Thrown if the database engine was unable to acquire the database locks it needs to do its job.
SQLiteDatatypeMismatchException	
SQLiteDiskIOException	An exception that indicates that an IO error occurred while accessing the SQLite database file.
SQLiteDoneException	An exception that indicates that the SQLite program is done.
SQLiteException	A SQLite exception that indicates there was an error with SQL parsing or execution.
SQLiteFullException	An exception that indicates that the SQLite database is full.
SQLiteMisuseException	This error can occur if the application creates a SQLiteStatement object and allows multiple threads in the application use it at the same time.
SQLiteOpenHelper	A helper class to manage database creation and version management.
SQLiteOutOfMemoryException	
SQLiteProgram	A base class for compiled SQLite programs.
SQLiteQuery	Represents a query that reads the resulting rows into a SQLiteQuery .
SQLiteQueryBuilder	This is a convenience class that helps build SQL queries to be sent to SQLiteDatabase objects.

SQLiteReadOnlyDatabaseException	
SQLiteStatement	Represents a statement that can be executed against a database.
SQLiteTableLockedException	
SQLiteTransactionListener	A listener for transaction events.
SQLNonTransientConnectionException	An exception, which is subclass of SQLException, is thrown when the connection operation that failed will not succeed when the operation is retried without the cause of the failure being corrected.
SQLNonTransientException	
SQLOutput	The interface for an output stream used to write attributes of an SQL <i>User Defined Type</i> (UDT) to the database.
SQLPermission	Legacy security code; do not use.
SQLRecoverableException	
SQLSyntaxErrorException	
SQLTimeoutException	
SQLTransactionRollbackException	
SQLTransientConnectionException	
SQLTransientException	
SQLWarning	An exception class that holds information about Database access warnings.
SQLXML	Maps SQL's XML type into Java.
SslCertificate	SSL certificate info (certificate details) class
SslCertificate.DName	A distinguished name helper class: a 3-tuple of: - common name (CN), - organization (O), - organizational unit (OU)
SSLCertificateSocketFactory	SSLocketFactory implementation with several extra features: <ul style="list-style-type: none">● Timeout specification for SSL handshake operations● Hostname verification in most cases (see WARNINGS below)● Optional SSL session caching with SSLSessionCache● Optionally bypass all SSL certificate checks <p>The handshake timeout does not apply to actual TCP socket connection.</p>
SSLContext	The public API for secure socket protocol implementations.
SSLContextSpi	The <i>Service Provider Interface</i> (SPI) for the SSLContext class.
SSLEngine	The abstract implementation of secure communications using SSL, TLS, or other protocols.
SSLEngineResult	The result object describing the state of the SSLEngine produced by the wrap() and unwrap() operations.
SSLEngineResult.HandshakeStatus	The enum describing the state of the current handshake.
SSLEngineResult.Status	The enum describing the result of the SSLEngine operation.
SslError	This class represents a set of one or more SSL errors and the associated SSL certificate.
SslErrorHandler	SslErrorHandler: class responsible for handling SSL errors.

SSLException	The base class for all SSL related exceptions.
SSLHandshakeException	The exception that is thrown when a handshake could not be completed successfully.
SSLKeyException	The exception that is thrown when an invalid SSL key is encountered.
SSLPARAMETERS	SSL handshake parameters that include protocols, cipher suites, and client authentication requirements.
SSLPeerUnverifiedException	The exception that is thrown when the identity of a peer has not been verified.
SSLPermission	Legacy security code; do not use.
SSLProtocolException	The exception that is thrown when an error in the operation of the SSL protocol is encountered.
SSLSERVERSOCKET	The extension of ServerSocket which provides secure server sockets based on protocols like SSL, TLS, or others.
SSLSERVERSOCKETFACTORY	The factory for SSL server sockets.
SSLSession	The interface representing an SSL session.
SSLSessionBindingEvent	The event sent to an SSLSessionBindingListener when the listener object is bound (putValue(String, Object)) or unbound (removeValue(String)) to an SSLSession.
SSLSessionBindingListener	The interface to be implemented by any object that requires notification when data objects are bound to (or unbound from) an SSLSession.
SSLSessionCache	File-based cache of established SSL sessions.
SSLSessionContext	A collection of SSLSessions.
SSLSocket	The extension of Socket providing secure protocols like SSL (Secure Sockets Layer) or TLS (Transport Layer Security).
SSLSocketFactory	The abstract factory implementation to create SSLSockets.
SSLSocketFactory	Layered socket factory for TLS/SSL connections, based on JSSE.
Stack<E>	Stack is a Last-In/First-Out(LIFO) data structure which represents a stack of objects.
StackOverflowError	Thrown when the depth of the stack of the running program exceeds some platform or VM specific limit.
StackTraceElement	A representation of a single stack frame.
StackView	
StaleDataException	This exception is thrown when a Cursor contains stale data and must be requeryed before being used again.
StartElementListener	Listens for the beginning of elements.
StateListDrawable	Lets you assign a number of graphic images to a single Drawable and swap out the visible item by a string ID value.
Statement	Interface used for executing static SQL statements to retrieve query results.
StatementEvent	A statement event that a PreparedStatement is closed
StatementEventListener	An object that registers to be notified of events that occur on PreparedStatements that are in the Statement pool.
StateSet	State sets are arrays of positive ints where each element represents the state of a View (e.g.
StatFs	Retrieve overall information about the space on a filesystem.
StaticLayout	StaticLayout is a Layout for text that will not be edited after it is laid out.
StatusLine	Represents a status line as returned from a HTTP server.
StorageManager	StorageManager is the interface to the systems storage service.

StreamCorruptedException	Signals that the <code>readObject()</code> method could not read an object due to missing information (for example, a cyclic reference that doesn't match a previous instance, or a missing class descriptor for the object to be loaded).
StreamHandler	A StreamHandler object writes log messages to an output stream, that is, objects of the class OutputStream .
StreamResult	Acts as an holder for a transformation result, which may be XML, plain Text, HTML, or some other form of markup.
StreamSource	Acts as an holder for a transformation Source in the form of a stream of XML markup.
StreamTokenizer	Parses a stream into a set of defined tokens, one at a time.
StrictContentLengthStrategy	The strict implementation of the content length strategy.
StrictHostnameVerifier	The Strict HostnameVerifier works the same way as Sun Java 1.4, Sun Java 5, Sun Java 6-rc.
StrictMath	Class StrictMath provides basic math constants and operations such as trigonometric functions, hyperbolic functions, exponential, logarithms, etc.
StrictMode	StrictMode is a developer tool which detects things you might be doing by accident and brings them to your attention so you can fix them.
StrictMode.ThreadPolicy	StrictMode policy applied to a certain thread.
StrictMode.ThreadPolicy.Builder	Creates StrictMode.ThreadPolicy instances.
StrictMode.VmPolicy	StrictMode policy applied to all threads in the virtual machine's process.
StrictMode.VmPolicy.Builder	Creates StrictMode.VmPolicy instances.
StrikethroughSpan	
String	An immutable sequence of characters/code units (chars).
StringBuffer	A modifiable sequence of characters for use in creating strings, where all accesses are synchronized.
StringBufferInputStream	<i>This class was deprecated in API level 1. Use StringReader</i>
StringBuilder	A modifiable sequence of characters for use in creating strings.
StringBuilderPrinter	Implementation of a Printer that sends its output to a StringBuilder .
StringCharacterIterator	An implementation of CharacterIterator for strings.
StringEntity	An entity whose content is retrieved from a string.
StringIndexOutOfBoundsException	Thrown when the a string is indexed with a value less than zero, or greater than or equal to the size of the array.
StringReader	A specialized Reader that reads characters from a String in a sequential manner.
StringTokenizer	Breaks a string into tokens; new code should probably use split(String) .
StringWriter	A specialized Writer that writes characters to a StringBuffer in a sequential manner, appending them in the process.
Struct	An interface which provides facilities for manipulating an SQL structured type as a Java object.
StyleSpan	Describes a style in a span.
Subject	The central class of the javax.security.auth package representing an authenticated user or entity (both referred to as "subject").
SubjectDomainCombiner	Legacy security code; do not use.
SubMenu	Subclass of Menu for sub menus.
SubscriptSpan	
SuggestionsInfo	This class contains a metadata of suggestions from the text service

SuggestionSpan	Holds suggestion candidates for the text enclosed in this span.
SumPathEffect	
SuperscriptSpan	
SuplicantState	From defs.h in wpa_supplicant.
Suppress	Use this annotation on test classes or test methods that should not be included in a test suite.
SuppressLint	Indicates that Lint should ignore the specified warnings for the annotated element.
SuppressWarnings	Annotation type used to indicate that the compiler should not issue the specified warnings for the marked program element.
Surface	Handle onto a raw buffer that is being managed by the screen compositor.
Surface.OutOfResourcesException	Exception thrown when a surface couldn't be created or resized.
SurfaceHolder	Abstract interface to someone holding a display surface.
SurfaceHolder.BadSurfaceTypeException	Exception that is thrown from <code>lockCanvas()</code> when called on a Surface whose type is SURFACE_TYPE_PUSH_BUFFERS.
SurfaceHolder.Callback	A client may implement this interface to receive information about changes to the surface.
SurfaceHolder.Callback2	Additional callbacks that can be received for SurfaceHolder.Callback .
SurfaceTexture	Captures frames from an image stream as an OpenGL ES texture.
SurfaceTexture.OnFrameAvailableListener	Callback interface for being notified that a new stream frame is available.
SurfaceTexture.OutOfResourcesException	Exception thrown when a surface couldn't be created or resized
SurfaceView	Provides a dedicated drawing surface embedded inside of a view hierarchy.
SweepGradient	
Switch	A Switch is a two-state toggle switch widget that can select between two options.
SwitchPreference	A Preference that provides a two-state toggleable option.
SyncAdapterType	Value type that represents a SyncAdapterType.
SyncBaseInstrumentation	If you would like to test sync a single provider with an InstrumentationTestCase , this provides some of the boiler plate in <code>setUp()</code> and <code>tearDown()</code> .
SyncBasicHttpContext	Thread-safe extension of the BasicHttpContext .
SyncContext	
SyncFailedException	Signals that the <code>sync()</code> method has failed to complete.
SynchronousQueue<E>	A blocking queue in which each insert operation must wait for a corresponding remove operation by another thread, and vice versa.
SyncInfo	Information about the sync operation that is currently underway.
SyncResult	This class is used to communicate the results of a sync operation to the SyncManager.
SyncStateContract	The ContentProvider contract for associating data with ana data array account.
SyncStateContract.Columns	
SyncStateContract.Constants	
SyncStateContract.Helpers	
SyncStats	Used to record various statistics about the result of a sync operation.

[SyncStatusObserver](#)

[SynthesisCallback](#)

A callback to return speech data synthesized by a text to speech engine.

[SynthesisRequest](#)

Contains data required by engines to synthesize speech.

[System](#)

Provides access to system-related information and resources including standard input and output.

[SystemClock](#)

Core timekeeping facilities.

T

[TabActivity](#)

This class was deprecated in API level 13. New applications should use Fragments instead of this class; to continue to run on older devices, you can use the v4 support library which provides a version of the Fragment API that is compatible down to [DONUT](#).

[TabHost](#)

Container for a tabbed window view.

[TabHost.OnTabChangeListener](#)

Interface definition for a callback to be invoked when tab changed

[TabHost.TabContentFactory](#)

Makes the content of a tab when it is selected.

[TabHost.TabSpec](#)

A tab has a tab indicator, content, and a tag that is used to keep track of it.

[TableLayout](#)

A layout that arranges its children into rows and columns.

[TableLayout.LayoutParams](#)

This set of layout parameters enforces the width of each child to be [MATCH_PARENT](#) and the height of each child to be [WRAP_CONTENT](#), but only if the height is not specified.

[TableRow](#)

A layout that arranges its children horizontally.

[TableRow.LayoutParams](#)

Set of layout parameters used in table rows.

[TabStopSpan](#)

Represents a single tab stop on a line.

[TabStopSpan.Standard](#)

The default implementation of TabStopSpan.

[TabWidget](#)

Displays a list of tab labels representing each page in the parent's tab collection.

[Tag](#)

Represents an NFC tag that has been discovered.

[TagLostException](#)

[TagTechnology](#)

[TagTechnology](#) is an interface to a technology in a [Tag](#).

[Target](#)

Defines a meta-annotation for determining what [ElementType](#)s an annotation can be applied to.

[TargetApi](#)

Indicates that Lint should treat this type as targeting a given API level, no matter what the project target is.

[TaskStackBuilder](#)

Utility class for constructing synthetic back stacks for cross-task navigation on Android 3.0 and newer.

[TaskStackBuilder](#)

Utility class for constructing synthetic back stacks for cross-task navigation on Android 3.0 and newer.

[TaskStackBuilderHoneycomb](#)

Implementation of TaskStackBuilder that can call Honeycomb APIs.

[TelephonyManager](#)

Provides access to information about the telephony services on the device.

[Templates](#)

An object that implements this interface is the runtime representation of processed transformation instructions.

[TemplatesHandler](#)

A SAX ContentHandler that may be used to process SAX parse events (parsing transformation instructions) into a Templates object.

[Test](#)

A *Test* can be run and collect its results.

[TestCase](#)

A test case defines the fixture to run multiple tests.

TestFailure	A TestFailure collects a failed test together with the caught exception.
TestListener	A Listener for test progress
TestMethod	Represents a test to be run.
TestResult	A TestResult collects the results of executing a test case.
TestSuite	A TestSuite is a Composite of Tests.
TestSuiteBuilder	Build suites based on a combination of included packages, excluded packages, and predicates that must be satisfied.
TestSuiteBuilder.FailedToCreateTests	A special TestCase used to indicate a failure during the build() step.
TestSuiteLoader	An interface to define how a test suite should be loaded.
TestSuiteProvider	Implementors will know how to get a test suite.
TestTarget	<i>This @interface was deprecated in API level 14. Obsolete</i>
TestTargetClass	<i>This @interface was deprecated in API level 14. Obsolete</i>
Text	The Text interface inherits from CharacterData and represents the textual content (termed character data in XML) of an Element or Attr.
TextAppearanceSpan	Sets the text color, size, style, and typeface to match a TextAppearance resource.
TextAttribute	The TextAttribute class defines attribute keys and attribute values for text rendering.
TextClock	TextClock can display the current date and/or time as a formatted string.
TextElementListener	Listens for the beginning and ending of text elements.
TextInfo	This class contains a metadata of the input of TextService
TextKeyListener	This is the key listener for typing normal text.
TextKeyListener.Capitalize	
TextPaint	TextPaint is an extension of Paint that leaves room for some extra data used during text measuring and drawing.
TextServicesManager	System API to the overall text services, which arbitrates interaction between applications and text services.
TextSwitcher	Specialized ViewSwitcher that contains only children of type TextView .
TextToSpeech	Synthesizes speech from text for immediate playback or to create a sound file.
TextToSpeech.Engine	Constants and parameter names for controlling text-to-speech.
TextToSpeech.EngineInfo	Information about an installed text-to-speech engine.
TextToSpeech.OnInitListener	Interface definition of a callback to be invoked indicating the completion of the TextToSpeech engine initialization.
TextToSpeech.OnUtteranceCompletedListener	Listener that will be called when the TTS service has completed synthesizing an utterance.
TextToSpeechService	Abstract base class for TTS engine implementations.
TextureView	A TextureView can be used to display a content stream.
TextureView.SurfaceTextureListener	This listener can be used to be notified when the surface texture associated with this texture view is available.
TextUtils	
TextUtils.EllipsizeCallback	
TextUtils.SimpleStringSplitter	A simple string splitter.

TextUtils.StringSplitter	An interface for splitting strings according to rules that are opaque to the user of this interface.
TextUtils.TruncateAt	
TextView	Displays text to the user and optionally allows them to edit it.
TextView.BufferType	
TextView.OnEditorActionListener	Interface definition for a callback to be invoked when an action is performed on the editor.
TextView.SavedState	User interface state that is stored by TextView for implementing onSaveInstanceState() .
TextWatcher	When an object of a type is attached to an Editable, its methods will be called when the text is changed.
Thread	A Thread is a concurrent unit of execution.
Thread.State	A representation of a thread's state.
Thread.UncaughtExceptionHandler	Implemented by objects that want to handle cases where a thread is being terminated by an uncaught exception.
ThreadDeath	ThreadDeath is thrown when a thread stops executing.
ThreadFactory	An object that creates new threads on demand.
ThreadGroup	ThreadGroup is a means of organizing threads into a hierarchical structure.
ThreadLocal <T>	Implements a thread-local storage, that is, a variable for which each thread has its own value.
ThreadPoolExecutor	An ExecutorService that executes each submitted task using one of possibly several pooled threads, normally configured using Executors factory methods.
ThreadPoolExecutor.AbortPolicy	A handler for rejected tasks that throws a RejectedExecutionException.
ThreadPoolExecutor.CallerRunsPolicy	A handler for rejected tasks that runs the rejected task directly in the calling thread of the execute method, unless the executor has been shut down, in which case the task is discarded.
ThreadPoolExecutor.DiscardOldestPolicy	A handler for rejected tasks that discards the oldest unhandled request and then retries execute, unless the executor is shut down, in which case the task is discarded.
ThreadPoolExecutor.DiscardPolicy	A handler for rejected tasks that silently discards the rejected task.
ThreadSafeClientConnManager	Manages a pool of client connections .
Throwable	The superclass of all classes which can be thrown by the VM.
ThumbnailUtils	Thumbnail generation routines for media provider.
Time	An alternative to the Calendar and GregorianCalendar classes.
Time	Java representation of an SQL TIME value.
TimeAnimator	This class provides a simple callback mechanism to listeners that is synchronized with all other animators in the system.
TimeAnimator.TimeListener	Implementors of this interface can set themselves as update listeners to a TimeAnimator instance to receive callbacks on every animation frame to receive the total time since the animator started and the delta time since the last frame.
TimedText	<p>Class to hold the timed text's metadata, including:</p> <ul style="list-style-type: none"> ● The characters for rendering ● The rendering position for the timed text
	To render the timed text, applications need to do the following:
	<ul style="list-style-type: none"> ● Implement the MediaPlayer.OnTimedTextListener interface ● Register the MediaPlayer.OnTimedTextListener callback on a MediaPlayer object that is used for playback

- When a `onTimedText` callback is received, do the following:
 - call `getText()` to get the characters for rendering
 - call `getBounds()` to get the text rendering area/region

[TimeFormatException](#)

[TimeInterpolator](#)

A time interpolator defines the rate of change of an animation.

[TimeKeyListener](#)

For entering times in a text field.

[TimeoutException](#)

Exception thrown when a blocking operation times out.

[TimePicker](#)

A view for selecting the time of day, in either 24 hour or AM/PM mode.

[TimePicker.OnTimeChangedListener](#)

The callback interface used to indicate the time has been adjusted.

[TimePickerDialog](#)

A dialog that prompts the user for the time of day using a [TimePicker](#).

[TimePickerDialog.OnTimeSetListener](#)

The callback interface used to indicate the user is done filling in the time (they clicked on the 'Set' button).

[Timer](#)

Timers schedule one-shot or recurring [tasks](#) for execution.

[TimerTask](#)

The TimerTask class represents a task to run at a specified time.

[Timestamp](#)

Timestamp represents a signed time stamp.

[Timestamp](#)

A Java representation of the SQL TIMESTAMP type.

[TimeUnit](#)

A TimeUnit represents time durations at a given unit of granularity and provides utility methods to convert across units, and to perform timing and delay operations in these units.

[TimeUtils](#)

A class containing utility methods related to time zones.

[TimeZone](#)

TimeZone represents a time zone, primarily used for configuring a [Calendar](#) or [SimpleDateFormat](#) instance.

[TimingLogger](#)

A utility class to help log timings splits throughout a method call.

[Toast](#)

A toast is a view containing a quick little message for the user. The toast class helps you create and show those.

[ToggleButton](#)

Displays checked/unchecked states as a button with a "light" indicator and by default accompanied with the text "ON" or "OFF".

[TokenIterator](#)

An iterator for [String](#) tokens.

[TokenWatcher](#)

Helper class that helps you use IBinder objects as reference counted tokens.

[ToneGenerator](#)

This class provides methods to play DTMF tones (ITU-T Recommendation Q.23), call supervisory tones (3GPP TS 22.001, CEPT) and proprietary tones (3GPP TS 31.111).

[TooManyListenersException](#)

A TooManyListenersException is thrown when an attempt is made to add more than one listener to an event source which only supports a single listener.

[Touch](#)

[TouchDelegate](#)

Helper class to handle situations where you want a view to have a larger touch area than its actual view bounds.

[TouchUtils](#)

Reusable methods for generating touch events.

[TrafficStats](#)

Class that provides network traffic statistics.

[TrafficStatsCompat](#)

Helper for accessing features in TrafficStats introduced after API level 14 in a backwards compatible fashion.

[TrafficStatsCompatIcs](#)

Implementation of TrafficStatsCompat that can call ICS APIs.

[TransactionTooLargeException](#)

The Binder transaction failed because it was too large.

Transformation	Defines the transformation to be applied at one point in time of an Animation.
TransformationMethod	TextView uses TransformationMethods to do things like replacing the characters of passwords with dots, or keeping the newline characters from causing line breaks in single-line text fields.
Transformer	An instance of this abstract class can transform a source tree into a result tree.
TransformerConfigurationException	Indicates a serious configuration error.
TransformerException	This class specifies an exceptional condition that occurred during the transformation process.
TransformerFactory	A TransformerFactory instance can be used to create Transformer and Templates objects.
TransformerFactoryConfigurationError	Thrown when a problem with configuration with the Transformer Factories exists.
TransformerHandler	A TransformerHandler listens for SAX ContentHandler parse events and transforms them to a Result.
TransitionDrawable	An extension of LayerDrawables that is intended to cross-fade between the first and second layer.
TranslateAnimation	An animation that controls the position of an object.
TreeMap<K, V>	A map whose entries are sorted by their keys.
TreeSet<E>	TreeSet is an implementation of SortedSet.
TrustAnchor	This class represents a trust anchor for validation of X.509 certification path.
TrustManager	The marker interface for JSSE trust managers.
TrustManagerFactory	The factory for TrustManagers based on KeyStore or provider specific implementation.
TrustManagerFactorySpi	The Service Provider Interface (SPI) for the TrustManagerFactory class.
TunnelRefusedException	
TwoLineListItem	<i>This class was deprecated in API level 17. This class can be implemented easily by apps using a RelativeLayout or a LinearLayout.</i>
TwoStatePreference	Common base class for preferences that have two selectable states, persist a boolean value in SharedPreferences, and may have dependent preferences that are enabled/disabled based on the current state.
Type	Type is an allocation template.
Type	Common interface implemented by all Java types.
Type.Builder	Builder class for Type.
Type.CubemapFace	
TypedArray	Container for an array of values that were retrieved with <code>obtainStyledAttributes(AttributeSet, int[], int, int)</code> or <code>obtainAttributes(AttributeSet, int[])</code> .
TypedValue	Container for a dynamically typed data value.
TypeEvaluator<T>	Interface for use with the <code>setEvaluator(TypeEvaluator)</code> function.
Typeface	The Typeface class specifies the typeface and intrinsic style of a font.
TypefaceSpan	Changes the typeface family of the text to which the span is attached.
TypeInfo	The TypeInfo interface represents a type referenced from Element or Attr nodes, specified in the schemas associated with the document.
TypeInfoProvider	This class provides access to the type information determined by ValidatorHandler .
TypeNotPresentException	Thrown when a program tries to access a class, interface, enum or annotation type through a string that contains the type's name and the type cannot be found.
Types	A class which defines constants used to identify generic SQL types, also called JDBC types.

[TypeVariable](#)<D extends [GenericDeclaration](#)> This interface represents a type variables such as 'T' in 'public interface Comparable', the bounded 'T' in 'public interface A' or the multiple bounded 'T' in 'public interface B'.

U

UiModeManager	This class provides access to the system uimode services.
UiThreadTest	This annotation can be used on an InstrumentationTestCase 's test methods.
UndeclaredThrowableException	This class provides a wrapper for an undeclared, checked exception thrown by an InvocationHandler.
UnderlineSpan	
UnknownError	Thrown when the VM must throw an error which does not match any known exceptional condition.
UnknownFormatConversionException	An UnknownFormatConversionException will be thrown if the format conversion is unknown.
UnknownFormatFlagsException	An UnknownFormatFlagsException will be thrown if there is an unknown flag.
UnknownHostException	Thrown when a hostname can not be resolved.
UnknownServiceException	Is thrown if no appropriate ContentHandler could be found for a particular service requested by the URL connection.
UnmappableCharacterException	An UnmappableCharacterException is thrown when an unmappable character for the given charset is encountered.
UnrecoverableEntryException	UnrecoverableEntryException indicates, that a KeyStore.Entry cannot be recovered from a KeyStore.
UnrecoverableKeyException	UnrecoverableKeyException indicates, that a key cannot be recovered from a KeyStore.
UnresolvedAddressException	An UnresolvedAddressException is thrown when trying to use an unresolved network address in a network operation.
UnresolvedPermission	Legacy security code; do not use.
UnsatisfiedLinkError	Thrown when an attempt is made to invoke a native for which an implementation could not be found.
UnsupportedAddressTypeException	An UnsupportedAddressTypeException is thrown when connecting or binding to an unsupported address type.
UnsupportedCallbackException	Thrown when a CallbackHandler does not support a particular Callback .
UnsupportedCharsetException	An UnsupportedCharsetException is thrown when an unsupported charset name is encountered.
UnsupportedClassVersionError	Thrown when an attempt is made to load a class with a format version that is not supported by the VM.
UnsupportedDigestAlgorithmException	Authentication credentials required to respond to a authentication challenge are invalid
UnsupportedEncodingException	Thrown when a program asks for a particular character converter that is unavailable.
UnsupportedHttpVersionException	Indicates an unsupported version of the HTTP protocol.
UnsupportedOperationException	Thrown when an unsupported operation is attempted.
UpdateAppearance	The classes that affect character-level text in a way that modifies their appearance when one is added or removed must implement this interface.
UpdateLayout	The classes that affect character-level text formatting in a way that triggers a text layout update when one is added or removed must implement this interface.
Uri	Immutable URI reference.
URI	A Uniform Resource Identifier that identifies an abstract or physical resource, as specified by RFC 2396 .
Uri.Builder	Helper class for building or manipulating Uri references.
UriMatcher	Utility class to aid in matching URIs in content providers.
UriPatternMatcher	Maintains a map of objects keyed by a request URI pattern.

URIResolver	An object that implements this interface that can be called by the processor to turn a URI used in document(), xsi:import, or xsi:include into a Source object.
URISyntaxException	A URISyntaxException will be thrown if some information could not be parsed while creating a URI.
URIUtils	A collection of utilities for URLs , to workaround bugs within the class or for ease-of-use features.
URL	A Uniform Resource Locator that identifies the location of an Internet resource as specified by RFC 1738 .
URLClassLoader	This class loader is responsible for loading classes and resources from a list of URLs which can refer to either directories or JAR files.
URLConnection	A connection to a URL for reading or writing.
URLDecoder	This class is used to decode a string which is encoded in the application/x-www-form-urlencoded MIME content type.
UrlEncodedFormEntity	An entity composed of a list of url-encoded pairs.
URLEncodedUtils	A collection of utilities for encoding URLs.
URLEncoder	This class is used to encode a string using the format required by application/x-www-form-urlencoded MIME content type.
UrlQuerySanitizer	Sanitizes the Query portion of a URL.
UrlQuerySanitizer.IllegalCharacterValueSanitizer	Sanitize values based on which characters they contain.
UrlQuerySanitizer.ParameterValuePair	A simple tuple that holds parameter-value pairs.
UrlQuerySanitizer.ValueSanitizer	A functor used to sanitize a single query value.
URLSpan	
URLStreamHandler	The abstract class URLStreamHandler is the base for all classes which can handle the communication with a URL object over a particular protocol type.
URLStreamHandlerFactory	Defines a factory which creates an URLStreamHandler for a specified protocol.
URLUtil	
UsbAccessory	A class representing a USB accessory, which is an external hardware component that communicates with an android application over USB.
UsbConstants	Contains constants for the USB protocol.
UsbDevice	This class represents a USB device attached to the android device with the android device acting as the USB host.
UsbDeviceConnection	This class is used for sending and receiving data and control messages to a USB device.
UsbEndpoint	A class representing an endpoint on a UsbInterface .
UsbInterface	A class representing an interface on a UsbDevice .
UsbManager	This class allows you to access the state of USB and communicate with USB devices.
UsbRequest	A class representing USB request packet.
UserDataHandler	When associating an object to a key on a node using Node.setUserData() the application can provide a handler that gets called when the node the object is associated to is being cloned, imported, or renamed.
UserDictionary	A provider of user defined words for input methods to use for predictive text input.
UserDictionary.Words	Contains the user defined words.
UserHandle	Representation of a user on the device.
UserManager	Manages users and user details on a multi-user system.
UsernamePasswordCredentials	Username and password Credentials

UserTokenHandler	A handler for determining if the given execution context is user specific or not.
UTFDataFormatException	Signals that an incorrectly encoded UTF-8 string has been encountered, most likely while reading some DataInputStream .
UtteranceProgressListener	Listener for events relating to the progress of an utterance through the synthesis queue.
UUID	UUID is an immutable representation of a 128-bit universally unique identifier (UUID).
V	
Validator	A processor that checks an XML document against Schema .
ValidatorHandler	Streaming validator that works on SAX stream.
ValueAnimator	This class provides a simple timing engine for running animations which calculate animated values and set them on target objects.
ValueAnimator.AnimatorUpdateListener	Implementors of this interface can add themselves as update listeners to an ValueAnimator instance to receive callbacks on every animation frame, after the current frame's values have been calculated for that ValueAnimator.
ValueCallback<T>	A callback interface used to provide values asynchronously.
Vector<E>	Vector is an implementation of List , backed by an array and synchronized.
VelocityTracker	Helper for tracking the velocity of touch events, for implementing flinging and other such gestures.
VelocityTrackerCompat	Helper for accessing features in VelocityTracker introduced after API level 4 in a backwards compatible fashion.
VerifyError	Thrown when the VM notices that an attempt is made to load a class which does not pass the class verification phase.
Version	This class defines the current version of JUnit
VersionInfo	Provides access to version information for HTTP components.
Vibrator	Class that operates the vibrator on the device.
VideoView	Displays a video file.
View	This class represents the basic building block for user interface components.
View.AccessibilityDelegate	This class represents a delegate that can be registered in a View to enhance accessibility support via composition rather than inheritance.
View.BaseSavedState	Base class for derived classes that want to save and restore their own state in onSaveInstanceState() .
View.DragShadowBuilder	Creates an image that the system displays during the drag and drop operation.
View.MeasureSpec	A MeasureSpec encapsulates the layout requirements passed from parent to child.
View.OnAttachStateChangeListener	Interface definition for a callback to be invoked when this view is attached or detached from its window.
View.OnClickListener	Interface definition for a callback to be invoked when a view is clicked.
View.OnCreateContextMenuListener	Interface definition for a callback to be invoked when the context menu for this view is being built.
View.OnDragListener	Interface definition for a callback to be invoked when a drag is being dispatched to this view.
View.OnFocusChangeListener	Interface definition for a callback to be invoked when the focus state of a view changed.
View.OnGenericMotionListener	Interface definition for a callback to be invoked when a generic motion event is dispatched to this view.
View.OnHoverListener	Interface definition for a callback to be invoked when a hover event is dispatched to this view.
View.OnKeyListener	Interface definition for a callback to be invoked when a hardware key event is dispatched to this view.
View.OnLayoutChangeListener	Interface definition for a callback to be invoked when the layout bounds of a view changes due to layout processing.

View.OnLongClickListener	Interface definition for a callback to be invoked when a view has been clicked and held.
View.OnSystemUiVisibilityChangeListener	Interface definition for a callback to be invoked when the status bar changes visibility.
View.OnTouchListener	Interface definition for a callback to be invoked when a touch event is dispatched to this view.
ViewAnimator	Base class for a FrameLayout container that will perform animations when switching between its views.
ViewAsserts	Some useful assertions about views.
ViewCompat	Helper for accessing features in View introduced after API level 4 in a backwards compatible fashion.
ViewCompatJB	Jellybean-specific View API access
ViewCompatJellybeanMr1	Jellybean MR1 - specific View API access.
ViewConfiguration	Contains methods to standard constants used in the UI for timeouts, sizes, and distances.
ViewConfigurationCompat	Helper for accessing features in ViewConfiguration introduced after API level 4 in a backwards compatible fashion.
ViewDebug	Various debugging/tracing tools related to View and the view hierarchy.
ViewDebug.CapturedViewProperty	This annotation can be used to mark fields and methods to be dumped when the view is captured.
ViewDebug.ExportedProperty	This annotation can be used to mark fields and methods to be dumped by the view server.
ViewDebug.FlagToString	Defines a mapping from a flag to a String.
ViewDebug.HierarchyTraceType	<i>This enum was deprecated in API level 16. This enum is now unused</i>
ViewDebug.IntToString	Defines a mapping from an int value to a String.
ViewDebug.RecyclerTraceType	<i>This enum was deprecated in API level 16. This enum is now unused</i>
ViewFlipper	Simple ViewAnimator that will animate between two or more views that have been added to it.
ViewGroup	A ViewGroup is a special view that can contain other views (called children.) The view group is the base class for layouts and views containers.
ViewGroup.LayoutParams	LayoutParams are used by views to tell their parents how they want to be laid out.
ViewGroup.MarginLayoutParams	Per-child layout information for layouts that support margins.
ViewGroup.OnHierarchyChangeListener	Interface definition for a callback to be invoked when the hierarchy within this view changed.
ViewGroupCompat	Helper for accessing features in ViewGroup introduced after API level 4 in a backwards compatible fashion.
ViewManager	Interface to let you add and remove child views to an Activity.
ViewPager	Layout manager that allows the user to flip left and right through pages of data.
ViewPager.LayoutParams	Layout parameters that should be supplied for views added to a ViewPager.
ViewPager.OnPageChangeListener	Callback interface for responding to changing state of the selected page.
ViewPager.PageTransformer	A PageTransformer is invoked whenever a visible/attached page is scrolled.
ViewPager.SavedState	This is the persistent state that is saved by ViewPager.
ViewPager.SimpleOnPageChangeListener	Simple implementation of the ViewPager.OnPageChangeListener interface with stub implementations of each method.
ViewParent	Defines the responsibilities for a class that will be a parent of a View.
ViewPropertyAnimator	This class enables automatic and optimized animation of select properties on View objects.
ViewStub	A ViewStub is an invisible, zero-sized View that can be used to lazily inflate layout resources at runtime.

ViewStub.OnInflateListener	Listener used to receive a notification after a ViewStub has successfully inflated its layout resource.
ViewSwitcher	ViewAnimator that switches between two views, and has a factory from which these views are created.
ViewSwitcher.ViewFactory	Creates views in a ViewSwitcher.
ViewTreeObserver	A view tree observer is used to register listeners that can be notified of global changes in the view tree.
ViewTreeObserver.OnDrawListener	Interface definition for a callback to be invoked when the view tree is about to be drawn.
ViewTreeObserver.OnGlobalFocusChangeListener	Interface definition for a callback to be invoked when the focus state within the view tree changes.
ViewTreeObserver.OnGlobalLayoutListener	Interface definition for a callback to be invoked when the global layout state or the visibility of views within the view tree changes.
ViewTreeObserver.OnPreDrawListener	Interface definition for a callback to be invoked when the view tree is about to be drawn.
ViewTreeObserver.OnScrollChangedListener	Interface definition for a callback to be invoked when something in the view tree has been scrolled.
ViewTreeObserver.OnTouchModeChangeListener	Interface definition for a callback to be invoked when the touch mode changes.
Virtualizer	An audio virtualizer is a general name for an effect to spatialize audio channels.
Virtualizer.OnParameterChangeListener	The OnParameterChangeListener interface defines a method called by the Virtualizer when a parameter value has changed.
Virtualizer.Settings	The Settings class regroups all virtualizer parameters.
VirtualMachineError	VirtualMachineError is the superclass of all error classes that occur during the operation of the VM.
Visibility	A collection of utility methods for computing the visibility of triangle meshes.
Visualizer	The Visualizer class enables application to retrieve part of the currently playing audio for visualization purpose.
Visualizer.OnDataCaptureListener	The OnDataCaptureListener interface defines methods called by the Visualizer to periodically update the audio visualization capture.
VoicemailContract	The contract between the voicemail provider and applications.
VoicemailContract.Status	Defines fields exposed through the /status path of this content provider.
VoicemailContract.Voicemails	Defines fields exposed through the /voicemail path of this content provider.
Void	Placeholder class for the Java keyword void.
VpnService	VpnService is a base class for applications to extend and build their own VPN solutions.
VpnService.Builder	Helper class to create a VPN interface.
W	

WaitingThread	Represents a thread waiting for a connection.
WaitingThreadAborter	A simple class that can interrupt a WaitingThread .
WallpaperInfo	This class is used to specify meta information of a wallpaper service.
WallpaperManager	Provides access to the system wallpaper.
WallpaperService	A wallpaper service is responsible for showing a live wallpaper behind applications that would like to sit on top of it.
WallpaperService.Engine	The actual implementation of a wallpaper.
WeakHashMap<K, V>	WeakHashMap is an implementation of Map with keys which are WeakReferences.
WeakReference<T>	Implements a weak reference, which is the middle of the three types of references.

WebBackForwardList	This class contains the back/forward list for a WebView.
WebChromeClient	
WebChromeClient.CustomViewCallback	A callback interface used by the host application to notify the current page that its custom view has been dismissed.
WebHistoryItem	A convenience class for accessing fields in an entry in the back/forward list of a WebView.
WebIconDatabase	Functions for manipulating the icon database used by WebView.
WebIconDatabase.IconListener	Interface for receiving icons from the database.
WebResourceResponse	Encapsulates a resource response.
WebSettings	Manages settings state for a WebView.
WebSettings.LayoutAlgorithm	Enum for controlling the layout of html.
WebSettings.PluginState	The plugin state effects how plugins are treated on a page.
WebSettings.RenderPriority	
WebSettings.TextSize	<i>This enum was deprecated in API level 14. Use setTextZoom(int) and getTextZoom() instead.</i>
WebSettings.ZoomDensity	Enum for specifying the WebView's desired density.
WebStorage	This class is used to manage the JavaScript storage APIs provided by the WebView .
WebStorage.Origin	This class encapsulates information about the amount of storage currently used by an origin for the JavaScript storage APIs.
WebStorage.QuotaUpdater	Encapsulates a callback function which is used to provide a new quota for a JavaScript storage API.
WebView	A View that displays web pages.
WebView.FindListener	Interface to listen for find results.
WebView.HitTestResult	
WebView.PictureListener	<i>This interface was deprecated in API level 12. This interface is now obsolete.</i>
WebView.WebViewTransport	Transportation object for returning WebView across thread boundaries.
WebViewClient	
WebViewDatabase	This class allows developers to determine whether any WebView used in the application has stored any of the following types of browsing data and to clear any such stored data for all WebViews in the application.
WebViewFragment	A fragment that displays a WebView.
WifiConfiguration	A class representing a configured Wi-Fi network, including the security configuration.
WifiConfiguration.AuthAlgorithm	Recognized IEEE 802.11 authentication algorithms.
WifiConfiguration.GroupCipher	Recognized group ciphers.
WifiConfiguration.KeyMgmt	Recognized key management schemes.
WifiConfiguration.PairwiseCipher	Recognized pairwise ciphers for WPA.
WifiConfiguration.Protocol	Recognized security protocols.
WifiConfiguration.Status	Possible status of a network configuration.
WifiInfo	Describes the state of any Wifi connection that is active or is in the process of being set up.

WifiManager	This class provides the primary API for managing all aspects of Wi-Fi connectivity.
WifiManager.MulticastLock	Allows an application to receive Wifi Multicast packets.
WifiManager.WifiLock	Allows an application to keep the Wi-Fi radio awake.
WifiP2pConfig	A class representing a Wi-Fi P2p configuration for setting up a connection
WifiP2pDevice	A class representing a Wi-Fi p2p device
WifiP2pDeviceList	A class representing a Wi-Fi P2p device list.
WifiP2pDnsSdServiceInfo	A class for storing Bonjour service information that is advertised over a Wi-Fi peer-to-peer setup.
WifiP2pDnsSdServiceRequest	A class for creating a Bonjour service discovery request for use with addServiceRequest(WifiP2pManager.Channel, WifiP2pServiceRequest, WifiP2pManager.ActionListener) and removeServiceRequest(WifiP2pManager.Channel, WifiP2pServiceRequest, WifiP2pManager.ActionListener)
WifiP2pGroup	A class representing a Wi-Fi P2p group
WifiP2pInfo	A class representing connection information about a Wi-Fi p2p group
WifiP2pManager	This class provides the API for managing Wi-Fi peer-to-peer connectivity.
WifiP2pManager.ActionListener	Interface for callback invocation on an application action
WifiP2pManager.Channel	A channel that connects the application to the Wifi p2p framework.
WifiP2pManager.ChannelListener	Interface for callback invocation when framework channel is lost
WifiP2pManager.ConnectionInfoListener	Interface for callback invocation when connection info is available
WifiP2pManager.DnsSdServiceResponseListener	Interface for callback invocation when Bonjour service discovery response is received
WifiP2pManager.DnsTxtRecordListener	Interface for callback invocation when Bonjour TXT record is available for a service
WifiP2pManager.GroupInfoListener	Interface for callback invocation when group info is available
WifiP2pManager.PeerListListener	Interface for callback invocation when peer list is available
WifiP2pManager.ServiceResponseListener	Interface for callback invocation when service discovery response other than Upnp or Bonjour is received
WifiP2pManager.UpnpServiceResponseListener	Interface for callback invocation when upnp service discovery response is received
WifiP2pServiceInfo	A class for storing service information that is advertised over a Wi-Fi peer-to-peer setup
WifiP2pServiceRequest	A class for creating a service discovery request for use with addServiceRequest(WifiP2pManager.Channel, WifiP2pServiceRequest, WifiP2pManager.ActionListener) and removeServiceRequest(WifiP2pManager.Channel, WifiP2pServiceRequest, WifiP2pManager.ActionListener)
WifiP2pUpnpServiceInfo	This class is used to create service discovery request for custom vendor specific service discovery protocol SERVICE_TYPE_VENDOR_SPECIFIC or to search all service protocols SERVICE_TYPE_ALL .
WifiP2pUpnpServiceRequest	A class for storing Upnp service information that is advertised over a Wi-Fi peer-to-peer setup.
WildcardType	A pattern type, such as the upper bounded wildcard ? extends Closeable or the lower bounded wildcard ? super String.
Window	Abstract base class for a top-level window look and behavior policy.
Window.Callback	API from a Window back to its caller.
WindowManager	The interface that apps use to talk to the window manager.
WindowManager.BadTokenException	Exception that is thrown when trying to add view whose WindowManager.LayoutParams.token is invalid.

[WindowManager.InvalidDisplayException](#) Exception that is thrown when calling `addView(View, ViewGroup.LayoutParams)` to a secondary display that cannot be found.

[WindowManager.LayoutParams](#)

[Wire](#) Logs data to the wire LOG.

[WorkSource](#) Describes the source of some work that may be done by someone else.

[WpsInfo](#) A class representing Wi-Fi Protected Setup

[Wrapper](#) This class is an actual usage of the wrapper pattern for JDBC classes.

[WrapperListAdapter](#) List adapter that wraps another list adapter.

[WrapTogetherSpan](#)

[WritableByteChannel](#) A WritableByteChannel is a type of [Channel](#) that can write bytes.

[WriteAbortedException](#) Signals that the `readObject()` method has detected an exception marker in the input stream.

[Writer](#)

The base class for all writers.

X

[X500Principal](#) Represents an X.500 principal, which holds the distinguished name of some network entity.

[X509Certificate](#) Abstract base class for X.509 certificates.

[X509Certificate](#) Abstract base class for X.509 certificates.

[X509CenSelector](#) A certificate selector (CertSelector for selecting X509Certificates that match the specified criteria).

[X509CRL](#) Abstract base class for X.509 certificate revocation lists (CRL).

[X509CRLEntry](#) Abstract base class for entries in a certificate revocation list (CRL).

[X509CRLSelector](#) A CRL selector (CRLSelector for selecting X509CRLs that match the specified criteria).

[X509EncodedKeySpec](#) The key specification of an X.509 encoded key in ASN.1 format.

[X509ExtendedKeyManager](#) The abstract extension for the X509KeyManager interface.

[X509Extension](#) The interface specifying an X.509 Certificate or CRL extension.

[X509HostnameVerifier](#) Interface for checking if a hostname matches the names stored inside the server's X.509 certificate.

[X509KeyManager](#) A Key Manager for X509 certificate-based key pairs.

[X509TrustManager](#) The trust manager for X509 certificates to be used to perform authentication for secure sockets.

[X509TrustManagerExtensions](#) X509TrustManager wrapper exposing Android-added features.

[Xfermode](#) Xfermode is the base class for objects that are called to implement custom "transfer-modes" in the drawing pipeline.

[Xml](#) XML utility methods.

[Xml.Encoding](#) Supported character encodings.

[XMLConstants](#) Utility class to contain basic XML values as constants.

[XMLFilter](#) Interface for an XML filter.

[XMLFilterImpl](#) Base class for deriving an XML filter.

XMLFormatter	Formatter to convert a LogRecord into an XML string.
XMLGregorianCalendar	Representation for W3C XML Schema 1.0 date/time datatypes.
XmlPullParser	XML Pull Parser is an interface that defines parsing functionality provided in XMLPULL V1 API (visit this website to learn more about API and its implementations).
XmlPullParserException	This exception is thrown to signal XML Pull Parser related faults.
XmlPullParserFactory	This class is used to create implementations of XML Pull Parser defined in XMPULL V1 API.
XMLReader	Interface for reading an XML document using callbacks.
XMLReaderAdapter	Adapt a SAX2 XMLReader as a SAX1 Parser.
XMLReaderFactory	Factory for creating an XML reader.
XmlResourceParser	The XML parsing interface returned for an XML resource.
XmlSerializer	Define an interface to serialization of XML Infoset.
XPath	XPath provides access to the XPath evaluation environment and expressions.
XPathConstants	XPath constants.
XPathException	XPathException represents a generic XPath exception.
XPathExpression	XPathExpression provides access to compiled XPath expressions.
XPathExpressionException	XPathExpressionException represents an error in an XPath expression.
XPathFactory	An XPathFactory instance can be used to create XPath objects.
XPathFactoryConfigurationException	XPathFactoryConfigurationException represents a configuration error in a XPathFactory environment.
XPathFunction	XPathFunction provides access to XPath functions.
XPathFunctionException	XPathFunctionException represents an error with an XPath function.
XPathFunctionResolver	XPathFunctionResolver provides access to the set of user defined XPathFunctions.
XPathVariableResolver	XPathVariableResolver provides access to the set of user defined XPath variables.
Y	
YuvImage	YuvImage contains YUV data and provides a method that compresses a region of the YUV data to a Jpeg.
Z	
ZipEntry	An instance of ZipEntry represents an entry within a ZIP-archive.
ZipError	Thrown when an unrecoverable ZIP error has occurred.
ZipException	This runtime exception is thrown by ZipFile and ZipInputStream when the file or stream is not a valid ZIP file.
ZipFile	This class provides random read access to a ZIP-archive file.
ZipInputStream	This class provides an implementation of FilterInputStream that decompresses data from an InputStream containing a ZIP archive.
ZipOutputStream	This class provides an implementation of FilterOutputStream that compresses data entries into a ZIP-archive output stream.
ZoomButton	

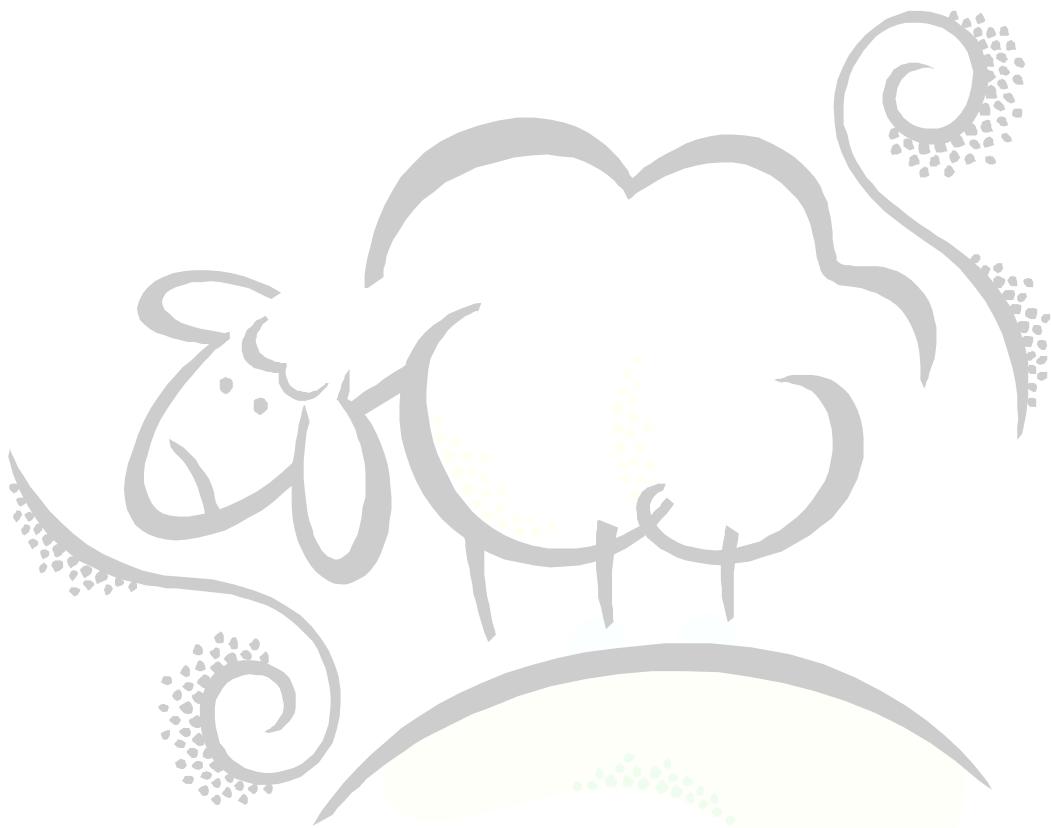
[ZoomButtonsController](#)

The [ZoomButtonsController](#) handles showing and hiding the zoom controls and positioning it relative to an owner view.

[ZoomButtonsController.OnZoomListener](#) Interface that will be called when the user performs an interaction that triggers some action, for example zooming.

[ZoomControls](#)

The ZoomControls class displays a simple set of controls used for zooming and provides callbacks to register for events.



Appendix A: Eclipse's File Explorer Does Not Populate on Rooted Devices

When you click on your device in the Devices tab in Eclipse, the File Explorer tab is supposed to be populated with files and folders. A rooted Android device may not allow File Explorer to populate.

Please perform the following instructions to rectify the problem.

1. On your PC, ensure that you've started an Emulator session from Eclipse via Run Configurations. You should see the Emulator displayed as `emulator-5554` (or similar) in the Devices tab within Eclipse.
2. On your PC, ensure that your rooted Android device is connected to your PC via the USB port. You should see the rooted Android device displayed in the Devices tab within Eclipse as well.
3. On your PC, copy the file `toolbox` from the Emulator to your PC:
 - a. Click on the Emulator (`emulator-5554` or similar) within the Devices tab
 - b. Within File Explorer, drill down to the folder `system/bin`
 - c. Locate the file named `toolbox` (it should be about 81548 bytes in size) and click on it once to highlight it
 - d. Copy the file `toolbox` from the Emulator to your PC by clicking on the *Pull a file from the device* button (the floppy disk with a red arrow pointed to it). I copied my `toolbox` file to `C:\TEMP`.
4. On your PC, restart your rooted Android device in Recovery mode. At the Windows command prompt, type in `adb -d reboot recovery` to restart your root Android device into Recovery mode. You may hear your PC chime due to the USB connection being disconnected. Once the device boots into recovery, you will hear your PC chime indicating that a USB device has connected.
5. On the rooted Android device in the Recovery mode menu:
 - a. Navigate to the Mounts and Storage menu item and click it
 - b. Within the Mounts and Storage Menu, scroll down to `mount /system` and click it
6. On your PC, at the Windows command prompt:
 - a. Copy the `toolbox` file over to the rooted Android device:
 - i. Navigate to `C:\TEMP` (or wherever you stored the `toolbox` file)
 - ii. Rename the old `toolbox` file located on your rooted Android device using the following commands at the Windows command prompt: `adb -d shell mv /system/bin/toolbox /system/bin/toolboxORIG`
 - iii. Push the file `toolbox` to the rooted Android device using the following commands at the Windows command prompt: `adb -d push toolbox /system/bin`
 - b. Create a soft link from the `toolbox` to the `ls` command:
 - i. Bring up a shell prompt on the rooted Android device by using the following command: `adb -d shell`
 - ii. Change to the `/system/bin` directory by using the following command: `cd /system/bin`
 - iii. Make the `toolbox` file executable by using the following command: `chmod +x toolbox`
 - iv. Create a softlink using the following command: `ln -s toolbox ls`
 - v. Exit out of the shell by using the following command: `exit`

7. On your rooted Android device, unmount the `/system` directory and reboot the device:
 - a. On the Mounts and Storage menu, locate the `unmount /system` item, navigate to it and click it
 - b. Move back to the Recovery mode parent menu, locate the `reboot system now` item and click it

Once your rooted Android device restarts, go into Eclipse's Device tab and click on the rooted Android device. When you click on File Explorer, you should now see files and folders. To navigate to your SD card, assuming one is installed on the device, drill down into the folders `mnt` and then `sdcard`.

Note that if you install a new version of Android on your rooted device, you'll have to go through this procedure again.



Appendix B: SQLite Startup Command Line

Below is the startup commands used with SQLite at the command prompt.

Usage: `sqlite3 [OPTIONS] FILENAME [SQL]`

FILENAME is the name of a SQLite database. A new database is created if the file does not previously exist.

OPTIONS include:

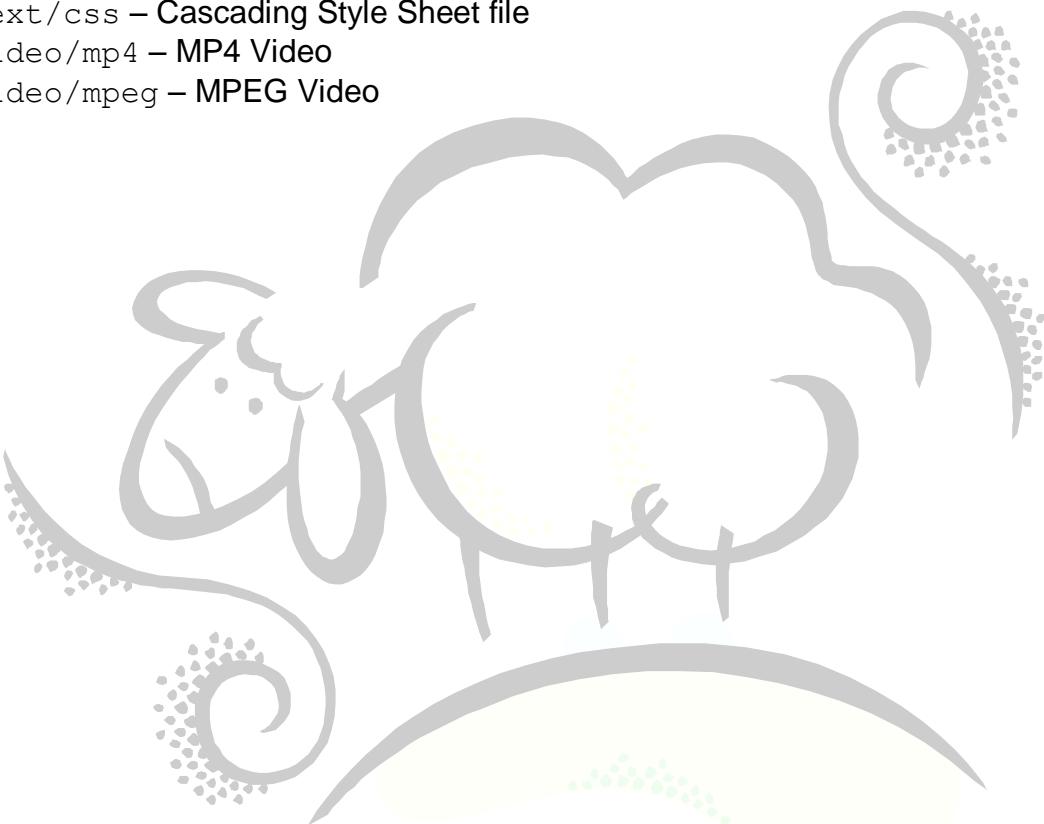
<code>-bail</code>	stop after hitting an error
<code>-batch</code>	force batch I/O
<code>-column</code>	set output mode to 'column'
<code>-cmd command</code>	run "command" before reading stdin
<code>-csv</code>	set output mode to 'csv'
<code>-echo</code>	print commands before execution
<code>-init filename</code>	read/process named file
<code>-[no]header</code>	turn headers on or off
<code>-help</code>	show this message
<code>-html</code>	set output mode to HTML
<code>-interactive</code>	force interactive I/O
<code>-line</code>	set output mode to 'line'
<code>-list</code>	set output mode to 'list'
<code>-nullvalue 'text'</code>	set text string for NULL values
<code>-separator 'x'</code>	set output field separator ()
<code>-stats</code>	print memory stats before each finalize
<code>-version</code>	show SQLite version
<code>-vfs NAME</code>	use NAME as the default VFS



Appendix C: IANA Mime Types

Below are selected MIME types from the www.iana.org website (as of October 2012). The complete list would take up several pages and some are esoteric:

- application/pdf – Adobe PDF file
- image/jpeg – JPEG image
- image/gif – GIF image
- image/png – PNG image
- text/html – HTML file
- text/rtf – RTF file
- text/xml – XML file
- text/css – Cascading Style Sheet file
- video/mp4 – MP4 Video
- video/mpeg – MPEG Video



Appendix D: Android Platform themes.xml File

For your reference, I've placed the Android Platform Themes (themes.xml) file below:

```
<?xml version="1.0" encoding="utf-8"?>
<!-- Copyright (C) 2006 The Android Open Source Project

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you may not use this file except in compliance with the License.
You may obtain a copy of the License at

    http://www.apache.org/licenses/LICENSE-2.0

Unless required by applicable law or agreed to in writing, software
distributed under the License is distributed on an "AS IS" BASIS,
WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
See the License for the specific language governing permissions and
limitations under the License.

-->

<!--
=====
      PLEASE READ
=====

The Holo themes must not be modified in order to pass CTS.
Many related themes and styles depend on other values defined in this file.
If you would like to provide custom themes and styles for your device,
please see themes_device_defaults.xml.

=====
      PLEASE READ
=====

-->
<resources>
    <!-- The default theme for apps on API level 10 and lower. This is the theme used for
        activities that have not explicitly set their own theme.
        <p>You can count on this being a dark
        background with light text on top, but should try to make no
        other assumptions about its appearance. In particular, the text
        inside of widgets using this theme may be completely different,
        with the widget container being a light color and the text on top
        of it a dark color.
        <p>If you're developing for API level 11 and higher, you should instead use {@link
        #Theme_Holo} or {@link #Theme_DeviceDefault}.</p>
    -->
    <style name="Theme">

        <item name="colorForeground">@android:color/bright_foreground_dark</item>
        <item name="colorForegroundInverse">@android:color/bright_foreground_dark_inverse</item>
        <item name="colorBackground">@android:color/background_dark</item>
        <item name="colorBackgroundCacheHint">?android:attr/colorBackground</item>

        <item name="colorPressedHighlight">@color/legacy_pressed_highlight</item>
        <item name="colorLongPressedHighlight">@color/legacy_long_pressed_highlight</item>
        <item name="colorFocusedHighlight">@color/legacy_selected_highlight</item>
        <item name="colorMultiSelectHighlight">@color/legacy_selected_highlight</item>
        <item name="colorActivatedHighlight">@color/legacy_selected_highlight</item>

        <item name="disabledAlpha">0.5</item>
        <item name="backgroundDimAmount">0.6</item>

        <!-- Text styles -->
        <item name="textAppearance">@android:style/TextAppearance</item>
        <item name="textAppearanceInverse">@android:style/TextAppearance.Inverse</item>

        <item name="textColorPrimary">@android:color/primary_text_dark</item>
        <item name="textColorSecondary">@android:color/secondary_text_dark</item>
        <item name="textColorTertiary">@android:color/tertiary_text_dark</item>
        <item name="textColorPrimaryInverse">@android:color/primary_text_light</item>
        <item name="textColorSecondaryInverse">@android:color/secondary_text_light</item>
        <item name="textColorTertiaryInverse">@android:color/tertiary_text_light</item>
        <item name="textColorPrimaryDisableOnly">@android:color/primary_text_dark_disable_only</item>
        <item name="textColorPrimaryInverseDisableOnly">@android:color/primary_text_light_disable_only</item>
```

```
<item name="textColorPrimaryNoDisable">@android:color/primary_text_dark_nodisable</item>
<item name="textColorSecondaryNoDisable">@android:color/secondary_text_dark_nodisable</item>
<item name="textColorPrimaryInverseNoDisable">@android:color/primary_text_light_nodisable</item>
<item name="textColorSecondaryInverseNoDisable">@android:color/secondary_text_light_nodisable</item>
<item name="textColorHint">@android:color/hint_foreground_dark</item>
<item name="textColorHintInverse">@android:color/hint_foreground_light</item>
<item name="textColorSearchUrl">@android:color/search_url_text</item>
<item name="textColorHighlight">@android:color/highlighted_text_dark</item>
<item name="textColorHighlightInverse">@android:color/highlighted_text_light</item>
<item name="textColorLink">@android:color/link_text_dark</item>
<item name="textColorLinkInverse">@android:color/link_text_light</item>
<item name="textColorAlertDialogListItem">@android:color/primary_text_light_disable_only</item>

<item name="textAppearanceLarge">@android:style/TextAppearance.Large</item>
<item name="textAppearanceMedium">@android:style/TextAppearance.Medium</item>
<item name="textAppearanceSmall">@android:style/TextAppearance.Small</item>
<item name="textAppearanceLargeInverse">@android:style/TextAppearance.Large.Inverse</item>
<item name="textAppearanceMediumInverse">@android:style/TextAppearance.Medium.Inverse</item>
<item name="textAppearanceSmallInverse">@android:style/TextAppearance.Small.Inverse</item>
<item name="textAppearanceSearchResultTitle">@android:style/TextAppearance.SearchResult.Title</item>
<item
name="textAppearanceSearchResultSubtitle">@android:style/TextAppearance.SearchResult.Subtitle</item>

<item
name="textAppearanceEasyCorrectSuggestion">@android:style/TextAppearance.EasyCorrectSuggestion</item>
<item
name="textAppearanceMisspelledSuggestion">@android:style/TextAppearance.MisspelledSuggestion</item>
<item
name="textAppearanceAutoCorrectionSuggestion">@android:style/TextAppearance.AutoCorrectionSuggestion</item>

<item name="textAppearanceButton">@android:style/TextAppearance.Widget.Button</item>
<item name="editTextColor">@android:color/primary_text_light</item>
<item name="editTextBackground">@drawable/edit_text</item>
<item name="candidatesTextStyleSpans">@android:string/candidates_style</item>
<item name="textCheckMark">@android:drawable/indicator_check_mark_dark</item>
<item name="textCheckMarkInverse">@android:drawable/indicator_check_mark_light</item>
<item name="textAppearanceLargePopupMenu">@android:style/TextAppearance.Widget.PopupMenu.Large</item>
<item name="textAppearanceSmallPopupMenu">@android:style/TextAppearance.Widget.PopupMenu.Small</item>
<!-- Button styles -->
<item name="buttonStyle">@android:style/Widget.Button</item>
<item name="buttonStyleSmall">@android:style/Widget.Button.Small</item>
<item name="buttonStyleInset">@android:style/Widget.Button.Inset</item>
<item name="buttonStyleToggle">@android:style/Widget.Button.Toggle</item>
<item name="selectableItemBackground">@android:drawable/item_background</item>
<item name="borderlessButtonStyle"?android:attr/buttonStyle</item>
<item name="homeAsUpIndicator">@android:drawable/ic_ab_back_holo_dark</item>
<!-- List attributes -->
<item name="listPreferredItemHeight">64dip</item>
<item name="listPreferredItemHeightSmall">?android:attr/listPreferredItemHeight</item>
<item name="listPreferredItemHeightLarge">?android:attr/listPreferredItemHeight</item>
<item name="dropdownListPreferredItemHeight">?android:attr/listPreferredItemHeight</item>
<item name="textAppearanceListItem">?android:attr/textAppearanceLarge</item>
<item name="textAppearanceListItemSmall">?android:attr/textAppearanceLarge</item>
<item name="listPreferredItemPaddingLeft">6dip</item>
<item name="listPreferredItemPaddingRight">6dip</item>
<!-- @hide -->
<item name="searchResultListItemHeight">58dip</item>
<item name="listDivider">@drawable/divider_horizontal_dark</item>
<item name="listSeparatorTextViewStyle">@android:style/Widget.TextView.ListSeparator</item>
<item name="listChoiceIndicatorSingle">@android:drawable/btn_radio</item>
<item name="listChoiceIndicatorMultiple">@android:drawable/btn_check</item>
<item name="listChoiceBackgroundIndicator">@drawable/list_selector_background</item>
<item name="activatedBackgroundIndicator">@android:drawable/activated_background</item>
```

```

<item name="listDividerAlertDialog">@android:drawable/divider_horizontal_bright</item>
<item name="expandableListPreferredItemPaddingLeft">40dip</item>
<item name="expandableListPreferredChildPaddingLeft">
    ?android:attr/expandableListPreferredItemPaddingLeft</item>

<item name="expandableListPreferredItemIndicatorLeft">3dip</item>
<item name="expandableListPreferredItemIndicatorRight">0dip</item>
<item name="expandableListPreferredChildIndicatorLeft">
    ?android:attr/expandableListPreferredItemIndicatorLeft</item>
<item name="expandableListPreferredChildIndicatorRight">
    ?android:attr/expandableListPreferredItemIndicatorRight</item>
<item name="findOnPageNextDrawable">@android:drawable/ic_find_next_holo_dark</item>
<item name="findOnPagePreviousDrawable">@android:drawable/ic_find_previous_holo_dark</item>

<!-- Gallery attributes -->
<item name="galleryItemBackground">@android:drawable/gallery_item_background</item>

<!-- Window attributes -->
<item name="windowBackground">@android:drawable/screen_background_selector_dark</item>
<item name="windowFrame">@null</item>
<item name="windowNoTitle">false</item>
<item name="windowFullscreen">false</item>
<item name="windowIsFloating">false</item>
<item name="windowContentOverlay">@null</item>
<item name="windowShowWallpaper">false</item>
<item name="windowTitleStyle">@android:style/WindowTitle</item>
<item name="windowTitleSize">25dip</item>
<item name="windowTitleBackgroundStyle">@android:style/WindowTitleBackground</item>
<item name="android:windowAnimationStyle">@android:style/Animation.Activity</item>
<item name="android:windowSoftInputMode">stateUnspecified|adjustUnspecified</item>
<item name="windowActionBar">false</item>
<item name="windowActionModeOverlay">false</item>
<item name="windowCloseOnTouchOutside">false</item>

<!-- Define these here; ContextThemeWrappers around themes that define them should
     always clear these values. -->
<item name="windowFixedWidthMajor">0dp</item>
<item name="windowFixedWidthMinor">0dp</item>
<item name="windowFixedHeightMajor">0dp</item>
<item name="windowFixedHeightMinor">0dp</item>

<!-- Dialog attributes -->
<item name=" alertDialogStyle">@android:style/AlertDialog</item>
<item name="dialogTheme">@android:style/Theme.Dialog</item>
<item name="dialogTitleIconsDecorLayout">@layout/dialog_title_icons</item>
<item name="dialogCustomTitleDecorLayout">@layout/dialog_custom_title</item>
<item name="dialogTitleDecorLayout">@layout/dialog_title</item>
<item name=" alertDialogTheme">@android:style/Theme.Dialog.Alert</item>
<item name=" alertDialogCenterButtons">true</item>
<item name=" alertDialogIcon">@android:drawable/ic_dialog_alert</item>

<item name="toastFrameBackground">@android:drawable/toast_frame</item>

<!-- Panel attributes -->
<item name="panelBackground">@android:drawable/menu_background</item>
<item name="panelFullBackground">@android:drawable/menu_background_fill_parent_width</item>
<!-- These three attributes do not seem to be used by the framework. Declared public though -->
<item name="panelColorBackground">#000</item>
<item name="panelColorForeground"?android:attr/textColorPrimary</item>
<item name="panelTextAppearance"?android:attr/textAppearance</item>

<item name="panelMenuIsCompact">false</item>
<item name="panelMenuListWidth">296dip</item>

<!-- Scrollbar attributes -->
<item name="scrollbarFadeDuration">250</item>
<item name="scrollbarDefaultDelayBeforeFade">300</item>
<item name="scrollbarSize">10dip</item>
<item name="scrollbarThumbHorizontal">@android:drawable/scrollbar_handle_horizontal</item>
<item name="scrollbarThumbVertical">@android:drawable/scrollbar_handle_vertical</item>
<item name="scrollbarTrackHorizontal">@null</item>
<item name="scrollbarTrackVertical">@null</item>

<!-- Text selection handle attributes -->

```

```

<item name="textSelectHandleLeft">@android:drawable/text_select_handle_left</item>
<item name="textSelectHandleRight">@android:drawable/text_select_handle_right</item>
<item name="textSelectHandle">@android:drawable/text_select_handle_middle</item>
<item name="textSelectHandleWindowStyle">@android:style/Widget.TextSelectHandle</item>
<item name="textEditPasteWindowLayout">@android:layout/text_edit_paste_window</item>
<item name="textEditNoPasteWindowLayout">@android:layout/text_edit_no_paste_window</item>
<item name="textEditSidePasteWindowLayout">@android:layout/text_edit_side_paste_window</item>
<item name="textEditSideNoPasteWindowLayout">@android:layout/text_edit_side_no_paste_window</item>
<item name="textSuggestionsWindowStyle">@android:style/Widget.TextSuggestionsPopupWindow</item>
<item name="textEditSuggestionItemLayout">@android:layout/text_edit_suggestion_item</item>
<item name="textCursorDrawable">@null</item>


<item name="absListViewStyle">@android:style/Widget.AbsListView</item>
<item name="autoCompleteTextViewStyle">@android:style/Widget.AutoCompleteTextView</item>
<item name="checkboxStyle">@android:style/Widget.CompoundButton.CheckBox</item>
<item name="dropDownListViewStyle">@android:style/Widget.ListView.DropDown</item>
<item name="editTextStyle">@android:style/Widget.EditText</item>
<item name="expandableListViewStyle">@android:style/Widget.ExpandableListView</item>
<item name="expandableListViewWhiteStyle">@android:style/Widget.ExpandableListView.White</item>
<item name="galleryStyle">@android:style/Widget.Gallery</item>
<item name="gestureOverlayViewStyle">@android:style/Widget.GestureOverlayView</item>
<item name="gridViewStyle">@android:style/Widget.GridView</item>
<item name="imageButtonStyle">@android:style/Widget.ImageButton</item>
<item name="imageWellStyle">@android:style/Widget.ImageWell</item>
<item name="listViewStyle">@android:style/Widget.ListView</item>
<item name="listViewWhiteStyle">@android:style/Widget.ListView.White</item>
<item name="popupWindowStyle">@android:style/Widget.PopupWindow</item>
<item name="progressBarStyle">@android:style/Widget.ProgressBar</item>
<item name="progressBarStyleHorizontal">@android:style/Widget.ProgressBar.Horizontal</item>
<item name="progressBarStyleSmall">@android:style/Widget.ProgressBar.Small</item>
<item name="progressBarStyleSmallTitle">@android:style/Widget.ProgressBar.Small.Title</item>
<item name="progressBarStyleLarge">@android:style/Widget.ProgressBar.Large</item>
<item name="progressBarStyleInverse">@android:style/Widget.ProgressBar.Inverse</item>
<item name="progressBarStyleSmallInverse">@android:style/Widget.ProgressBar.Small.Inverse</item>
<item name="progressBarStyleLargeInverse">@android:style/Widget.ProgressBar.Large.Inverse</item>
<item name="seekBarStyle">@android:style/Widget.SeekBar</item>
<item name="ratingBarStyle">@android:style/Widget.RatingBar</item>
<item name="ratingBarStyleIndicator">@android:style/Widget.RatingBar.Indicator</item>
<item name="ratingBarStyleSmall">@android:style/Widget.RatingBar.Small</item>
<item name="radioButtonStyle">@android:style/Widget.CompoundButton.RadioButton</item>
<item name="scrollViewStyle">@android:style/Widget.ScrollView</item>
<item name="horizontalScrollViewStyle">@android:style/Widget.HorizontalScrollView</item>
<item name="spinnerStyle">@android:style/Widget.Spinner</item>
<item name="dropDownSpinnerStyle">@android:style/Widget.Spinner.DropDown</item>
<item name="starStyle">@android:style/Widget.CompoundButton.Star</item>
<item name="tabWidgetStyle">@android:style/Widget.TabWidget</item>
<item name="textViewStyle">@android:style/Widget.TextView</item>
<item name="errorMessageBackground">@android:drawable/popup_inline_error</item>
<item name="errorMessageAboveBackground">@android:drawable/popup_inline_error_above</item>
<item name="webTextVisualStyle">@android:style/Widget.WebTextview</item>
<item name="webViewStyle">@android:style/Widget.WebView</item>
<item name="dropDownItemStyle">@android:style/Widget.DropDownItem</item>
<item name="spinnerDropDownItemStyle">@android:style/Widget.DropDownItem.Spinner</item>
<item name="spinnerItemStyle">@android:style/Widget.TextView.SpinnerItem</item>
<item name="dropDownHintAppearance">@android:style/TextAppearance.Widget.DropDownHint</item>
<item name="keyboardViewStyle">@android:style/Widget.KeyboardView</item>
<item name="quickContactBadgeOverlay">@android:drawable/quickcontact_badge_overlay_dark</item>
<item
name="quickContactBadgeStyleWindowSmall">@android:style/Widget.QuickContactBadge.WindowSmall</item>
<item
name="quickContactBadgeStyleWindowMedium">@android:style/Widget.QuickContactBadge.WindowMedium</item>
<item
name="quickContactBadgeStyleWindowLarge">@android:style/Widget.QuickContactBadge.WindowLarge</item>
<item
name="quickContactBadgeStyleSmallWindowSmall">@android:style/Widget.QuickContactBadgeSmall.WindowSmall</item>
<item
name="quickContactBadgeStyleSmallWindowMedium">@android:style/Widget.QuickContactBadgeSmall.WindowMedium</item>
<item
name="quickContactBadgeStyleSmallWindowLarge">@android:style/Widget.QuickContactBadgeSmall.WindowLarge</item>
<item name="listPopupWindowStyle">@android:style/Widget.ListPopupWindow</item>
<item name="popupMenuStyle">@android:style/Widget.PopupMenu</item>
<item name="activityChooserViewStyle">@android:style/Widget.ActivityChooserView</item>

<item name="mediaRouteButtonStyle">@android:style/Widget.DeviceDefault.MediaRouteButton</item>

```

```

<!-- Preference styles -->
<item name="preferenceScreenStyle">@android:style/Preference.PreferenceScreen</item>
<item name="preferenceFragmentStyle">@style/PreferenceFragment</item>
<item name="preferenceCategoryStyle">@android:style/Preference.Category</item>
<item name="preferenceStyle">@android:style/Preference</item>
<item name="preferenceInformationStyle">@android:style/Preference.Information</item>
<item name="checkBoxPreferenceStyle">@android:style/Preference.CheckBoxPreference</item>
<item name="switchPreferenceStyle">@android:style/Preference.SwitchPreference</item>
<item name="yesNoPreferenceStyle">@android:style/Preference.DialogPreference.YesNoPreference</item>
<item name="dialogPreferenceStyle">@android:style/Preference.DialogPreference</item>
<item name="editTextPreferenceStyle">@android:style/Preference.DialogPreference.EditTextPreference</item>
<item name="ringtonePreferenceStyle">@android:style/Preference.RingtonePreference</item>
<item name="preferenceLayoutChild">@android:layout/preference_child</item>
<item name="preferencePanelStyle">@style/PreferencePanel</item>
<item name="detailsElementBackground">@android:drawable/panel_bg_holo_dark</item>

<!-- Search widget styles -->
<item name="searchWidgetCorpusItemBackground">@android:color/search_widget_corpus_item_background</item>

<!-- Action bar styles -->
<item name="actionDropDownStyle">@android:style/Widget.Spinner.DropDown</item>
<item name="actionButtonStyle">@android:style/Widget.ActionButton</item>
<item name="actionOverflowButtonStyle">@android:style/Widget.ActionButton.Overflow</item>
<item name="actionModeBackground">@android:drawable/cab_background_top_holo_dark</item>
<item name="actionModeSplitBackground">@null</item>
<item name="actionModeCloseDrawable">@android:drawable/ic_menu_close_clear_cancel</item>
<item name="actionModeCutDrawable">@android:drawable/ic_menu_cut_holo_dark</item>
<item name="actionModeCopyDrawable">@android:drawable/ic_menu_copy_holo_dark</item>
<item name="actionModePasteDrawable">@android:drawable/ic_menu_paste_holo_dark</item>
<item name="actionModeSelectAllDrawable">@android:drawable/ic_menu_selectall_holo_dark</item>
<item name="actionModeShareDrawable">@android:drawable/ic_menu_share_holo_dark</item>
<item name="actionModeFindDrawable">@android:drawable/ic_menu_find_holo_dark</item>
<item name="actionModeWebSearchDrawable">@android:drawable/ic_menu_search</item>
<item name=" actionBarTabStyle">@style/Widget.ActionBar.TabView</item>
<item name=" actionBarTabBarStyle">@style/Widget.ActionBar.TabBar</item>
<item name=" actionBarTabTextStyle">@style/Widget.ActionBar.TabText</item>
<item name=" actionModeStyle">@style/Widget.ActionMode</item>
<item name="actionModeCloseButtonStyle">@style/Widget.ActionButton.CloseMode</item>
<item name=" actionBarStyle">@android:style/Widget.ActionBar</item>
<item name=" actionBarSplitStyle">?android:attr/actionBarStyle</item>
<item name=" actionBarSize">@dimen/action_bar_default_height</item>
<item name="actionModePopupWindowStyle">?android:attr/popupWindowStyle</item>
<item name="actionMenuTextAppearance">@android:style/TextAppearance.Holo.Widget.ActionBar.Menu</item>
<item name="actionMenuItemColor">?android:attr/textColorPrimary</item>
<item name=" actionBarWidgetTheme">?null</item>
<item name=" actionBarDivider">?android:attr/dividerVertical</item>
<item name=" actionBarItemBackground">?android:attr/selectableItemBackground</item>

<item name="dividerVertical">@drawable/divider_vertical_dark</item>
<item name="dividerHorizontal">@drawable/divider_vertical_dark</item>
<item name="buttonBarStyle">@android:style/ButtonBar</item>
<item name="buttonBarButtonStyle">?android:attr/buttonStyle</item>
<item name="segmentedButtonStyle">@android:style/SegmentedButton</item>

<!-- SearchView attributes -->
<item name="searchDropdownBackground">@android:drawable/spinner_dropdown_background</item>
<item name="searchViewTextField">@drawable/textfield_searchview_holo_dark</item>
<item name="searchViewTextFieldRight">@drawable/textfield_searchview_right_holo_dark</item>
<item name="searchViewCloseIcon">@android:drawable/ic_clear</item>
<item name="searchViewSearchIcon">@android:drawable/ic_search</item>
<item name="searchViewGoIcon">@android:drawable/ic_go</item>
<item name="searchViewVoiceIcon">@android:drawable/ic_voice_search</item>
<item name="searchViewEditQuery">@android:drawable/ic_commit_search_api_holo_dark</item>
<item name="searchViewEditQueryBackground">?attr/selectableItemBackground</item>

<item name="searchDialogTheme">@style/Theme.SearchBar</item>

<!-- PreferenceFrameLayout attributes -->
<item name="preferenceFrameLayoutStyle">@android:style/Widget.PreferenceFrameLayout</item>

<!-- NumberPicker style-->
<item name="numberPickerStyle">@style/Widget.NumberPicker</item>

<!-- CalendarView style-->
<item name="calendarViewStyle">@style/Widget.CalendarView</item>

```

```
<!-- TimePicker style -->
<item name="timePickerStyle">@style/Widget.TimePicker</item>

<!-- DatePicker style -->
<item name="datePickerStyle">@style/Widget.DatePicker</item>

<item name="fastScrollThumbDrawable">@android:drawable/scrollbar_handle_accelerated_anim2</item>
<item name="fastScrollTrackDrawable">@null</item>
<item name="fastScrollPreviewBackgroundRight">@android:drawable/menu_submenu_background</item>
<item name="fastScrollPreviewBackgroundLeft">@android:drawable/menu_submenu_background</item>
<item name="fastScrollOverlayPosition">floating</item>
<item name="fastScrollTextColor">@android:color/primary_text_dark</item>

<!-- Pointer style -->
<item name="pointerStyle">@android:style/Pointer</item>

<!-- Accessibility focused drawable. -->
<item name="accessibilityFocusedDrawable">@android:drawable/view_accessibility_focused</item>
</style>

<!-- Variant of {@link #Theme} with no title bar -->
<style name="Theme.NoTitleBar">
    <item name="android:windowNoTitle">true</item>
</style>

<!-- Variant of {@link #Theme} that has no title bar and no status bar -->
<style name="Theme.NoTitleBar.Fullscreen">
    <item name="android:windowFullscreen">true</item>
    <item name="android:windowContentOverlay">@null</item>
</style>

<!-- Theme for a light background with dark text on top. Set your activity
     to this theme if you would like such an appearance. As with the
     default theme, you should try to assume little more than that the
     background will be a light color.
     <p>This is designed for API level 10 and lower.</p>-->
<style name="Theme.Light">
    <item name="windowBackground">@android:drawable/screen_background_selector_light</item>
    <item name="colorBackground">@android:color/background_light</item>
    <item name="colorForeground">@color/bright_foreground_light</item>
    <item name="colorForegroundInverse">@android:color/bright_foreground_light_inverse</item>

    <item name="textColorPrimary">@android:color/primary_text_light</item>
    <item name="textColorSecondary">@android:color/secondary_text_light</item>
    <item name="textColorTertiary">@android:color/tertiary_text_light</item>
    <item name="textColorPrimaryInverse">@android:color/primary_text_dark</item>
    <item name="textColorSecondaryInverse">@android:color/secondary_text_dark</item>
    <item name="textColorTertiaryInverse">@android:color/tertiary_text_dark</item>
    <item name="textColorPrimaryDisableOnly">@android:color/primary_text_light_disable_only</item>
    <item name="textColorPrimaryInverseDisableOnly">@android:color/primary_text_dark_disable_only</item>
    <item name="textColorPrimaryNoDisable">@android:color/primary_text_light_nodisable</item>
    <item name="textColorSecondaryNoDisable">@android:color/secondary_text_light_nodisable</item>
    <item name="textColorPrimaryInverseNoDisable">@android:color/primary_text_dark_nodisable</item>
    <item name="textColorSecondaryInverseNoDisable">@android:color/secondary_text_dark_nodisable</item>
    <item name="textColorHint">@android:color/hint_foreground_light</item>
    <item name="textColorHintInverse">@android:color/hint_foreground_dark</item>
    <item name="textColorHighlight">@android:color/highlighted_text_light</item>
    <item name="textColorHighlightInverse">@android:color/highlighted_text_dark</item>
    <item name="textColorLink">@android:color/link_text_light</item>
    <item name="textColorLinkInverse">@android:color/link_text_dark</item>

    <item name="editTextColor">@android:color/primary_text_light</item>
    <item name="listChoiceBackgroundIndicator">@android:drawable/list_selector_background</item>

    <item name="activatedBackgroundIndicator">@android:drawable/activated_background_light</item>
    <item name="quickContactBadgeOverlay">@android:drawable/quickcontact_badge_overlay_light</item>

    <item name="popupWindowStyle">@android:style/Widget.PopupWindow</item>

    <item name="textCheckMark">@android:drawable/indicator_check_mark_light</item>
    <item name="textCheckMarkInverse">@android:drawable/indicator_check_mark_dark</item>

    <item name="gestureOverlayViewStyle">@android:style/Widget.GestureOverlayView.White</item>
    <item name="expandableListViewStyle">@android:style/Widget.ExpandableListView.White</item>
    <item name="listViewStyle">@android:style/Widget.ListView.White</item>
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<item name="listDivider">@drawable/divider_horizontal_bright</item>
<item name="listSeparatorTextViewStyle">@android:style/Widget.TextView.ListSeparator.White</item>

<item name="progressBarStyle">@android:style/Widget.ProgressBar.Inverse</item>
<item name="progressBarStyleSmall">@android:style/Widget.ProgressBar.Small.Inverse</item>
<item name="progressBarStyleLarge">@android:style/Widget.ProgressBar.Large.Inverse</item>
<item name="progressBarStyleInverse">@android:style/Widget.ProgressBar.Inverse</item>
<item name="progressBarStyleSmallInverse">@android:style/Widget.ProgressBar.Small.Inverse</item>
<item name="progressBarStyleLargeInverse">@android:style/Widget.ProgressBar.Large.Inverse</item>
<item name="actionModeCutDrawable">@android:drawable/ic_menu_cut_holo_light</item>
<item name="actionModeCopyDrawable">@android:drawable/ic_menu_copy_holo_light</item>
<item name="actionModePasteDrawable">@android:drawable/ic_menu_paste_holo_light</item>
<item name="actionModeSelectAllDrawable">@android:drawable/ic_menu_selectall_holo_light</item>
<item name="actionModeShareDrawable">@android:drawable/ic_menu_share_holo_light</item>
<item name="actionModeFindDrawable">@android:drawable/ic_menu_find_holo_light</item>
<item name="actionModeWebSearchDrawable">@android:drawable/ic_menu_search_holo_light</item>
<item name="actionModeBackground">@android:drawable/cab_background_top_holo_light</item>
<item name="actionModeSplitBackground">@android:drawable/cab_background_bottom_holo_light</item>

<!-- SearchView attributes -->
<item name="searchDropdownBackground">@android:drawable/search_dropdown_light</item>
<item name="searchViewTextField">@drawable/textfield_searchview_holo_light</item>
<item name="searchViewTextFieldRight">@drawable/textfield_searchview_right_holo_light</item>
<item name="searchViewCloseIcon">@android:drawable/ic_clear_holo_light</item>
<item name="searchViewSearchIcon">@android:drawable/ic_search_api_holo_light</item>
<item name="searchViewGoIcon">@android:drawable/ic_go_search_api_holo_light</item>
<item name="searchViewVoiceIcon">@android:drawable/ic_voice_search_api_holo_light</item>
<item name="searchViewEditQuery">@android:drawable/ic_commit_search_api_holo_light</item>

<item name="detailsElementBackground">@android:drawable/panel_bg_holo_light</item>

<item name="mediaRouteButtonStyle">@android:style/Widget.DeviceDefault.Light.MediaRouteButton</item>
<item name="findOnPageNextDrawable">@android:drawable/ic_find_next_holo_light</item>
<item name="findOnPagePreviousDrawable">@android:drawable/ic_find_previous_holo_light</item>
</style>

<!-- Variant of {@link #Theme_Light} with no title bar -->
<style name="Theme.Light.NoTitleBar">
    <item name="android:windowNoTitle">true</item>
</style>

<!-- Variant of {@link #Theme_Light} that has no title bar and
     no status bar -->
<style name="Theme.Light.NoTitleBar.Fullscreen">
    <item name="android:windowFullscreen">true</item>
    <item name="android:windowContentOverlay">@null</item>
</style>

<!-- Variant on {@link #Theme} that ensures the background is
     completely black. This is useful for things like image viewers and
     media players. If you want the normal (dark background) theme
     do <em>not</em> use this, use {@link #Theme}. -->
<style name="Theme.Black">
    <item name="android:windowBackground">@android:color/black</item>
    <item name="android:colorBackground">@android:color/black</item>
</style>

<!-- Variant of {@link #Theme_Black} with no title bar -->
<style name="Theme.Black.NoTitleBar">
    <item name="android:windowNoTitle">true</item>
</style>

<!-- Variant of {@link #Theme_Black} that has no title bar and
     no status bar -->
<style name="Theme.Black.NoTitleBar.Fullscreen">
    <item name="android:windowFullscreen">true</item>
    <item name="android:windowContentOverlay">@null</item>
</style>

<!-- Theme for windows that want to have the user's selected
     wallpaper appear behind them (for API level 10 and lower). -->
<style name="Theme.Wallpaper">
    <item name="android:windowBackground">@android:color/transparent</item>
    <item name="android:colorBackgroundCacheHint">@null</item>
    <item name="android>windowShowWallpaper">true</item>
</style>

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<!-- Variant of {@link #Theme_Wallpaper} that has no title bar -->
<style name="Theme.Wallpaper.NoTitleBar">
    <item name="android:windowNoTitle">true</item>
</style>

<!-- Variant of {@link #Theme_Wallpaper} that
     has no title bar or status bar. -->
<style name="Theme.Wallpaper.NoTitleBar.Fullscreen">
    <item name="android:windowFullscreen">true</item>
    <item name="android:windowContentOverlay">@null</item>
</style>

<!-- Theme for a wallpaper's setting activity, which is designed to be a transparent
     background with a dark shade, so the previous Activity is visible in the background. -->
<style name="Theme.WallpaperSettings">
    <item name="android:windowBackground">@android:drawable/screen_background_dark_transparent</item>
    <item name="android:colorBackgroundCacheHint">@null</item>
    <item name="android:windowIsTranslucent">true</item>
    <item name="android:windowAnimationStyle">@android:style/Animation.Translucent</item>
</style>

<!-- Theme for a wallpaper's setting activity, which is designed to be a transparent
     background with a light shade, so the previous Activity is visible in the background. -->
<style name="Theme.Light.WallpaperSettings">
    <item name="android:windowBackground">@android:drawable/screen_background_light_transparent</item>
    <item name="android:colorBackgroundCacheHint">@null</item>
    <item name="android:windowIsTranslucent">true</item>
    <item name="android:windowAnimationStyle">@android:style/Animation.Translucent</item>
</style>

<!-- Style to apply on top of a wallpaper settings theme when it is being
     shown on top of the real wallpaper -->
<style name="ActiveWallpaperSettings">
</style>

<!-- Style to apply on top of a wallpaper settings theme when it is being
     shown on top of the real wallpaper -->
<style name="PreviewWallpaperSettings">
</style>

<!-- Theme for translucent activities (on API level 10 and lower). That is, windows
     that allow you to see through them to the windows behind. This sets up the translucent
     flag and appropriate animations for your windows. -->
<style name="Theme.Translucent">
    <item name="android:windowBackground">@android:color/transparent</item>
    <item name="android:colorBackgroundCacheHint">@null</item>
    <item name="android:windowIsTranslucent">true</item>
    <!-- Note that we use the base animation style here (that is no
         animations) because we really have no idea how this kind of
         activity will be used. -->
    <item name="android:windowAnimationStyle">@android:style/Animation</item>
</style>

<!-- Variant of {@link #Theme_Translucent} with no title bar -->
<style name="Theme.Translucent.NoTitleBar">
    <item name="android:windowNoTitle">true</item>
    <item name="android:windowContentOverlay">@null</item>
</style>

<!-- Variant of {@link #Theme_Translucent} that has no title bar and
     no status bar -->
<style name="Theme.Translucent.NoTitleBar.Fullscreen">
    <item name="android:windowFullscreen">true</item>
</style>

<!-- Default theme for activities that don't actually display a UI; that
     is, they finish themselves before being resumed. -->
<style name="Theme.NoDisplay">
    <item name="android:windowBackground">@null</item>
    <item name="android:windowContentOverlay">@null</item>
    <item name="android:windowIsTranslucent">true</item>
    <item name="android:windowAnimationStyle">@null</item>
    <item name="android:windowDisablePreview">true</item>
    <item name="android:windowNoDisplay">true</item>
</style>

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<!-- Default theme for dialog windows and activities (on API level 10 and lower),
which is used by the
{@link android.app.Dialog} class. This changes the window to be
floating (not fill the entire screen), and puts a frame around its
contents. You can set this theme on an activity if you would like to
make an activity that looks like a Dialog. -->
<style name="Theme.Dialog">
<item name="android:windowFrame">@null</item>
<item name="android:windowTitleStyle">@android:style/DialogWindowTitle</item>
<item name="android:windowBackground">@android:drawable/panel_background</item>
<item name="android:windowIsFloating">true</item>
<item name="android:windowContentOverlay">@null</item>
<item name="android:windowAnimationStyle">@android:style/Animation.Dialog</item>
<item name="android:windowSoftInputMode">stateUnspecified|adjustPan</item>
<item name="android:windowCloseOnTouchOutside">@bool/config_closeDialogWhenTouchOutside</item>
<item name="android:windowActionModeOverlay">true</item>

<item name="android:colorBackgroundCacheHint">@null</item>

<item name="textAppearance">@android:style/TextAppearance</item>
<item name="textAppearanceInverse">@android:style/TextAppearance.Inverse</item>

<item name="textColorPrimary">@android:color/primary_text_dark</item>
<item name="textColorSecondary">@android:color/secondary_text_dark</item>
<item name="textColorTertiary">@android:color/tertiary_text_dark</item>
<item name="textColorPrimaryInverse">@android:color/primary_text_light</item>
<item name="textColorSecondaryInverse">@android:color/secondary_text_light</item>
<item name="textColorTertiaryInverse">@android:color/tertiary_text_light</item>
<item name="textColorPrimaryDisableOnly">@android:color/primary_text_dark_disable_only</item>
<item name="textColorPrimaryInverseDisableOnly">@android:color/primary_text_light_disable_only</item>
<item name="textColorPrimaryNoDisable">@android:color/primary_text_dark_nodisable</item>
<item name="textColorSecondaryNoDisable">@android:color/secondary_text_dark_nodisable</item>
<item name="textColorPrimaryInverseNoDisable">@android:color/primary_text_light_nodisable</item>
<item name="textColorSecondaryInverseNoDisable">@android:color/secondary_text_light_nodisable</item>
<item name="textColorHint">@android:color/hint_foreground_dark</item>
<item name="textColorHintInverse">@android:color/hint_foreground_light</item>
<item name="textColorSearchUrl">@android:color/search_url_text</item>

<item name="textAppearanceLarge">@android:style/TextAppearance.Large</item>
<item name="textAppearanceMedium">@android:style/TextAppearance.Medium</item>
<item name="textAppearanceSmall">@android:style/TextAppearance.Small</item>
<item name="textAppearanceLargeInverse">@android:style/TextAppearance.Large.Inverse</item>
<item name="textAppearanceMediumInverse">@android:style/TextAppearance.Medium.Inverse</item>
<item name="textAppearanceSmallInverse">@android:style/TextAppearance.Small.Inverse</item>

<item name="listPreferredItemPaddingLeft">10dip</item>
<item name="listPreferredItemPaddingRight">10dip</item>
</style>

<!-- Variant of {@link Theme.Dialog} that does not include a frame (or background).
The view hierarchy of the dialog is responsible for drawing all of
its pixels. -->
<style name="Theme.Dialog.NoFrame">
<item name="windowBackground">@android:color/transparent</item>
<item name="android:windowFrame">@null</item>
<item name="windowContentOverlay">@null</item>
<item name="android:windowAnimationStyle">@null</item>
<item name="android:backgroundDimEnabled">false</item>
<item name="android:windowIsTranslucent">true</item>
<item name="android:windowNoTitle">true</item>
<item name="android:windowCloseOnTouchOutside">false</item>
</style>

<!-- Default theme for alert dialog windows (on API level 10 and lower), which is used by the
{@link android.app.AlertDialog} class. This is basically a dialog
but sets the background to empty so it can do two-tone backgrounds. -->
<style name="Theme.Dialog.Alert">
<item name="windowBackground">@android:color/transparent</item>
<item name="windowTitleStyle">@android:style/DialogWindowTitle</item>
<item name="windowContentOverlay">@null</item>
<item name="itemTextAppearance">@android:style/TextAppearance.Large.Inverse</item>
<item name="textAppearanceListItem">@android:style/TextAppearance.Large.Inverse</item>
<item name="textAppearanceListItemSmall">@android:style/TextAppearance.Large.Inverse</item>
</style>

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<!-- Default dark theme for panel windows (on API level 10 and lower). This removes all
     extraneous window decorations, so you basically have an empty rectangle in which
     to place your content. It makes the window floating, with a transparent
     background, and turns off dimming behind the window. -->
<style name="Theme.Panel">
    <item name="android:windowBackground">@android:color/transparent</item>
    <item name="android:colorBackgroundCacheHint">@null</item>
    <item name="android:windowFrame">@null</item>
    <item name="android:windowContentOverlay">@null</item>
    <item name="android:windowAnimationStyle">@null</item>
    <item name="android:windowIsFloating">true</item>
    <item name="android:backgroundDimEnabled">false</item>
    <item name="android:windowIsTranslucent">true</item>
    <item name="android:windowNoTitle">true</item>
</style>

<!-- Default light theme for panel windows (on API level 10 and lower). This removes all
     extraneous window decorations, so you basically have an empty rectangle in which
     to place your content. It makes the window floating, with a transparent
     background, and turns off dimming behind the window. -->
<style name="Theme.Light.Panel">
    <item name="android:windowBackground">@android:color/transparent</item>
    <item name="android:colorBackgroundCacheHint">@null</item>
    <item name="android:windowFrame">@null</item>
    <item name="android:windowContentOverlay">@null</item>
    <item name="android:windowAnimationStyle">@null</item>
    <item name="android:windowIsFloating">true</item>
    <item name="android:backgroundDimEnabled">false</item>
    <item name="android:windowIsTranslucent">true</item>
    <item name="android:windowNoTitle">true</item>
</style>

<!-- Default holo dark theme for panel windows. This removes all extraneous
     window decorations, so you basically have an empty rectangle in which
     to place your content. It makes the window floating, with a transparent
     background, and turns off dimming behind the window. -->
<style name="Theme.Holo.Panel">
    <item name="android:windowBackground">@android:color/transparent</item>
    <item name="android:colorBackgroundCacheHint">@null</item>
    <item name="android:windowFrame">@null</item>
    <item name="android:windowContentOverlay">@null</item>
    <item name="android:windowAnimationStyle">@null</item>
    <item name="android:windowIsFloating">true</item>
    <item name="android:backgroundDimEnabled">false</item>
    <item name="android:windowIsTranslucent">true</item>
    <item name="android:windowNoTitle">true</item>
</style>

<!-- Default holo light theme for panel windows. This removes all extraneous
     window decorations, so you basically have an empty rectangle in which
     to place your content. It makes the window floating, with a transparent
     background, and turns off dimming behind the window. -->
<style name="Theme.Holo.Light.Panel">
    <item name="android:windowBackground">@android:color/transparent</item>
    <item name="android:colorBackgroundCacheHint">@null</item>
    <item name="android:windowFrame">@null</item>
    <item name="android:windowContentOverlay">@null</item>
    <item name="android:windowAnimationStyle">@null</item>
    <item name="android:windowIsFloating">true</item>
    <item name="android:backgroundDimEnabled">false</item>
    <item name="android:windowIsTranslucent">true</item>
    <item name="android:windowNoTitle">true</item>
</style>

<!-- Default theme for input methods (on API level 10 and lower), which is used by the
     {@link android.inputmethodservice.InputMethodService} class.
     this inherits from Theme.Panel, but sets up IME appropriate animations
     and a few custom attributes. -->
<style name="Theme.InputMethod" parent="Theme.Panel">
    <item name="android:windowAnimationStyle">@android:style/Animation.InputMethod</item>
    <item name="android:imeFullscreenBackground">@android:drawable/input_method_fullscreen_background</item>
    <item name="android:imeExtractEnterAnimation">@android:anim/input_method_extract_enter</item>
    <item name="android:imeExtractExitAnimation">@android:anim/input_method_extract_exit</item>
</style>

<!-- Default theme for holo style input methods, which is used by the

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{@link android.inputmethodservice.InputMethodService} class.
this inherits from Theme.Panel, but sets up IME appropriate animations
and a few custom attributes. -->
<style name="Theme.Holo.InputMethod" parent="Theme.Holo.Light.Panel">
    <item name="android:windowAnimationStyle">@android:style/Animation.InputMethod</item>
    <item name="android:imeFullscreenBackground">@android:drawable/screen_background_selector_light</item>
    <item name="android:imeExtractEnterAnimation">@android:anim/input_method_extract_enter</item>
    <item name="android:imeExtractExitAnimation">@android:anim/input_method_extract_exit</item>
</style>

<!-- Theme for the search input bar. -->
<style name="Theme.SearchBar" parent="Theme.Holo.Light.Panel">
    <item name="actionModeBackground">@android:drawable/cab_background_top_holo_light</item>
    <item name="actionModeSplitBackground">@android:drawable/cab_background_bottom_holo_light</item>
</style>

<style name="Theme.Holo.SearchBar" parent="Theme.Holo.Panel">
    <item name="actionModeBackground">@android:drawable/cab_background_top_holo_dark</item>
    <item name="actionModeSplitBackground">@android:drawable/cab_background_bottom_holo_light</item>
</style>

<style name="Theme.Holo.Light.SearchBar" parent="Theme.Holo.Light.Panel">
    <item name="actionModeBackground">@android:drawable/cab_background_top_holo_light</item>
    <item name="actionModeSplitBackground">@android:drawable/cab_background_bottom_holo_light</item>
</style>

<!-- Theme for the search input bar when doing global search. The only
     difference from non-global search is that we do not dim the background. -->
<style name="Theme.GlobalSearchBar" parent="Theme.Panel">
    <item name="windowContentOverlay">@null</item>
    <item name="actionModeBackground">@android:drawable/cab_background_top_holo_light</item>
    <item name="actionModeSplitBackground">@android:drawable/cab_background_bottom_holo_light</item>
</style>

<!-- Menu Themes -->
<eat-comment />

<style name="Theme.IconMenu" parent="Theme.Holo">
    <!-- Menu/item attributes -->
    <item name="android:itemTextAppearance">@android:style/TextAppearance.Widget.IconMenu.Item</item>
    <item name="android:itemBackground">?android:attr/selectableItemBackground</item>
    <item name="android:itemIconDisabledAlpha">?android:attr/disabledAlpha</item>
    <item name="android:horizontalDivider">@android:drawable/divider_horizontal_dark</item>
    <item name="android:verticalDivider">@android:drawable/divider_vertical_dark</item>
    <item name="android:windowAnimationStyle">@android:style/Animation.OptionsPanel</item>
    <item name="android:moreIcon">@android:drawable/ic_menu_more</item>
    <item name="android:background">@null</item>
</style>

<style name="Theme.ExpandedMenu" parent="Theme.Holo">
    <!-- Menu/item attributes -->
    <item name="android:itemTextAppearance">?android:attr/textAppearanceLarge</item>
    <item name="android:listViewStyle">@android:style/Widget.ListView.Menu</item>
    <item name="android:windowAnimationStyle">@android:style/Animation.OptionsPanel</item>
    <item name="android:background">@null</item>
</style>

<style name="Theme.Holo.CompactMenu">
    <!-- Menu/item attributes -->
    <item name="android:itemTextAppearance">?android:attr/textAppearanceMedium</item>
    <item name="android:listViewStyle">@android:style/Widget.Holo.ListView</item>
    <item name="android:windowAnimationStyle">@android:style/Animation.DropDownUp</item>
    <item name="android:background">@null</item>
</style>

<style name="Theme.Holo.Light.CompactMenu">
    <!-- Menu/item attributes -->
    <item name="android:itemTextAppearance">?android:attr/textAppearanceMedium</item>
    <item name="android:listViewStyle">@android:style/Widget.Holo.Light.ListView</item>
    <item name="android:windowAnimationStyle">@android:style/Animation.DropDownUp</item>
    <item name="android:background">@null</item>
</style>

<!-- @hide -->
<style name="Theme.Dialog.AppError" parent="Theme.Holo.Dialog">
    <item name="windowFrame">@null</item>

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<item name="windowTitleStyle">@android:style/DialogTitle</item>
<item name="windowBackground">@android:color/transparent</item>
<item name="windowIsFloating">true</item>
<item name="windowContentOverlay">@null</item>
<item name="textAppearance">@style/TextAppearance.Theme.Dialog.AppError</item>
<item name="android:windowCloseOnTouchOutside">false</item>
</style>

<!-- Special theme for the recent apps dialog, to allow customization
     with overlays. -->
<style name="Theme.Dialog.RecentApplications" parent="Theme.DeviceDefault.Dialog">
    <item name="windowFrame">@null</item>
    <item name="windowBackground">@android:color/transparent</item>
    <item name="android:windowAnimationStyle">@android:style/Animation.RecentApplications</item>
    <item name="android:textColor">@android:color/secondary_text_nofocus</item>
    <item name="android:windowCloseOnTouchOutside">false</item>
</style>

<!-- Default theme for window that looks like a toast. -->
<style name="Theme.Toast" parent="@android:style/Theme.Dialog">
    <item name="android:windowBackground">@android:drawable/toast_frame</item>
    <item name="android:windowAnimationStyle">@android:style/Animation.Toast</item>
    <item name="android:backgroundDimEnabled">false</item>
    <item name="android:windowCloseOnTouchOutside">false</item>
</style>

<style name="Theme.Panel.Volume">
    <item name="android:windowAnimationStyle">@android:style/Animation.VolumePanel</item>
    <item name="android:windowCloseOnTouchOutside">true</item>
</style>

<!-- Default theme with an Action Bar. -->
<style name="Theme.WithActionBar">
    <item name="android:windowActionBar">true</item>
</style>

<!-- No title bar, but Action Mode bars will overlay application content
     instead of pushing it down to make room. -->
<style name="Theme.NoTitleBar.OverlayActionModes">
    <item name="android:windowModeOverlay">true</item>
</style>

<!-- Honeycomb holographic theme (dark version).
      This is the default system theme for apps that target API level 11 - 13. Starting
      with API level 14, the default system theme is supplied by {@link #Theme_DeviceDefault},
      which might apply a different style on different devices. If you want to ensure that your
      app consistently uses the Holo theme at all times, you must explicitly declare it in your
      manifest. For example, {@code <application android:theme="@android:style/Theme.Holo">}.
      For more information, read <a
      href="http://android-developers.blogspot.com/2012/01/holo-everywhere.html">Holo
      Everywhere</a>. -->
<p>The widgets in the holographic theme are translucent on their background, so
applications must ensure that any background they use with this theme is itself
dark; otherwise, it will be difficult to see the widgets. This UI style also includes a
full action bar by default.</p>

<p>Styles used by the Holo theme are named using the convention Type.Holo.Etc
(for example, {@code Widget.Holo.Button} and {@code
TextAppearance.Holo.Widget.PopupMenu.Large}). Specific resources used by Holo are named using the convention @type/foo_bar_baz_holo
with trailing _dark or _light specifiers if they are not shared between both light and
dark versions of the theme. -->
<style name="Theme.Holo">
    <item name="colorForeground">@android:color/bright_foreground_holo_dark</item>
    <item name="colorForegroundInverse">@android:color/bright_foreground_inverse_holo_dark</item>
    <item name="colorBackground">@android:color/background_holo_dark</item>
    <item name="colorBackgroundCacheHint">@android:drawable/background_cache_hint_selector_holo_dark</item>
    <item name="disabledAlpha">0.5</item>
    <item name="backgroundDimAmount">0.6</item>

    <item name="colorPressedHighlight">@color/holo_blue_light</item>
    <item name="colorLongPressedHighlight">@color/holo_blue_bright</item>
    <item name="colorFocusedHighlight">@color/holo_blue_dark</item>
    <item name="colorMultiSelectHighlight">@color/holo_green_light</item>
    <item name="colorActivatedHighlight">@color/holo_blue_dark</item>

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<!-- Text styles -->
<item name="textAppearance">@android:style/TextAppearance.Holo</item>
<item name="textAppearanceInverse">@android:style/TextAppearance.Holo.Inverse</item>

<item name="textColorPrimary">@android:color/primary_text_holo_dark</item>
<item name="textColorSecondary">@android:color/secondary_text_holo_dark</item>
<item name="textColorTertiary">@android:color/tertiary_text_holo_dark</item>
<item name="textColorPrimaryInverse">@android:color/primary_text_holo_light</item>
<item name="textColorSecondaryInverse">@android:color/secondary_text_holo_light</item>
<item name="textColorTertiaryInverse">@android:color/tertiary_text_holo_light</item>
<item name="textColorPrimaryDisableOnly">@android:color/primary_text_disable_only_holo_dark</item>
<item
name="textColorPrimaryInverseDisableOnly">@android:color/primary_text_disable_only_holo_light</item>
<item name="textColorPrimaryNoDisable">@android:color/primary_text_nodisable_holo_dark</item>
<item name="textColorSecondaryNoDisable">@android:color/secondary_text_nodisable_holo_dark</item>
<item name="textColorPrimaryInverseNoDisable">@android:color/primary_text_nodisable_holo_light</item>
<item
name="textColorSecondaryInverseNoDisable">@android:color/secondary_text_nodisable_holo_light</item>
<item name="textColorHint">@android:color/hint_foreground_holo_dark</item>
<item name="textColorHintInverse">@android:color/hint_foreground_holo_light</item>
<item name="textColorSearchUrl">@android:color/search_url_text_holo</item>
<item name="textColorHighlight">@android:color/highlighted_text_holo_dark</item>
<item name="textColorHighlightInverse">@android:color/highlighted_text_holo_light</item>
<item name="textColorLink">@android:color/holo_blue_light</item>
<item name="textColorLinkInverse">@android:color/holo_blue_light</item>
<item name="textColorAlertDialogListItem">@android:color/primary_text_holo_dark</item>

<item name="textAppearanceLarge">@android:style/TextAppearance.Holo.Large</item>
<item name="textAppearanceMedium">@android:style/TextAppearance.Holo.Medium</item>
<item name="textAppearanceSmall">@android:style/TextAppearance.Holo.Small</item>
<item name="textAppearanceLargeInverse">@android:style/TextAppearance.Holo.Large.Inverse</item>
<item name="textAppearanceMediumInverse">@android:style/TextAppearance.Holo.Medium.Inverse</item>
<item name="textAppearanceSmallInverse">@android:style/TextAppearance.Holo.Small.Inverse</item>
<item
name="textAppearanceSearchResultTitle">@android:style/TextAppearance.Holo.SearchResult.Title</item>
<item
name="textAppearanceSearchResultSubtitle">@android:style/TextAppearance.Holo.SearchResult.Subtitle</item>

<item name="textAppearanceButton">@android:style/TextAppearance.Holo.Widget.Button</item>
<item name="editTextColor">?android:attr/textColorPrimary</item>
<item name="editTextBackground">@android:drawable/edit_text_holo_dark</item>
<item name="candidatesTextStyleSpans">@android:string/candidates_style</item>
<item name="textCheckMark">@android:drawable/indicator_check_mark_dark</item>
<item name="textCheckMarkInverse">@android:drawable/indicator_check_mark_light</item>
<item
name="textAppearanceLargePopupMenu">@android:style/TextAppearance.Holo.Widget.PopupMenu.Large</item>
<item
name="textAppearanceSmallPopupMenu">@android:style/TextAppearance.Holo.Widget.PopupMenu.Small</item>

<!-- Button styles -->
<item name="buttonStyle">@android:style/Widget.Holo.Button</item>
<item name="buttonStyleSmall">@android:style/Widget.Holo.Button.Small</item>
<item name="buttonStyleInset">@android:style/Widget.Holo.Button.Inset</item>
<item name="buttonStyleToggle">@android:style/Widget.Holo.Button.Toggle</item>
<item name="switchStyle">@android:style/Widget.Holo.CompoundButton.Switch</item>
<item name="mediaRouteButtonStyle">@android:style/Widget.Holo.MediaRouteButton</item>

<item name="selectableItemBackground">@android:drawable/item_background_holo_dark</item>
<item name="borderlessButtonStyle">@android:style/Widget.Holo.Button.Borderless</item>
<item name="homeAsUpIndicator">@android:drawable/ic_ab_back_holo_dark</item>

<!-- List attributes -->
<item name="listPreferredItemHeight">64dip</item>
<item name="listPreferredItemHeightSmall">48dip</item>
<item name="listPreferredItemHeightLarge">80dip</item>
<item name="dropdownListPreferredItemHeight">>?android:attr/listPreferredItemHeightSmall</item>
<item name="textAppearanceListItemSmall">>?android:attr/textAppearanceMedium</item>
<item name="listPreferredItemPaddingLeft">8dip</item>
<item name="listPreferredItemPaddingRight">8dip</item>

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<!-- @hide -->
<item name="searchResultListItemHeight">58dip</item>
<item name="listDivider">@drawable/list_divider_holo_dark</item>
<item name="listSeparatorTextViewStyle">@android:style/Widget.Holo.TextView.ListSeparator</item>

<item name="listChoiceIndicatorSingle">@android:drawable/btn_radio_holo_dark</item>
<item name="listChoiceIndicatorMultiple">@android:drawable/btn_check_holo_dark</item>

<item name="listChoiceBackgroundIndicator">@android:drawable/list_selector_holo_dark</item>
<item name="activatedBackgroundIndicator">@android:drawable/activated_background_holo_dark</item>
<item name="listDividerAlertDialog">@android:drawable/list_divider_holo_dark</item>

<item name="expandableListPreferredItemPaddingLeft">40dip</item>
<item
name="expandableListPreferredChildPaddingLeft">?android:attr/expandableListPreferredItemPaddingLeft</item>

<item name="expandableListPreferredItemIndicatorLeft">3dip</item>
<item name="expandableListPreferredItemIndicatorRight">0dip</item>
<item
name="expandableListPreferredChildIndicatorLeft">?android:attr/expandableListPreferredItemIndicatorLeft</item>
<item
name="expandableListPreferredChildIndicatorRight">?android:attr/expandableListPreferredItemIndicatorRight</item>
<item name="findOnPageNextDrawable">@android:drawable/ic_find_next_holo_dark</item>
<item name="findOnPagePreviousDrawable">@android:drawable/ic_find_previous_holo_dark</item>

<!-- Gallery attributes -->
<item name="galleryItemBackground">@android:drawable/gallery_item_background</item>

<!-- Window attributes -->
<item name="windowFrame">@null</item>
<item name="windowNoTitle">false</item>
<item name="windowFullscreen">false</item>
<item name="windowIsFloating">false</item>
<item name="windowContentOverlay">@null</item>
<item name="windowShowWallpaper">false</item>
<item name="windowTitleStyle">@android:style/WindowTitle.Holo</item>
<item name="windowTitleSize">25dip</item>
<item name="windowTitleBackgroundStyle">@android:style/WindowTitleBackground.Holo</item>
<item name="android:windowAnimationStyle">@android:style/Animation.Holo.Activity</item>
<item name="android:windowSoftInputMode">stateUnspecified|adjustUnspecified</item>
<item name="windowActionBar">true</item>
<item name="windowActionModeOverlay">false</item>

<!-- Dialog attributes -->
<item name="alertDialogStyle">@android:style/AlertDialog.Holo</item>
<item name="dialogTheme">@android:style/Theme.Holo.Dialog</item>
<item name="dialogTitleIconsDecorLayout">@layout/dialog_title_icons_holo</item>
<item name="dialogCustomTitleDecorLayout">@layout/dialog_custom_title_holo</item>
<item name="dialogTitleDecorLayout">@layout/dialog_title_holo</item>
<item name="alertDialogTheme">@android:style/Theme.Holo.Dialog.Alert</item>
<item name="alertDialogCenterButtons">false</item>
<item name="alertDialogIcon">@android:drawable/ic_dialog_alert_holo_dark</item>

<item name="toastFrameBackground">@android:drawable/toast_frame_holo</item>

<!-- Panel attributes -->
<item name="panelBackground">@android:drawable/menu_hardkey_panel_holo_dark</item>
<item name="panelFullBackground">@android:drawable/menu_background_fill_parent_width</item>
<!-- These three attributes do not seems to be used by the framework. Declared public though -->
<item name="panelColorBackground">#000</item>
<item name="panelColorForeground">?android:attr/textColorPrimary</item>
<item name="panelTextAppearance">?android:attr/textAppearance</item>

<item name="panelMenuIsCompact">true</item>
<item name="panelMenuListWidth">250dip</item>
<item name="panelMenuListTheme">@android:style/Theme.Holo.CompactMenu</item>

<!-- Scrollbar attributes -->
<item name="scrollbarFadeDuration">250</item>
<item name="scrollbarDefaultDelayBeforeFade">300</item>
<item name="scrollbarSize">10dip</item>
<item name="scrollbarThumbHorizontal">@android:drawable/scrollbar_handle_holo_dark</item>
<item name="scrollbarThumbVertical">@android:drawable/scrollbar_handle_holo_dark</item>
<item name="scrollbarTrackHorizontal">@null</item>

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<item name="scrollbarTrackVertical">@null</item>

<!-- Text selection handle attributes -->
<item name="textSelectHandleLeft">@android:drawable/text_select_handle_left</item>
<item name="textSelectHandleRight">@android:drawable/text_select_handle_right</item>
<item name="textSelectHandle">@android:drawable/text_select_handle_middle</item>
<item name="textSelectHandleWindowStyle">@android:style/Widget.Holo.TextSelectHandle</item>
<item name="textSuggestionsWindowStyle">@android:style/Widget.Holo.TextSuggestionsPopupWindow</item>
<item name="textCursorDrawable">@android:drawable/text_cursor_holo_dark</item>

<!-- Widget styles -->
<item name="absListViewStyle">@android:style/Widget.Holo.AbsListView</item>
<item name="autoCompleteTextViewStyle">@android:style/Widget.Holo.AutoCompleteTextView</item>
<item name="checkboxStyle">@android:style/Widget.Holo.CompoundButton.CheckBox</item>
<item name="dropDownListViewStyle">@android:style/Widget.Holo.ListView.DropDown</item>
<item name="editTextStyle">@android:style/Widget.Holo.EditText</item>
<item name="expandableListViewStyle">@android:style/Widget.Holo.ExpandableListView</item>
<item name="expandableListViewWhiteStyle">@android:style/Widget.Holo.ExpandableListView.White</item>
<item name="galleryStyle">@android:style/Widget.Holo.Gallery</item>
<item name="gestureOverlayViewStyle">@android:style/Widget.Holo.GestureOverlayView</item>
<item name="gridViewStyle">@android:style/Widget.Holo.GridView</item>
<item name="imageButtonStyle">@android:style/Widget.Holo.ImageButton</item>
<item name="imageWellStyle">@android:style/Widget.Holo.ImageWell</item>
<item name="listViewStyle">@android:style/Widget.Holo.ListView</item>
<item name="listViewWhiteStyle">@android:style/Widget.Holo.ListView.White</item>
<item name="popupWindowStyle">@android:style/Widget.Holo.PopupWindow</item>
<item name="progressBarStyle">@android:style/Widget.Holo.ProgressBar</item>
<item name="progressBarStyleHorizontal">@android:style/Widget.Holo.ProgressBar.Horizontal</item>
<item name="progressBarStyleSmall">@android:style/Widget.Holo.ProgressBar.Small</item>
<item name="progressBarStyleSmallTitle">@android:style/Widget.Holo.ProgressBar.Small.Title</item>
<item name="progressBarStyleLarge">@android:style/Widget.Holo.ProgressBar.Large</item>
<item name="progressBarStyleInverse">@android:style/Widget.Holo.ProgressBar.Inverse</item>
<item name="progressBarStyleSmallInverse">@android:style/Widget.Holo.ProgressBar.Small.Inverse</item>
<item name="progressBarStyleLargeInverse">@android:style/Widget.Holo.ProgressBar.Large.Inverse</item>
<item name="seekBarStyle">@android:style/Widget.Holo.SeekBar</item>
<item name="ratingBarStyle">@android:style/Widget.Holo.RatingBar</item>
<item name="ratingBarStyleIndicator">@android:style/Widget.Holo.RatingBar.Indicator</item>
<item name="ratingBarStyleSmall">@android:style/Widget.Holo.RatingBar.Small</item>
<item name="radioButtonStyle">@android:style/Widget.Holo.CompoundButton.RadioButton</item>
<item name="scrollViewStyle">@android:style/Widget.HoloScrollView</item>
<item name="horizontalScrollViewStyle">@android:style/Widget.Holo.HorizontalScrollView</item>
<item name="spinnerStyle">?android:attr/dropDownSpinnerStyle</item>
<item name="dropDownSpinnerStyle">@android:style/Widget.Holo.Spinner.DropDown</item>
<item name="starStyle">@android:style/Widget.Holo.CompoundButton.Star</item>
<item name="tabWidgetStyle">@android:style/Widget.Holo.TabWidget</item>
<item name="textViewStyle">@android:style/Widget.Holo.TextView</item>
<item name="errorMessageBackground">@android:drawable/popup_inline_error_holo_dark</item>
<item name="errorMessageAboveBackground">@android:drawable/popup_inline_error_above_holo_dark</item>
<item name="webTextViewStyle">@android:style/Widget.Holo.WebTextView</item>
<item name="webViewStyle">@android:style/Widget.Holo.WebView</item>
<item name="dropDownItemStyle">@android:style/Widget.Holo.DropDownItem</item>
<item name="spinnerDropDownItemStyle">@android:style/Widget.Holo.DropDownItem.Spinner</item>
<item name="spinnerItemStyle">@android:style/Widget.Holo.TextView.SpinnerItem</item>
<item name="dropDownHintAppearance">@android:style/TextAppearance.Holo.Widget.DropDownHint</item>
<item name="keyboardViewStyle">@android:style/Widget.Holo.KeyboardView</item>
<item
name="quickContactBadgeStyleWindowSmall">@android:style/Widget.Holo.QuickContactBadge.WindowSmall</item>
<item
name="quickContactBadgeStyleWindowMedium">@android:style/Widget.Holo.QuickContactBadge.WindowMedium</item>
<item
name="quickContactBadgeStyleWindowLarge">@android:style/Widget.Holo.QuickContactBadge.WindowLarge</item>
<item
name="quickContactBadgeStyleSmallWindowSmall">@android:style/Widget.Holo.QuickContactBadgeSmall.WindowSmall</item>
<item
name="quickContactBadgeStyleSmallWindowMedium">@android:style/Widget.Holo.QuickContactBadgeSmall.WindowMedium</item>
<item
name="quickContactBadgeStyleSmallWindowLarge">@android:style/Widget.Holo.QuickContactBadgeSmall.WindowLarge</item>
<item name="listPopupWindowStyle">@android:style/Widget.Holo.ListPopupWindow</item>
<item name="popupMenuStyle">@android:style/Widget.Holo.PopupMenu</item>
<item name="stackViewStyle">@android:style/Widget.Holo.StackView</item>
<item name="activityChooserViewStyle">@android:style/Widget.Holo.ActivityChooserView</item>

<!-- Preference styles -->
<item name="preferenceScreenStyle">@android:style/Preference.Holo.PreferenceScreen</item>
<item name="preferenceFragmentStyle">@style/PreferenceFragment.Holo</item>
<item name="preferenceCategoryStyle">@android:style/Preference.Holo.Category</item>

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<item name="preferenceStyle">@android:style/Preference.Holo</item>
<item name="preferenceInformationStyle">@android:style/Preference.Holo.Information</item>
<item name="checkBoxPreferenceStyle">@android:style/Preference.Holo.CheckBoxPreference</item>
<item name="switchPreferenceStyle">@android:style/Preference.Holo.SwitchPreference</item>
<item name="yesNoPreferenceStyle">@android:style/Preference.Holo.DialogPreference.YesNoPreference</item>
<item name="dialogPreferenceStyle">@android:style/Preference.Holo.DialogPreference</item>
<item name="editTextStyleStyle">@android:style/Preference.Holo.DialogPreference.EditTextPreference</item>
<item name="ringtonePreferenceStyle">@android:style/Preference.Holo.RingtonePreference</item>
<item name="preferenceLayoutChild">@android:layout/preference_child_holo</item>
<item name="detailsElementBackground">@android:drawable/panel_bg_holo_dark</item>

<!-- Search widget styles -->
<item name="searchWidgetCorpusItemBackground">@android:color/search_widget_corpus_item_background</item>

<!-- Action bar styles -->
<item name="actionDropDownStyle">@android:style/Widget.Holo.Spinner.DropDown.ActionBar</item>
<item name="actionButtonStyle">@android:style/Widget.Holo.ActionButton</item>
<item name="actionOverflowButtonStyle">@android:style/Widget.Holo.ActionButton.Overflow</item>
<item name="actionModeBackground">@android:drawable/cab_background_top_holo_dark</item>
<item name="actionModeSplitBackground">@android:drawable/cab_background_bottom_holo_dark</item>
<item name="actionModeCloseDrawable">@android:drawable/ic_cab_done_holo_dark</item>
<item name=" actionBarTabStyle">@style/Widget.HoloActionBar.TabView</item>
<item name=" actionBarTabBarStyle">@style/Widget.HoloActionBar.TabBar</item>
<item name=" actionBarTabTextStyle">@style/Widget.HoloActionBar.TabText</item>
<item name=" actionModeStyle">@style/Widget.Holo.ActionMode</item>
<item name=" actionModeCloseButtonStyle">@style/Widget.HoloActionButton.CloseMode</item>
<item name=" actionBarStyle">@android:style/Widget.Holo.ActionBar</item>
<item name=" actionBarSize">@dimen/action_bar_default_height</item>
<item name=" actionModePopupWindowStyle">@android:style/Widget.Holo.PopupWindow.ActionMode</item>
<item name=" actionBarWidgetTheme">@null</item>

<item name="actionModeCutDrawable">@android:drawable/ic_menu_cut_holo_dark</item>
<item name="actionModeCopyDrawable">@android:drawable/ic_menu_copy_holo_dark</item>
<item name="actionModePasteDrawable">@android:drawable/ic_menu_paste_holo_dark</item>
<item name="actionModeSelectAllDrawable">@android:drawable/ic_menu_selectall_holo_dark</item>
<item name="actionModeShareDrawable">@android:drawable/ic_menu_share_holo_dark</item>
<item name="actionModeFindDrawable">@android:drawable/ic_menu_find_holo_dark</item>
<item name="actionModeWebSearchDrawable">@android:drawable/ic_menu_search_holo_dark</item>

<item name="dividerVertical">?android:attr/listDivider</item>
<item name="dividerHorizontal">?android:attr/listDivider</item>
<item name="buttonBarStyle">@android:style/Holo.ButtonBar</item>
<item name="buttonBarButtonStyle">?android:attr/borderlessButtonStyle</item>
<item name="segmentedButtonStyle">@android:style/Holo.SegmentedButton</item>

<!-- SearchView attributes -->
<item name="searchDropdownBackground">@android:drawable/search_dropdown_dark</item>

<item name="searchDialogTheme">@style/Theme.Holo.SearchBar</item>

<!-- PreferenceFrameLayout attributes -->
<item name="preferenceFrameLayoutStyle">@android:style/Widget.Holo.PreferenceFrameLayout</item>

<!-- NumberPicker style-->
<item name="numberPickerStyle">@style/Widget.Holo.NumberPicker</item>

<!-- CalendarView style-->
<item name="calendarViewStyle">@style/Widget.Holo.CalendarView</item>

<!-- TimePicker style -->
<item name="timePickerStyle">@style/Widget.Holo.TimePicker</item>

<!-- DatePicker style -->
<item name="datePickerStyle">@style/Widget.Holo.DatePicker</item>

<item name="fastScrollThumbDrawable">@android:drawable/fastscroll_thumb_holo</item>
<item name="fastScrollPreviewBackgroundLeft">@android:drawable/fastscroll_label_left_holo_dark</item>
<item name="fastScrollPreviewBackgroundRight">@android:drawable/fastscroll_label_right_holo_dark</item>
<item name="fastScrollTrackDrawable">@android:drawable/fastscroll_track_holo_dark</item>
<item name="fastScrollOverlayPosition">atThumb</item>

</style>

<!-- Honeycomb holographic theme (light version). The widgets in the
holographic theme are translucent on their background, so applications

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must ensure that any background they use with this theme is itself
light; otherwise, it will be difficult to see the widgets. This
UI style also includes a full action bar by default. -->
<style name="Theme.Holo.Light" parent="Theme.Light">
    <item name="colorForeground">@android:color/bright_foreground_holo_light</item>
    <item name="colorForegroundInverse">@android:color/bright_foreground_inverse_holo_light</item>
    <item name="colorBackground">@android:color/background_holo_light</item>
    <item name="colorBackgroundCacheHint">@android:drawable/background_cache_hint_selector_holo_light</item>
    <item name="disabledAlpha">0.5</item>
    <item name="backgroundDimAmount">0.6</item>

    <item name="colorPressedHighlight">@color/holo_blue_light</item>
    <item name="colorLongPressedHighlight">@color/holo_blue_bright</item>
    <item name="colorFocusedHighlight">@color/holo_blue_dark</item>
    <item name="colorMultiSelectHighlight">@color/holo_green_light</item>
    <item name="colorActivatedHighlight">@color/holo_blue_dark</item>

    <!-- Text styles -->
    <item name="textAppearance">@android:style/TextAppearance.Holo.Light</item>
    <item name="textAppearanceInverse">@android:style/TextAppearance.Holo.Light.Inverse</item>

    <item name="textColorPrimary">@android:color/primary_text_holo_light</item>
    <item name="textColorSecondary">@android:color/secondary_text_holo_light</item>
    <item name="textColorTertiary">@android:color/tertiary_text_holo_light</item>
    <item name="textColorPrimaryInverse">@android:color/primary_text_holo_dark</item>
    <item name="textColorSecondaryInverse">@android:color/secondary_text_holo_dark</item>
    <item name="textColorTertiaryInverse">@android:color/tertiary_text_holo_dark</item>
    <item name="textColorPrimaryDisableOnly">@android:color/primary_text_disable_only_holo_light</item>
    <item
name="textColorPrimaryInverseDisableOnly">@android:color/primary_text_disable_only_holo_dark</item>
    <item name="textColorPrimaryNoDisable">@android:color/primary_text_nodisable_holo_light</item>
    <item name="textColorSecondaryNoDisable">@android:color/secondary_text_nodisable_holo_light</item>
    <item name="textColorPrimaryInverseNoDisable">@android:color/primary_text_nodisable_holo_dark</item>
    <item name="textColorSecondaryInverseNoDisable">@android:color/secondary_text_nodisable_holo_dark</item>
    <item name="textColorHint">@android:color/hint_foreground_holo_light</item>
    <item name="textColorHintInverse">@android:color/hint_foreground_holo_dark</item>
    <item name="textColorSearchUrl">@android:color/search_url_text_holo</item>
    <item name="textColorHighlight">@android:color/highlighted_text_holo_light</item>
    <item name="textColorHighlightInverse">@android:color/highlighted_text_holo_dark</item>
    <item name="textColorLink">@android:color/holo_blue_light</item>
    <item name="textColorLinkInverse">@android:color/holo_blue_light</item>
    <item name="textColorAlertDialogListItem">@android:color/primary_text_holo_light</item>

    <item name="textAppearanceLarge">@android:style/TextAppearance.Holo.Light.Large</item>
    <item name="textAppearanceMedium">@android:style/TextAppearance.Holo.Light.Medium</item>
    <item name="textAppearanceSmall">@android:style/TextAppearance.Holo.Light.Small</item>
    <item name="textAppearanceLargeInverse">@android:style/TextAppearance.Holo.Light.Large.Inverse</item>
    <item name="textAppearanceMediumInverse">@android:style/TextAppearance.Holo.Light.Medium.Inverse</item>
    <item name="textAppearanceSmallInverse">@android:style/TextAppearance.Holo.Light.Small.Inverse</item>
    <item
name="textAppearanceSearchResultTitle">@android:style/TextAppearance.Holo.Light.SearchResult.Title</item>
    <item
name="textAppearanceSearchResultSubtitle">@android:style/TextAppearance.Holo.Light.SearchResult.Subtitle</item>

    <item name="textAppearanceButton">@android:style/TextAppearance.Holo.Light.Widget.Button</item>

    <item name="editTextColor">?android:attr/textColorPrimary</item>
    <item name="editTextBackground">@android:drawable/edit_text_holo_light</item>

    <item name="candidatesTextStyleSpans">@android:string/candidates_style</item>

    <item name="textCheckMark">@android:drawable/indicator_check_mark_light</item>
    <item name="textCheckMarkInverse">@android:drawable/indicator_check_mark_dark</item>

    <item
name="textAppearanceLargePopupMenu">@android:style/TextAppearance.Holo.Light.Widget.PopupMenu.Large</item>
    <item
name="textAppearanceSmallPopupMenu">@android:style/TextAppearance.Holo.Light.Widget.PopupMenu.Small</item>

    <!-- Button styles -->
    <item name="buttonStyle">@android:style/Widget.Holo.Light.Button</item>

    <item name="buttonStyleSmall">@android:style/Widget.Holo.Light.Button.Small</item>
    <item name="buttonStyleInset">@android:style/Widget.Holo.Light.Button.Inset</item>

    <item name="buttonStyleToggle">@android:style/Widget.Holo.Light.Button.Toggle</item>

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<item name="switchStyle">@android:style/Widget.Holo.Light.CompoundButton.Switch</item>
<item name="mediaRouteButtonStyle">@android:style/Widget.Holo.Light.MediaRouteButton</item>

<item name="selectableItemBackground">@android:drawable/item_background_holo_light</item>
<item name="borderlessButtonStyle">@android:style/Widget.Holo.Light.Button.Borderless</item>
<item name="homeAsUpIndicator">@android:drawable/ic_ab_back_holo_light</item>

<!-- List attributes -->
<item name="listPreferredItemHeight">64dip</item>
<item name="listPreferredItemHeightSmall">48dip</item>
<item name="listPreferredItemHeightLarge">80dip</item>
<item name="dropdownListPreferredItemHeight">?android:attr/listPreferredItemHeightSmall</item>
<item name="textAppearanceListItemSmall">?android:attr/textAppearanceMedium</item>
<item name="listPreferredItemPaddingLeft">8dip</item>
<item name="listPreferredItemPaddingRight">8dip</item>

<!-- @hide -->
<item name="searchResultListItemHeight">58dip</item>
<item name="listDivider">@drawable/list_divider_holo_light</item>
<item name="listSeparatorTextViewStyle">@android:style/Widget.Holo.Light.TextView.ListSeparator</item>

<item name="listChoiceIndicatorSingle">@drawable/btn_radio_holo_light</item>
<item name="listChoiceIndicatorMultiple">@drawable/btn_check_holo_light</item>

<item name="listChoiceBackgroundIndicator">@drawable/list_selector_holo_light</item>

<item name="activatedBackgroundIndicator">@drawable/activated_background_holo_light</item>

<item name="expandableListPreferredItemPaddingLeft">40dip</item>
<item
name="expandableListPreferredChildPaddingLeft">?android:attr/expandableListPreferredItemPaddingLeft</item>

<item name="expandableListPreferredItemIndicatorLeft">3dip</item>
<item name="expandableListPreferredItemIndicatorRight">0dip</item>
<item
name="expandableListPreferredChildIndicatorLeft">?android:attr/expandableListPreferredItemIndicatorLeft</item>
<item
name="expandableListPreferredChildIndicatorRight">?android:attr/expandableListPreferredItemIndicatorRight</item>

<item name="listDividerAlertDialog">@drawable/list_divider_holo_light</item>
<item name="findOnPageNextDrawable">@drawable/ic_find_next_holo_light</item>
<item name="findOnPagePreviousDrawable">@drawable/ic_find_previous_holo_light</item>

<!-- Gallery attributes -->
<item name="galleryItemBackground">@drawable/gallery_item_background</item>

<!-- Window attributes -->
<item name="windowFrame">@null</item>
<item name="windowNoTitle">false</item>
<item name="windowFullscreen">false</item>
<item name="windowIsFloating">false</item>
<item name="android:windowContentOverlay">@android:drawable/ab_solid_shadow_holo</item>
<item name="windowShowWallpaper">false</item>
<item name="windowTitleStyle">@android:style/WindowTitle.Holo</item>
<item name="windowTitleSize">25dip</item>
<item name="windowTitleBackgroundStyle">@android:style/WindowTitleBackground.Holo</item>
<item name="android:windowAnimationStyle">@android:style/Animation.Holo.Activity</item>
<item name="android:windowSoftInputMode">stateUnspecified|adjustUnspecified</item>
<item name="windowActionBar">true</item>
<item name="windowActionModeOverlay">false</item>

<!-- Dialog attributes -->
<item name=" alertDialogStyle">@android:style/AlertDialog.Holo.Light</item>
<item name="dialogTheme">@android:style/Theme.Holo.Light.Dialog</item>
<item name="dialogTitleIconsDecorLayout">@layout/dialog_title_icons_holo</item>
<item name="dialogCustomTitleDecorLayout">@layout/dialog_custom_title_holo</item>
<item name="dialogTitleDecorLayout">@layout/dialog_title_holo</item>
<item name="alertDialogCenterButtons">false</item>
<item name="alertDialogTheme">@android:style/Theme.Holo.Light.Dialog.Alert</item>
<item name="alertDialogIcon">@android:drawable/ic_dialog_alert_holo_light</item>

<item name="toastFrameBackground">@android:drawable/toast_frame_holo</item>

<!-- Panel attributes -->
<item name="panelBackground">@android:drawable/menu_hardkey_panel_holo_light</item>
<item name="panelFullBackground">@android:drawable/menu_background_fill_parent_width</item>

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<!-- These three attributes do not seems to be used by the framework. Declared public though -->
<item name="panelColorBackground">#000</item>
<item name="panelColorForeground"?android:attr/textColorPrimary</item>
<item name="panelTextAppearance"?android:attr/textAppearance</item>

<item name="panelMenuIsCompact">true</item>
<item name="panelMenuListWidth">250dip</item>
<item name="panelMenuListTheme">@android:style/Theme.Holo.Light.CompactMenu</item>

<!-- Scrollbar attributes -->
<item name="scrollbarFadeDuration">250</item>
<item name="scrollbarDefaultDelayBeforeFade">300</item>
<item name="scrollbarSize">10dip</item>
<item name="scrollbarThumbHorizontal">@android:drawable/scrollbar_handle_holo_light</item>
<item name="scrollbarThumbVertical">@android:drawable/scrollbar_handle_holo_light</item>
<item name="scrollbarTrackHorizontal">@null</item>
<item name="scrollbarTrackVertical">@null</item>

<!-- Text selection handle attributes -->
<item name="textSelectHandleLeft">@android:drawable/text_select_handle_left</item>
<item name="textSelectHandleRight">@android:drawable/text_select_handle_right</item>
<item name="textSelectHandle">@android:drawable/text_select_handle_middle</item>
<item name="textSelectHandleWindowStyle">@android:style/Widget.Holo.TextSelectHandle</item>
<item

name="textSuggestionsWindowStyle">@android:style/Widget.Holo.Light.TextSuggestionsPopupWindow</item>
<item name="textCursorDrawable">@android:drawable/text_cursor_holo_light</item>

<!-- Widget styles -->
<item name="absListViewStyle">@android:style/Widget.Holo.Light.AbsListView</item>
<item name="autoCompleteTextViewStyle">@android:style/Widget.Holo.Light.AutoCompleteTextView</item>
<item name="checkboxStyle">@android:style/Widget.Holo.Light.CompoundButton.CheckBox</item>
<item name="dropDownListStyle">@android:style/Widget.Holo.ListView.DropDown</item>
<item name="editTextStyle">@android:style/Widget.Holo.Light.EditText</item>
<item name="expandableListViewStyle">@android:style/Widget.Holo.Light.ExpandableListView</item>
<item

name="expandableListViewWhiteStyle">@android:style/Widget.Holo.Light.ExpandableListView.White</item>
<item name="galleryStyle">@android:style/Widget.Holo.Light.Gallery</item>
<item name="gestureOverlayViewStyle">@android:style/Widget.Holo.Light.GestureOverlayView</item>
<item name="gridViewStyle">@android:style/Widget.Holo.Light.GridView</item>
<item name="imageButtonStyle">@android:style/Widget.Holo.Light.ImageButton</item>
<item name="imageWellStyle">@android:style/Widget.Holo.Light.ImageWell</item>
<item name="listViewStyle">@android:style/Widget.Holo.Light.ListView</item>
<item name="listViewWhiteStyle">@android:style/Widget.Holo.Light.ListView.White</item>
<item name="popupWindowStyle">@android:style/Widget.Holo.Light.PopupWindow</item>
<item name="progressBarStyle">@android:style/Widget.Holo.Light.ProgressBar</item>
<item name="progressBarStyleHorizontal">@android:style/Widget.Holo.Light.ProgressBar.Horizontal</item>
<item name="progressBarStyleSmall">@android:style/Widget.Holo.Light.ProgressBar.Small</item>
<item name="progressBarStyleSmallTitle">@android:style/Widget.Holo.Light.ProgressBar.Small.Title</item>
<item name="progressBarStyleLarge">@android:style/Widget.Holo.Light.ProgressBar.Large</item>
<item name="progressBarStyleInverse">@android:style/Widget.Holo.Light.ProgressBar.Inverse</item>
<item

name="progressBarStyleSmallInverse">@android:style/Widget.Holo.Light.ProgressBar.Small.Inverse</item>
<item

name="progressBarStyleLargeInverse">@android:style/Widget.Holo.Light.ProgressBar.Large.Inverse</item>
<item name="seekBarStyle">@android:style/Widget.Holo.Light.SeekBar</item>
<item name="ratingBarStyle">@android:style/Widget.Holo.Light.RatingBar</item>
<item name="ratingBarStyleIndicator">@android:style/Widget.Holo.Light.RatingBar.Indicator</item>
<item name="ratingBarStyleSmall">@android:style/Widget.Holo.Light.RatingBar.Small</item>
<item name="radioButtonStyle">@android:style/Widget.Holo.Light.CompoundButton.RadioButton</item>
<item name="scrollViewStyle">@android:style/Widget.Holo.LightScrollView</item>
<item name="horizontalScrollViewStyle">@android:style/Widget.Holo.Light.HorizontalScrollView</item>
<item name="spinnerStyle">?android:attr/dropDownSpinnerStyle</item>
<item name="dropDownSpinnerStyle">@android:style/Widget.Holo.Light.Spinner.DropDown</item>
<item name="starStyle">@android:style/Widget.Holo.Light.CompoundButton.Star</item>
<item name="tabWidgetStyle">@android:style/Widget.Holo.Light.TabWidget</item>
<item name="textViewStyle">@android:style/Widget.Holo.Light.TextView</item>
<item name="errorMessageBackground">@android:drawable/popup_inline_error_holo_light</item>
<item name="errorMessageAboveBackground">@android:drawable/popup_inline_error_above_holo_light</item>
<item name="webTextViewStyle">@android:style/Widget.Holo.Light.WebTextView</item>
<item name="webViewStyle">@android:style/Widget.Holo.Light.WebView</item>
<item name="dropDownItemStyle">@android:style/Widget.Holo.Light.DropDownItem</item>
<item name="spinnerDropDownItemStyle">@android:style/Widget.Holo.Light.DropDownItem.Spinner</item>
<item name="spinnerItemStyle">@android:style/Widget.Holo.TextView.SpinnerItem</item>
<item name="dropDownHintAppearance">@android:style/TextAppearance.Holo.Widget.DropDownHint</item>
<item name="keyboardViewStyle">@android:style/Widget.Holo.KeyboardView</item>

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<item
name="quickContactBadgeStyleWindowSmall">@android:style/Widget.Holo.QuickContactBadge.WindowSmall</item>
<item
name="quickContactBadgeStyleWindowMedium">@android:style/Widget.Holo.QuickContactBadge.WindowMedium</item>
<item
name="quickContactBadgeStyleWindowLarge">@android:style/Widget.Holo.QuickContactBadge.WindowLarge</item>
<item
name="quickContactBadgeStyleSmallWindowSmall">@android:style/Widget.Holo.QuickContactBadgeSmall.WindowSmall</item>
<item
name="quickContactBadgeStyleSmallWindowMedium">@android:style/Widget.Holo.QuickContactBadgeSmall.WindowMedium</item>
<item
name="quickContactBadgeStyleSmallWindowLarge">@android:style/Widget.Holo.QuickContactBadgeSmall.WindowLarge</item>
<item name="listPopupWindowStyle">@android:style/Widget.Holo.Light.ListPopupWindow</item>
<item name="popupMenuStyle">@android:style/Widget.Holo.Light.PopupMenu</item>
<item name="stackViewStyle">@android:style/Widget.Holo.StackView</item>
<item name="activityChooserViewStyle">@android:style/Widget.Holo.Light.ActivityChooserView</item>

<!-- Preference styles -->
<item name="preferenceScreenStyle">@android:style/Preference.Holo.PreferenceScreen</item>
<item name="preferenceFragmentStyle">@style/PreferenceFragment.Holo</item>
<item name="preferenceCategoryStyle">@android:style/Preference.Holo.Category</item>
<item name="preferenceStyle">@android:style/Preference.Holo</item>
<item name="preferenceInformationStyle">@android:style/Preference.Holo.Information</item>
<item name="checkBoxPreferenceStyle">@android:style/Preference.Holo.CheckBoxPreference</item>
<item name="switchPreferenceStyle">@android:style/Preference.Holo.SwitchPreference</item>
<item name="yesNoPreferenceStyle">@android:style/Preference.Holo.DialogPreference.YesNoPreference</item>
<item name="dialogPreferenceStyle">@android:style/Preference.Holo.DialogPreference</item>
<item
name="editTextStyle">@android:style/Preference.Holo.DialogPreference.EditTextPreference</item>
<item name="ringtonePreferenceStyle">@android:style/Preference.Holo.RingtonePreference</item>
<item name="preferenceLayoutChild">@android:layout/preference_child_holo</item>
<item name="detailsElementBackground">@android:drawable/panel_bg_holo_light</item>

<!-- PreferenceFrameLayout attributes -->
<item name="preferenceFrameLayoutStyle">@android:style/Widget.Holo.PreferenceFrameLayout</item>

<!-- Search widget styles -->
<item name="searchWidgetCorpusItemBackground">@android:color/search_widget_corpus_item_background</item>

<!-- Action bar styles -->
<item name="actionDropDownStyle">@android:style/Widget.Holo.Light.Spinner.DropDownActionBar</item>
<item name="actionButtonStyle">@android:style/Widget.Holo.Light.ActionButton</item>
<item name="actionOverflowButtonStyle">@android:style/Widget.Holo.Light.ActionButton.Overflow</item>
<item name="actionModeBackground">@android:drawable/cab_background_top_holo_light</item>
<item name="actionModeSplitBackground">@android:drawable/cab_background_bottom_holo_light</item>
<item name="actionModeCloseDrawable">@android:drawable/ic_cab_done_holo_light</item>
<item name=" actionBarTabStyle">@style/Widget.Holo.Light.ActionBar.TabView</item>
<item name=" actionBarTabBarStyle">@style/Widget.Holo.Light.ActionBar.TabBar</item>
<item name=" actionBarTabTextStyle">@style/Widget.Holo.Light.ActionBar.TabText</item>
<item name=" actionModeStyle">@style/Widget.Holo.Light.ActionMode</item>
<item name=" actionModeCloseButtonStyle">@style/Widget.Holo.LightActionButton.CloseMode</item>
<item name=" android: actionBarStyle">@android:style/Widget.Holo.Light.ActionBar.Solid</item>
<item name=" actionBarSize">@dimen/action_bar_default_height</item>
<item name=" actionModePopupWindowStyle">@android:style/Widget.Holo.Light.PopupWindow.ActionMode</item>
<item name=" actionBarWidgetTheme">@null</item>

<item name="actionModeCutDrawable">@android:drawable/ic_menu_cut_holo_light</item>
<item name="actionModeCopyDrawable">@android:drawable/ic_menu_copy_holo_light</item>
<item name="actionModePasteDrawable">@android:drawable/ic_menu_paste_holo_light</item>
<item name="actionModeSelectAllDrawable">@android:drawable/ic_menu_selectall_holo_light</item>
<item name="actionModeShareDrawable">@android:drawable/ic_menu_share_holo_light</item>
<item name="actionModeFindDrawable">@android:drawable/ic_menu_find_holo_light</item>
<item name="actionModeWebSearchDrawable">@android:drawable/ic_menu_search_holo_light</item>

<item name="dividerVertical">?android:attr/listDivider</item>
<item name="dividerHorizontal">?android:attr/listDivider</item>
<item name="buttonBarStyle">@android:style/Holo.Light.ButtonBar</item>
<item name="buttonBarButtonStyle">?android:attr/borderlessButtonStyle</item>
<item name="segmentedButtonStyle">@android:style/Holo.Light.SegmentedButton</item>

<!-- SearchView attributes -->
<item name="searchDropdownBackground">@android:drawable/search_dropdown_light</item>

<item name="searchDialogTheme">@style/Theme.Holo.Light.SearchBar</item>

<!-- NumberPicker style-->

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<item name="numberPickerStyle">@style/Widget.Holo.Light.NumberPicker</item>

<!-- CalendarView style-->
<item name="calendarViewStyle">@style/Widget.Holo.Light.CalendarView</item>

<!-- TimePicker style -->
<item name="timePickerStyle">@style/Widget.Holo.Light.TimePicker</item>

<!-- DatePicker style -->
<item name="datePickerStyle">@style/Widget.Holo.Light.DatePicker</item>

<item name="fastScrollThumbDrawable">@android:drawable/fastscroll_thumb_holo</item>
<item name="fastScrollPreviewBackgroundLeft">@android:drawable/fastscroll_label_left_holo_light</item>
<item name="fastScrollPreviewBackgroundRight">@android:drawable/fastscroll_label_right_holo_light</item>
<item name="fastScrollTrackDrawable">@android:drawable/fastscroll_track_holo_light</item>
<item name="fastScrollOverlayPosition">atThumb</item>

</style>

<!-- Variant of the holographic (light) theme that has a solid (opaque) action bar
     with an inverse color profile. The dark action bar sharply stands out against
     the light content. -->
<style name="Theme.Holo.Light.DarkActionBar">
    <item name="android:windowContentOverlay">@android:drawable/ab_solid_shadow_holo</item>
    <item name="android:actionBarStyle">@android:style/Widget.Holo.Light.ActionBar.Solid.Inverse</item>
    <item name=" actionBarWidgetTheme">@android:style/Theme.Holo</item>

    <item name="actionDropDownStyle">@android:style/Widget.Holo.Spinner.DropDown.ActionBar</item>
    <item name="actionButtonStyle">@android:style/Widget.Holo.ActionButton</item>
    <item name="actionOverflowButtonStyle">@android:style/Widget.Holo.ActionButton.Overflow</item>
    <item name="actionModeBackground">@android:drawable/cab_background_top_holo_dark</item>
    <item name="actionModeSplitBackground">@android:drawable/cab_background_bottom_holo_dark</item>
    <item name="actionModeCloseDrawable">@android:drawable/ic_cab_done_holo_dark</item>
    <item name="homeAsUpIndicator">@android:drawable/ic_ab_back_holo_dark</item>
    <item name="actionBarTabStyle">@style/Widget.Holo.Light.ActionBar.TabView.Inverse</item>
    <item name="actionBarTabBarStyle">@style/Widget.Holo.Light.ActionBar.TabBar.Inverse</item>
    <item name="actionBarTabTextStyle">@style/Widget.Holo.Light.ActionBar.TabText.Inverse</item>
    <item name="actionBarDivider">@android:drawable/list_divider_holo_dark</item>
    <item name="actionBarItemBackground">@android:drawable/item_background_holo_dark</item>
    <item name="actionMenuTextColor">?android:attr/textColorPrimaryInverse</item>
    <item name="actionModeStyle">@style/Widget.Holo.Light.ActionMode.Inverse</item>
    <item name="actionModeCloseButtonStyle">@style/Widget.Holo.ActionButton.CloseMode</item>
    <item name="actionModePopupWindowStyle">@android:style/Widget.Holo.PopupWindow.ActionMode</item>

    <item name="actionModeCutDrawable">@android:drawable/ic_menu_cut_holo_dark</item>
    <item name="actionModeCopyDrawable">@android:drawable/ic_menu_copy_holo_dark</item>
    <item name="actionModePasteDrawable">@android:drawable/ic_menu_paste_holo_dark</item>
    <item name="actionModeSelectAllDrawable">@android:drawable/ic_menu_selectall_holo_dark</item>
    <item name="actionModeShareDrawable">@android:drawable/ic_menu_share_holo_dark</item>
    <item name="actionModeFindDrawable">@android:drawable/ic_menu_find_holo_dark</item>
    <item name="actionModeWebSearchDrawable">@android:drawable/ic_menu_search_holo_dark</item>
</style>

<!-- Variant of the holographic (dark) theme with no action bar. -->
<style name="Theme.Holo.NoActionBar">
    <item name="android:windowActionBar">false</item>
    <item name="android:windowNoTitle">true</item>
</style>

<!-- Variant of the holographic (dark) theme that has no title bar and fills
     the entire screen -->
<style name="Theme.Holo.NoActionBar.Fullscreen">
    <item name="android:windowFullscreen">true</item>
    <item name="android:windowContentOverlay">@null</item>
</style>

<!-- Variant of the holographic (light) theme with no action bar. -->
<style name="Theme.Holo.Light.NoActionBar">
    <item name="android:windowActionBar">false</item>
    <item name="android:windowNoTitle">true</item>
</style>

<!-- Variant of the holographic (light) theme that has no title bar and fills
     the entire screen -->
<style name="Theme.Holo.Light.NoActionBar.Fullscreen">
    <item name="android:windowFullscreen">true</item>

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        <item name="android:windowContentOverlay">@null</item>
    </style>

    <!-- Dialog themes for Holo -->
    <eat-comment />

    <!-- Holo theme for dialog windows and activities, which is used by the
        {@link android.app.Dialog} class. This changes the window to be
        floating (not fill the entire screen), and puts a frame around its
        contents. You can set this theme on an activity if you would like to
        make an activity that looks like a Dialog.
        This is the default Dialog theme for applications targeting Honeycomb
        or newer. -->
    <style name="Theme.Holo.Dialog">
        <item name="android:windowFrame">@null</item>
        <item name="android:windowTitleStyle">@android:style/DialogTitle.Holo</item>
        <item name="android:windowBackground">@android:drawable/dialog_full_holo_dark</item>
        <item name="android:windowIsFloating">true</item>
        <item name="android:windowContentOverlay">@null</item>
        <item name="android:windowAnimationStyle">@android:style/Animation.Holo.Dialog</item>
        <item name="android:windowSoftInputMode">stateUnspecified|adjustPan</item>
        <item name="android:windowActionBar">false</item>
        <item name="android:windowActionModeOverlay">true</item>
        <item name="android:windowCloseOnTouchOutside">@bool/config_closeDialogWhenTouchOutside</item>

        <item name="android:colorBackgroundCacheHint">@null</item>

        <item name="android:buttonBarStyle">@android:style/Holo.ButtonBar.AlertDialog</item>
        <item name="borderlessButtonStyle">@android:style/Widget.Holo.Button.Borderless.Small</item>

        <item name="textAppearance">@android:style/TextAppearance.Holo</item>
        <item name="textAppearanceInverse">@android:style/TextAppearance.Holo.Inverse</item>

        <item name="listPreferredItemPaddingLeft">16dip</item>
        <item name="listPreferredItemPaddingRight">16dip</item>
    </style>

    <!-- Variant of Theme.Holo.Dialog that has a nice minimum width for
        a regular dialog. -->
    <style name="Theme.Holo.Dialog.MinWidth">
        <item name="android:windowMinWidthMajor">@android:dimen/dialog_min_width_major</item>
        <item name="android:windowMinWidthMinor">@android:dimen/dialog_min_width_minor</item>
    </style>

    <!-- Variant of Theme.Holo.Dialog that does not include a title bar. -->
    <style name="Theme.Holo.Dialog.NoActionBar">
        <item name="android:windowActionBar">false</item>
        <item name="android:windowNoTitle">true</item>
    </style>

    <!-- Variant of Theme.Holo.Dialog.NoActionBar that has a nice minimum width for
        a regular dialog. -->
    <style name="Theme.Holo.Dialog.NoActionBar.MinWidth">
        <item name="android:windowMinWidthMajor">@android:dimen/dialog_min_width_major</item>
        <item name="android:windowMinWidthMinor">@android:dimen/dialog_min_width_minor</item>
    </style>

    <!-- Variant of Theme.Holo.Dialog that has a fixed size. -->
    <style name="Theme.Holo.Dialog.FixedSize">
        <item name="windowFixedWidthMajor">@android:dimen/dialog_fixed_width_major</item>
        <item name="windowFixedWidthMinor">@android:dimen/dialog_fixed_width_minor</item>
        <item name="windowFixedHeightMajor">@android:dimen/dialog_fixed_height_major</item>
        <item name="windowFixedHeightMinor">@android:dimen/dialog_fixed_height_minor</item>
    </style>

    <!-- Variant of Theme.Holo.Dialog.NoActionBar that has a fixed size. -->
    <style name="Theme.Holo.Dialog.NoActionBar.FixedSize">
        <item name="windowFixedWidthMajor">@android:dimen/dialog_fixed_width_major</item>
        <item name="windowFixedWidthMinor">@android:dimen/dialog_fixed_width_minor</item>
        <item name="windowFixedHeightMajor">@android:dimen/dialog_fixed_height_major</item>
        <item name="windowFixedHeightMinor">@android:dimen/dialog_fixed_height_minor</item>
    </style>

    <!-- Variant of Theme.Holo.Dialog that does not include a frame (or background).
        The view hierarchy of the dialog is responsible for drawing all of
        its pixels. -->

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```

<style name="Theme.Holo.Dialog.NoFrame">
    <item name="windowBackground">@android:color/transparent</item>
    <item name="android:windowFrame">@null</item>
    <item name="windowContentOverlay">@null</item>
    <item name="android:windowAnimationStyle">@null</item>
    <item name="android:backgroundDimEnabled">false</item>
    <item name="android:windowIsTranslucent">true</item>
    <item name="android:windowNoTitle">true</item>
    <item name="android:windowCloseOnTouchOutside">false</item>
</style>

<!-- Holo theme for alert dialog windows, which is used by the
{@link android.app.AlertDialog} class. This is basically a dialog
but sets the background to empty so it can do two-tone backgrounds.
For applications targeting Honeycomb or newer, this is the default
AlertDialog theme. -->
<style name="Theme.Holo.Dialog.Alert">
    <item name="windowBackground">@android:color/transparent</item>
    <item name="windowTitleStyle">@android:style/DialogTitle.Holo</item>
    <item name="windowContentOverlay">@null</item>
    <item name="android:windowMinWidthMajor">@android:dimen/dialog_min_width_major</item>
    <item name="android:windowMinWidthMinor">@android:dimen/dialog_min_width_minor</item>
</style>

<!-- Theme for a window that will be displayed either full-screen on
smaller screens (small, normal) or as a dialog on larger screens
(large, xlarge). -->
<style name="Theme.Holo.DialogWhenLarge" parent="@android:style/Theme.Holo">
</style>

<!-- Theme for a window without a title bar that will be displayed either
full-screen on smaller screens (small, normal) or as a dialog on larger screens
(large, xlarge). -->
<style name="Theme.Holo.DialogWhenLarge.NoActionBar" parent="@android:style/Theme.Holo.NoActionBar">
</style>

<!-- Light holo dialog themes -->

<!-- Holo light theme for dialog windows and activities, which is used by the
{@link android.app.Dialog} class. This changes the window to be
floating (not fill the entire screen), and puts a frame around its
contents. You can set this theme on an activity if you would like to
make an activity that looks like a Dialog.
This is the default Dialog theme for applications targeting Honeycomb
or newer. -->
<style name="Theme.Holo.Light.Dialog">
    <item name="android:windowFrame">@null</item>
    <item name="android:windowTitleStyle">@android:style/DialogTitle.Holo.Light</item>
    <item name="android:windowBackground">@android:drawable/dialog_full_holo_light</item>
    <item name="android:windowIsFloating">true</item>
    <item name="android:windowContentOverlay">@null</item>
    <item name="android:windowAnimationStyle">@android:style/Animation.Holo.Dialog</item>
    <item name="android:windowSoftInputMode">stateUnspecified|adjustPan</item>
    <item name="android:windowActionBar">false</item>
    <item name="android:windowActionModeOverlay">true</item>
    <item name="android:windowCloseOnTouchOutside">@bool/config_closeDialogWhenTouchOutside</item>

    <item name="android:colorBackgroundCacheHint">@null</item>

    <item name="android:buttonBarStyle">@android:style/Holo.Light.ButtonBar.AlertDialog</item>
    <item name="borderlessButtonStyle">@android:style/Widget.Holo.Light.Button.Borderless.Small</item>

    <item name="textAppearance">@android:style/TextAppearance.Holo.Light</item>
    <item name="textAppearanceInverse">@android:style/TextAppearance.Holo.Light.Inverse</item>

    <item name="listPreferredItemPaddingLeft">16dip</item>
    <item name="listPreferredItemPaddingRight">16dip</item>
</style>

<!-- Variant of Theme.Holo.Light.Dialog that has a nice minimum width for
a regular dialog. -->
<style name="Theme.Holo.Light.Dialog.MinWidth">
    <item name="android:windowMinWidthMajor">@android:dimen/dialog_min_width_major</item>
    <item name="android:windowMinWidthMinor">@android:dimen/dialog_min_width_minor</item>
</style>

```

```

<!-- Variant of Theme.Holo.Light.Dialog that does not include a title bar. -->
<style name="Theme.Holo.Light.Dialog.NoActionBar">
    <item name="android:windowActionBar">false</item>
    <item name="android:windowNoTitle">true</item>
</style>

<!-- Variant of Theme.Holo.Light.Dialog.NoActionBar that has a nice minimum width for
     a regular dialog. -->
<style name="Theme.Holo.Light.Dialog.NoActionBar.MinWidth">
    <item name="android:windowMinWidthMajor">@android:dimen/dialog_min_width_major</item>
    <item name="android:windowMinWidthMinor">@android:dimen/dialog_min_width_minor</item>
</style>

<!-- Variant of Theme.Holo.Light.Dialog that has a fixed size. -->
<style name="Theme.Holo.Light.Dialog.FixedSize">
    <item name="windowFixedWidthMajor">@android:dimen/dialog_fixed_width_major</item>
    <item name="windowFixedWidthMinor">@android:dimen/dialog_fixed_width_minor</item>
    <item name="windowFixedHeightMajor">@android:dimen/dialog_fixed_height_major</item>
    <item name="windowFixedHeightMinor">@android:dimen/dialog_fixed_height_minor</item>
</style>

<!-- Variant of Theme.Holo.Light.Dialog.NoActionBar that has a fixed size. -->
<style name="Theme.Holo.Light.Dialog.NoActionBar.FixedSize">
    <item name="windowFixedWidthMajor">@android:dimen/dialog_fixed_width_major</item>
    <item name="windowFixedWidthMinor">@android:dimen/dialog_fixed_width_minor</item>
    <item name="windowFixedHeightMajor">@android:dimen/dialog_fixed_height_major</item>
    <item name="windowFixedHeightMinor">@android:dimen/dialog_fixed_height_minor</item>
</style>

<!-- Theme for a window that will be displayed either full-screen on
     smaller screens (small, normal) or as a dialog on larger screens
     (large, xlarge). -->
<style name="Theme.Holo.Light.DialogWhenLarge" parent="@android:style/Theme.Holo.Light">
</style>

<!-- Theme for a window without an action bar that will be displayed either full-screen
     on smaller screens (small, normal) or as a dialog on larger screens
     (large, xlarge). -->
<style name="Theme.Holo.Light.DialogWhenLarge.NoActionBar"
      parent="@android:style/Theme.Holo.Light.NoActionBar">
</style>

<!-- Holo light theme for alert dialog windows, which is used by the
     {@link android.app.AlertDialog} class. This is basically a dialog
     but sets the background to empty so it can do two-tone backgrounds.
     For applications targeting Honeycomb or newer, this is the default
     AlertDialog theme. -->
<style name="Theme.Holo.Light.Dialog.Alert">
    <item name="windowBackground">@android:color/transparent</item>
    <item name="windowTextStyle">@android:style/DialogWindowTitle.Holo.Light</item>
    <item name="windowContentOverlay">@null</item>
    <item name="android:windowMinWidthMajor">@android:dimen/dialog_min_width_major</item>
    <item name="android:windowMinWidthMinor">@android:dimen/dialog_min_width_minor</item>
</style>

<!-- Default holographic (dark) for windows that want to have the user's selected
     wallpaper appear behind them. -->
<style name="Theme.Holo.Wallpaper">
    <item name="android:windowBackground">@android:color/transparent</item>
    <item name="android:colorBackgroundCacheHint">@null</item>
    <item name="android:windowShowWallpaper">true</item>
</style>

<!--Default holographic (dark) for windows that want to have the user's selected
     wallpaper appear behind them and without an action bar. -->
<style name="Theme.Holo.Wallpaper.NoTitleBar">
    <item name="android:windowNoTitle">true</item>
</style>
</resources>

```

Appendix E: Android Platform styles.xml File

For your reference, I've placed the Android Platform Styles (styles.xml) file below:

```
<?xml version="1.0" encoding="utf-8"?>
<!-- Copyright (C) 2006 The Android Open Source Project

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distributed under the License is distributed on an "AS IS" BASIS,
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limitations under the License.

-->

<!--
=====
      PLEASE READ
=====

The Holo themes must not be modified in order to pass CTS.
Many related themes and styles depend on other values defined in this file.
If you would like to provide custom themes and styles for your device,
please see styles_device_defaults.xml.

=====
      PLEASE READ
=====

-->
<resources>
    <!-- Global Theme Styles -->
    <eat-comment />

    <style name="WindowTitleBackground">
        <item name="android:background">@android:drawable/title_bar</item>
    </style>

    <style name="WindowTitle">
        <item name="android:singleLine">true</item>
        <item name="android:textAppearance">@style/TextAppearance.WindowTitle</item>
        <item name="android:shadowColor">#B000000</item>
        <item name="android:shadowRadius">2.75</item>
    </style>

    <style name="DialogWindowTitle">
        <item name="android:maxLines">1</item>
        <item name="android:scrollHorizontally">true</item>
        <item name="android:textAppearance">@style/TextAppearance.DialogWindowTitle</item>
    </style>

    <style name="AlertDialog">
        <item name="fullDark">@android:drawable/popup_full_dark</item>
        <item name="topDark">@android:drawable/popup_top_dark</item>
        <item name="centerDark">@android:drawable/popup_center_dark</item>
        <item name="bottomDark">@android:drawable/popup_bottom_dark</item>
        <item name="fullBright">@android:drawable/popup_full_bright</item>
        <item name="topBright">@android:drawable/popup_top_bright</item>
        <item name="centerBright">@android:drawable/popup_center_bright</item>
        <item name="bottomBright">@android:drawable/popup_bottom_bright</item>
        <item name="bottomMedium">@android:drawable/popup_bottom_medium</item>
        <item name="centerMedium">@android:drawable/popup_center_medium</item>
        <item name="progressLayout">@android:layout/progress_dialog</item>
        <item name="horizontalProgressLayout">@android:layout/alert_dialog_progress</item>
    </style>

    <style name="Widget.PreferenceFrameLayout">
        <item name="android:borderTop">0dip</item>
        <item name="android:borderBottom">0dip</item>
        <item name="android:borderLeft">0dip</item>
    </style>
```

```

        <item name="android:borderRight">0dip</item>
    </style>

    <!-- Base style for animations. This style specifies no animations. -->
    <style name="Animation" />

    <!-- Standard animations for a full-screen window or activity. -->
    <style name="Animation.Activity">
        <item name="activityOpenEnterAnimation">@anim/activity_open_enter</item>
        <item name="activityOpenExitAnimation">@anim/activity_open_exit</item>
        <item name="activityCloseEnterAnimation">@anim/activity_close_enter</item>
        <item name="activityCloseExitAnimation">@anim/activity_close_exit</item>
        <item name="taskOpenEnterAnimation">@anim/task_open_enter</item>
        <item name="taskOpenExitAnimation">@anim/task_open_exit</item>
        <item name="taskCloseEnterAnimation">@anim/task_close_enter</item>
        <item name="taskCloseExitAnimation">@anim/task_close_exit</item>
        <item name="taskToFrontEnterAnimation">@anim/task_open_enter</item>
        <item name="taskToFrontExitAnimation">@anim/task_open_exit</item>
        <item name="taskToBackEnterAnimation">@anim/task_close_enter</item>
        <item name="taskToBackExitAnimation">@anim/task_close_exit</item>
        <item name="wallpaperOpenEnterAnimation">@anim/wallpaper_open_enter</item>
        <item name="wallpaperOpenExitAnimation">@anim/wallpaper_open_exit</item>
        <item name="wallpaperCloseEnterAnimation">@anim/wallpaper_close_enter</item>
        <item name="wallpaperCloseExitAnimation">@anim/wallpaper_close_exit</item>
        <item name="wallpaperIntraOpenEnterAnimation">@anim/wallpaper_intra_open_enter</item>
        <item name="wallpaperIntraOpenExitAnimation">@anim/wallpaper_intra_open_exit</item>
        <item name="wallpaperIntraCloseEnterAnimation">@anim/wallpaper_intra_close_enter</item>
        <item name="wallpaperIntraCloseExitAnimation">@anim/wallpaper_intra_close_exit</item>
        <item name="fragmentOpenEnterAnimation">@ animator/fragment_open_enter</item>
        <item name="fragmentOpenExitAnimation">@ animator/fragment_open_exit</item>
        <item name="fragmentCloseEnterAnimation">@ animator/fragment_close_enter</item>
        <item name="fragmentCloseExitAnimation">@ animator/fragment_close_exit</item>
        <item name="fragmentFadeEnterAnimation">@ animator/fragment_fade_enter</item>
        <item name="fragmentFadeExitAnimation">@ animator/fragment_fade_exit</item>
    </style>

    <!-- Standard animations for a non-full-screen window or activity. -->
    <style name="Animation.Dialog">
        <item name="windowEnterAnimation">@anim/dialog_enter</item>
        <item name="windowExitAnimation">@anim/dialog_exit</item>
    </style>

    <!-- Standard animations for a translucent window or activity. This
        style is <em>not</em> used by default for the translucent theme
        (since translucent activities are a special case that have no
        clear UI paradigm), but you can make your own specialized theme
        with this animation style if you would like to have the standard
        platform transition animation. -->
    <style name="Animation.Translucent">
        <item name="windowEnterAnimation">@anim/translucent_enter</item>
        <item name="windowExitAnimation">@anim/translucent_exit</item>
    </style>

    <!-- Standard animations for a non-full-screen window or activity. -->
    <style name="Animation.LockScreen">
        <item name="windowEnterAnimation">@anim/lock_screen_enter</item>
        <item name="windowExitAnimation">@anim/lock_screen_exit</item>
    </style>

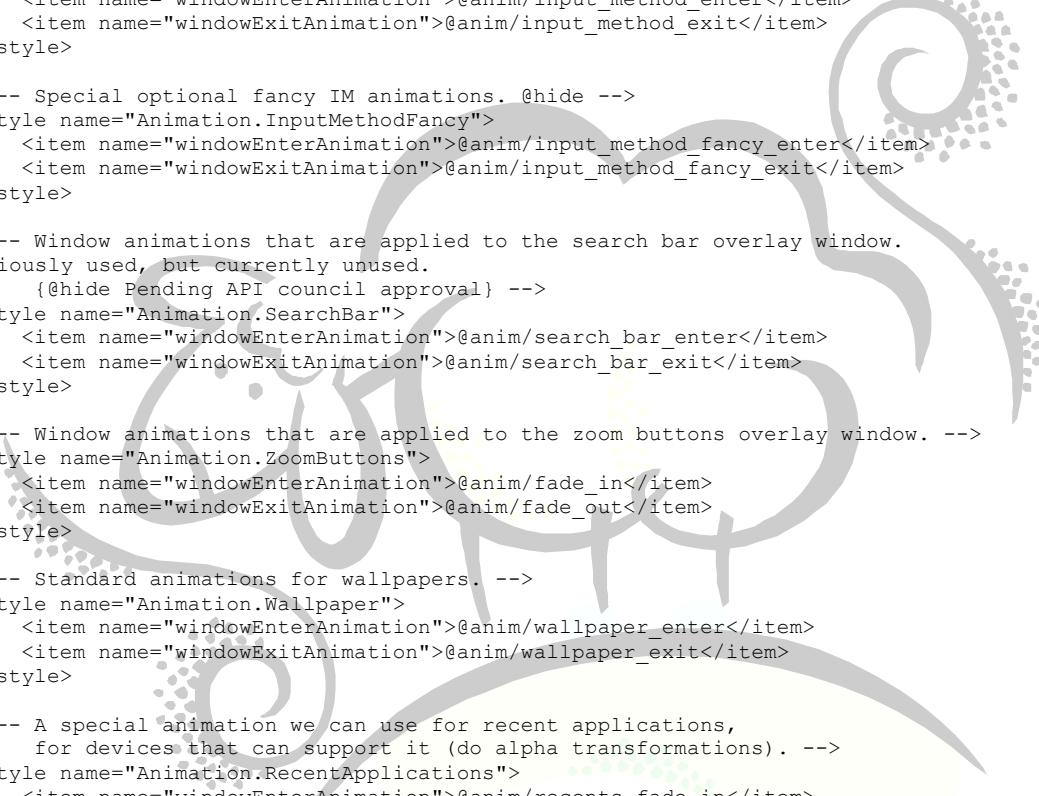
    <style name="Animation.OptionsPanel">
        <item name="windowEnterAnimation">@anim/options_panel_enter</item>
        <item name="windowExitAnimation">@anim/options_panel_exit</item>
    </style>

    <style name="Animation.SubMenuPanel">
        <item name="windowEnterAnimation">@anim_submenu_enter</item>
        <item name="windowExitAnimation">@anim_submenu_exit</item>
    </style>

    <style name="Animation.TypingFilter">
        <item name="windowEnterAnimation">@anim/grow_fade_in_center</item>
        <item name="windowExitAnimation">@anim/shrink_fade_out_center</item>
    </style>

    <style name="Animation.TypingFilterRestore">
        <item name="windowEnterAnimation">@null</item>

```



```
<item name="windowExitAnimation">@anim/shrink_fade_out_center</item>
</style>

<style name="Animation.Toast">
    <item name="windowEnterAnimation">@anim/toast_enter</item>
    <item name="windowExitAnimation">@anim/toast_exit</item>
</style>

<style name="Animation.DropDownDown">
    <item name="windowEnterAnimation">@anim/grow_fade_in</item>
    <item name="windowExitAnimation">@anim/shrink_fade_out</item>
</style>

<style name="Animation.DropDownUp">
    <item name="windowEnterAnimation">@anim/grow_fade_in_from_bottom</item>
    <item name="windowExitAnimation">@anim/shrink_fade_out_from_bottom</item>
</style>

<!-- Window animations that are applied to input method overlay windows. -->
<style name="Animation.InputMethod">
    <item name="windowEnterAnimation">@anim/input_method_enter</item>
    <item name="windowExitAnimation">@anim/input_method_exit</item>
</style>

<!-- Special optional fancy IM animations. @hide -->
<style name="Animation.InputMethodFancy">
    <item name="windowEnterAnimation">@anim/input_method_fancy_enter</item>
    <item name="windowExitAnimation">@anim/input_method_fancy_exit</item>
</style>

<!-- Window animations that are applied to the search bar overlay window.
Previously used, but currently unused.
{@hide Pending API council approval} -->
<style name="Animation.SearchBar">
    <item name="windowEnterAnimation">@anim/search_bar_enter</item>
    <item name="windowExitAnimation">@anim/search_bar_exit</item>
</style>

<!-- Window animations that are applied to the zoom buttons overlay window. -->
<style name="Animation.ZoomButtons">
    <item name="windowEnterAnimation">@anim/fade_in</item>
    <item name="windowExitAnimation">@anim/fade_out</item>
</style>

<!-- Standard animations for wallpapers. -->
<style name="Animation.Wallpaper">
    <item name="windowEnterAnimation">@anim/wallpaper_enter</item>
    <item name="windowExitAnimation">@anim/wallpaper_exit</item>
</style>

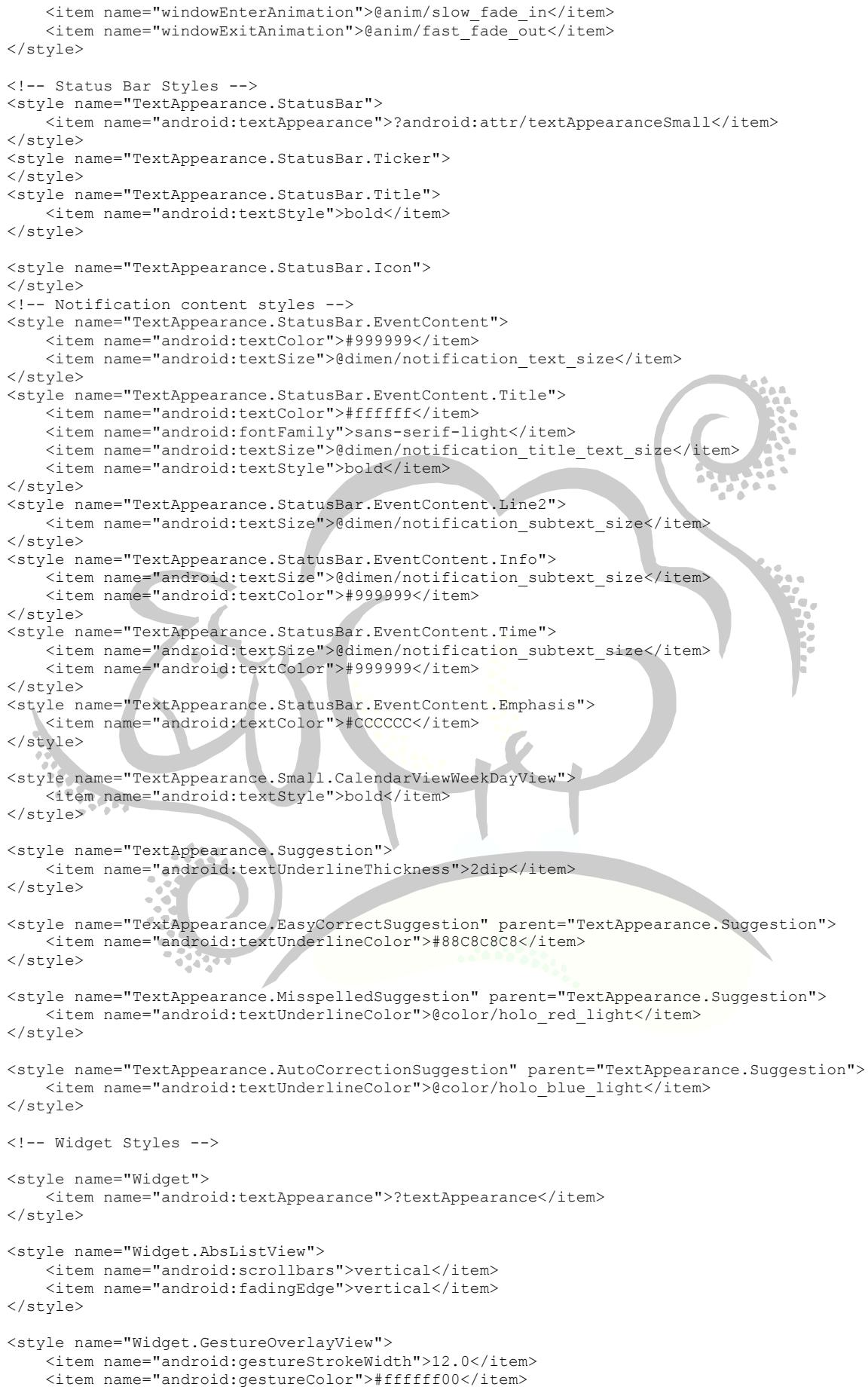
<!-- A special animation we can use for recent applications,
for devices that can support it (do alpha transformations). -->
<style name="Animation.RecentApplications">
    <item name="windowEnterAnimation">@anim/recents_fade_in</item>
    <item name="windowShowAnimation">@anim/recents_fade_in</item>
    <item name="windowExitAnimation">@anim/recents_fade_out</item>
    <item name="windowHideAnimation">@anim/recents_fade_out</item>
</style>

<!-- A special animation value used internally for popup windows. -->
<style name="Animation.PopupWindow" />

<!-- Window animations used for action mode UI in overlay mode. -->
<style name="Animation.PopupWindow.ActionMode">
    <item name="windowEnterAnimation">@anim/fade_in</item>
    <item name="windowExitAnimation">@anim/fade_out</item>
</style>

<!-- Window animations used for volume panel. -->
<style name="Animation.VolumePanel">
    <item name="windowEnterAnimation">@null</item>
    <item name="windowExitAnimation">@anim/fade_out</item>
</style>

<!-- Window animations for screen savers. {@hide} -->
<style name="Animation.Dream">
```



```
<item name="windowEnterAnimation">@anim/slow_fade_in</item>
<item name="windowExitAnimation">@anim/fast_fade_out</item>
</style>

<!-- Status Bar Styles -->
<style name="TextAppearance.StatusBar">
    <item name="android:textAppearance">?android:attr/textAppearanceSmall</item>
</style>
<style name="TextAppearance.StatusBar.Ticker">
</style>
<style name="TextAppearance.StatusBar.Title">
    <item name="android:textStyle">bold</item>
</style>

<style name="TextAppearance.StatusBar.Icon">
</style>
<!-- Notification content styles -->
<style name="TextAppearance.StatusBar.EventContent">
    <item name="android:textColor">#999999</item>
    <item name="android:textSize">@dimen/notification_text_size</item>
</style>
<style name="TextAppearance.StatusBar.EventContent.Title">
    <item name="android:textColor">#ffffffff</item>
    <item name="android:fontFamily">sans-serif-light</item>
    <item name="android:textSize">@dimen/notification_title_text_size</item>
    <item name="android:textStyle">bold</item>
</style>
<style name="TextAppearance.StatusBar.EventContent.Line2">
    <item name="android:textSize">@dimen/notification_subtext_size</item>
</style>
<style name="TextAppearance.StatusBar.EventContent.Info">
    <item name="android:textSize">@dimen/notification_subtext_size</item>
    <item name="android:textColor">#999999</item>
</style>
<style name="TextAppearance.StatusBar.EventContent.Time">
    <item name="android:textSize">@dimen/notification_subtext_size</item>
    <item name="android:textColor">#999999</item>
</style>
<style name="TextAppearance.StatusBar.EventContent.Emphasis">
    <item name="android:textColor">#CCCCCC</item>
</style>

<style name="TextAppearance.Small.CalendarViewWeekDayView">
    <item name="android:textStyle">bold</item>
</style>

<style name="TextAppearance.Suggestion">
    <item name="android:textUnderlineThickness">2dip</item>
</style>

<style name="TextAppearance.EasyCorrectSuggestion" parent="TextAppearance.Suggestion">
    <item name="android:textUnderlineColor">#88C8C8C8</item>
</style>

<style name="TextAppearance.MisspelledSuggestion" parent="TextAppearance.Suggestion">
    <item name="android:textUnderlineColor">@color/holo_red_light</item>
</style>

<style name="TextAppearance.AutoCorrectionSuggestion" parent="TextAppearance.Suggestion">
    <item name="android:textUnderlineColor">@color/holo_blue_light</item>
</style>

<!-- Widget Styles -->

<style name="Widget">
    <item name="android:textAppearance">?textAppearance</item>
</style>

<style name="Widget.AbsListView">
    <item name="android:scrollbars">vertical</item>
    <item name="android:fadingEdge">vertical</item>
</style>

<style name="Widget.GestureOverlayView">
    <item name="android:gestureStrokeWidth">12.0</item>
    <item name="android:gestureColor">#ffffffff00</item>

```

```
<item name="android:uncertainGestureColor">#48ffff00</item>
<item name="android:fadeOffset">420</item>
<item name="android:fadeDuration">150</item>
<item name="android:gestureStrokeLengthThreshold">50.0</item>
<item name="android:gestureStrokeSquarenessThreshold">0.275</item>
<item name="android:gestureStrokeAngleThreshold">40.0</item>
<item name="android:eventsInterceptionEnabled">true</item>
</style>

<style name="Widget.GestureOverlayView.White">
    <item name="android:gestureColor">#ff00ff00</item>
    <item name="android:uncertainGestureColor">#4800ff00</item>
</style>

<style name="Widget.Button">
    <item name="android:background">@android:drawable/btn_default</item>
    <item name="android:focusable">true</item>
    <item name="android:clickable">true</item>
    <item name="android:textAppearance">?android:attr/textAppearanceSmallInverse</item>
    <item name="android:textColor">@android:color/primary_text_light</item>
    <item name="android:gravity">center_vertical|center_horizontal</item>
</style>

<style name="Widget.Button.Small">
    <item name="android:background">@android:drawable/btn_default_small</item>
</style>

<style name="Widget.Button.Inset">
    <item name="android:background">@android:drawable/button_inset</item>
</style>

<style name="Widget.Button.Transparent">
    <item name="android:background">@android:drawable/btn_default_transparent</item>
    <item name="android:textAppearance">?android:attr/textAppearanceSmall</item>
    <item name="android:textColor">@android:color/white</item>
</style>

<style name="Widget.CompoundButton">
    <item name="android:focusable">true</item>
    <item name="android:clickable">true</item>
    <item name="android:textAppearance">?android:attr/textAppearance</item>
    <item name="android:textColor">?android:attr/textColorPrimaryDisableOnly</item>
    <item name="android:gravity">center_vertical|left</item>
</style>

<style name="Widget.CompoundButton.CheckBox">
    <item name="android:background">@android:drawable/btn_check_label_background</item>
    <item name="android:button">?android:attr/listChoiceIndicatorMultiple</item>
</style>

<style name="Widget.CompoundButton.RadioButton">
    <item name="android:background">@android:drawable/btn_radio_label_background</item>
    <item name="android:button">?android:attr/listChoiceIndicatorSingle</item>
</style>

<style name="Widget.CompoundButton.Star">
    <item name="android:background">@android:drawable/btn_star_label_background</item>
    <item name="android:button">@android:drawable/btn_star</item>
</style>

<style name="Widget.Button.Toggle">
    <item name="android:background">@android:drawable/btn_toggle_bg</item>
    <item name="android:textOn">@android:string/capital_on</item>
    <item name="android:textOff">@android:string/capital_off</item>
    <item name="android:disabledAlpha">?android:attr/disabledAlpha</item>
</style>

<style name="Widget.ProgressBar">
    <item name="android:indeterminateOnly">true</item>
    <item name="android:indeterminateDrawable">@android:drawable/progress_medium_white</item>
    <item name="android:indeterminateBehavior">repeat</item>
    <item name="android:indeterminateDuration">3500</item>
    <item name="android:minWidth">48dip</item>
    <item name="android:maxWidth">48dip</item>
    <item name="android:minHeight">48dip</item>
    <item name="android:maxHeight">48dip</item>

```

```
</style>

<style name="Widget.ProgressBar.Large">
    <item name="android:indeterminateDrawable">@android:drawable/progress_large_white</item>
    <item name="android:minWidth">76dip</item>
    <item name="android:maxWidth">76dip</item>
    <item name="android:minHeight">76dip</item>
    <item name="android:maxHeight">76dip</item>
</style>

<style name="Widget.ProgressBar.Small">
    <item name="android:indeterminateDrawable">@android:drawable/progress_small_white</item>
    <item name="android:minWidth">16dip</item>
    <item name="android:maxWidth">16dip</item>
    <item name="android:minHeight">16dip</item>
    <item name="android:maxHeight">16dip</item>
</style>

<style name="Widget.ProgressBar.Inverse">
    <item name="android:indeterminateDrawable">@android:drawable/progress_medium</item>
</style>

<style name="Widget.ProgressBar.Large.Inverse">
    <item name="android:indeterminateDrawable">@android:drawable/progress_large</item>
</style>

<style name="Widget.ProgressBar.Small.Inverse">
    <item name="android:indeterminateDrawable">@android:drawable/progress_small</item>
</style>

<style name="Widget.ProgressBar.Small.Title">
    <item name="android:indeterminateDrawable">@android:drawable/progress_small_titlebar</item>
</style>

<style name="Widget.ProgressBar.Horizontal">
    <item name="android:indeterminateOnly">false</item>
    <item name="android:progressDrawable">@android:drawable/progress_horizontal</item>
    <item name="android:indeterminateDrawable">@android:drawable/progress_ineterminate_horizontal</item>
    <item name="android:minHeight">20dip</item>
    <item name="android:maxHeight">20dip</item>
</style>

<style name="Widget.SeekBar">
    <item name="android:indeterminateOnly">false</item>
    <item name="android:progressDrawable">@android:drawable/progress_horizontal</item>
    <item name="android:indeterminateDrawable">@android:drawable/progress_horizontal</item>
    <item name="android:minHeight">20dip</item>
    <item name="android:maxHeight">20dip</item>
    <item name="android:thumb">@android:drawable/seek_thumb</item>
    <item name="android:thumbOffset">8dip</item>
    <item name="android:focused">true</item>
</style>

<style name="Widget.RatingBar">
    <item name="android:indeterminateOnly">false</item>
    <item name="android:progressDrawable">@android:drawable/ratingbar_full</item>
    <item name="android:indeterminateDrawable">@android:drawable/ratingbar_full</item>
    <item name="android:minHeight">57dip</item>
    <item name="android:maxHeight">57dip</item>
    <item name="android:thumb">@null</item>
</style>

<style name="Widget.RatingBar.Indicator">
    <item name="android:indeterminateOnly">false</item>
    <item name="android:progressDrawable">@android:drawable/ratingbar</item>
    <item name="android:indeterminateDrawable">@android:drawable/ratingbar</item>
    <item name="android:minHeight">38dip</item>
    <item name="android:maxHeight">38dip</item>
    <item name="android:thumb">@null</item>
    <item name="android:isIndicator">true</item>
</style>

<style name="Widget.RatingBar.Small">
    <item name="android:indeterminateOnly">false</item>
    <item name="android:progressDrawable">@android:drawable/ratingbar_small</item>
    <item name="android:indeterminateDrawable">@android:drawable/ratingbar_small</item>
</style>
```

```
<item name="android:minHeight">14dip</item>
<item name="android:maxHeight">14dip</item>
<item name="android:thumb">@null</item>
<item name="android:isIndicator">true</item>
</style>

<style name="Widget.TextView">
    <item name="android:textAppearance">?android:attr/textAppearanceSmall</item>
    <item name="android:textSelectHandleLeft">?android:attr/textSelectHandleLeft</item>
    <item name="android:textSelectHandleRight">?android:attr/textSelectHandleRight</item>
    <item name="android:textSelectHandle">?android:attr/textSelectHandle</item>
    <item name="android:textEditPasteWindowLayout">?android:attr/textEditPasteWindowLayout</item>
    <item name="android:textEditNoPasteWindowLayout">?android:attr/textEditNoPasteWindowLayout</item>
    <item name="android:textEditSidePasteWindowLayout">?android:attr/textEditSidePasteWindowLayout</item>
    <item name="android:textEditSideNoPasteWindowLayout">?android:attr/textEditSideNoPasteWindowLayout</item>
    <item name="android:textEditSuggestionItemLayout">?android:attr/textEditSuggestionItemLayout</item>
    <item name="android:textCursorDrawable">?android:attr/textCursorDrawable</item>
</style>

<style name="Widget.TextView.ListSeparator">
    <item name="android:background">@android:drawable/dark_header_dither</item>
    <item name="android:layout_width">match_parent</item>
    <item name="android:layout_height">wrap_content</item>
    <item name="android:textStyle">bold</item>
    <item name="android:textColor">?textColorSecondary</item>
    <item name="android:textSize">14sp</item>
    <item name="android:gravity">center_vertical</item>
    <item name="android:paddingLeft">8dip</item>
</style>

<style name="Widget.TextView.ListSeparator.White">
    <item name="android:textColor">?textColorPrimaryInverse</item>
    <item name="android:background">@android:drawable/light_header_dither</item>
</style>

<style name="Widget.EditText">
    <item name="android:focused">true</item>
    <item name="android:focusedInTouchMode">true</item>
    <item name="android:clickable">true</item>
    <item name="android:background">?android:attr/editTextBackground</item>
    <item name="android:textAppearance">?android:attr/textAppearanceMediumInverse</item>
    <item name="android:textColor">?android:editTextColor</item>
    <item name="android:gravity">center_vertical</item>
</style>

<style name="Widget.ExpandableListView" parent="Widget.ListView">
    <item name="android:groupIndicator">@android:drawable/expander_group</item>
    <item name="android:indicatorLeft">?android:attr/expandableListPreferredItemIndicatorLeft</item>
    <item name="android:indicatorRight">?android:attr/expandableListPreferredItemIndicatorRight</item>
    <item name="android:childDivider">@android:drawable/divider_horizontal_dark_opaque</item>
</style>

<style name="Widget.ExpandableListView.White">
    <item name="android:childDivider">@android:drawable/divider_horizontal_bright_opaque</item>
</style>

<style name="Widget.ImageWell">
    <item name="android:background">@android:drawable/panel_picture_frame_background</item>
</style>

<style name="Widget.ImageButton">
    <item name="android:focused">true</item>
    <item name="android:clickable">true</item>
    <item name="android:scaleType">center</item>
    <item name="android:background">@android:drawable/btn_default</item>
</style>

<style name="Widget.CalendarView">
    <item name="android:showWeekNumber">true</item>
    <item name="android:firstDayOfWeek">1</item>
    <item name="android:minDate">01/01/1900</item>
    <item name="android:maxDate">12/31/2100</item>
    <item name="android:showWeekCount">6</item>
    <item name="android:selectedWeekBackgroundColor">#330099FF</item>
    <item name="android:focusedMonthDateColor">#FFFFFFFF</item>

```

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<item name="android:unfocusedMonthTextColor">#66FFFFFF</item>
<item name="android:weekNumberColor">#33FFFFFF</item>
<item name="android:weekSeparatorLineColor">#19FFFFFF</item>
<item name="android:selectedDateVerticalBar">@android:drawable/day_picker_week_view_dayline_holo</item>
<item
name="android:weekDayTextAppearance">@android:style/TextAppearance.Small.CalendarViewWeekDayView</item>
    <item name="android:dateTextAppearance">?android:attr/textAppearanceSmall</item>
</style>

<style name="Widget.NumberPicker">
    <item name="android:internalLayout">@android:layout/number_picker</item>
    <item name="android:orientation">vertical</item>
    <item name="android:fadingEdge">vertical</item>
    <item name="android:fadingEdgeLength">50dip</item>
</style>

<style name="Widget.TimePicker">
    <item name="android:internalLayout">@android:layout/time_picker</item>
</style>

<style name="Widget.DatePicker">
    <item name="android:internalLayout">@android:layout/date_picker</item>
    <item name="android:calendarViewShown">false</item>
</style>

<style name="Widget.AutoCompleteTextView" parent="Widget.EditText">
    <item name="android:completionHintView">@android:layout/simple_dropdown_hint</item>
    <item name="android:completionThreshold">2</item>
    <item name="android:dropDownSelector">@android:drawable/list_selector_background</item>
    <item name="android:popupBackground">@android:drawable/spinner_dropdown_background</item>
    <item name="android:dropDownVerticalOffset">-6dip</item>
    <item name="android:dropDownHorizontalOffset">0dip</item>
    <item name="android:dropDownWidth">wrap_content</item>
</style>

<style name="Widget.Spinner">
    <item name="android:background">@android:drawable/btn_dropdown</item>
    <item name="android:clickable">true</item>
    <item name="android:spinnerMode">dialog</item>

    <item name="android:dropDownSelector">@android:drawable/list_selector_background</item>
    <item name="android:popupBackground">@android:drawable/spinner_dropdown_background</item>
    <item name="android:dropDownVerticalOffset">-10dip</item>
    <item name="android:dropDownHorizontalOffset">0dip</item>
    <item name="android:dropDownWidth">wrap_content</item>
    <item name="android:popupPromptView">@android:layout/simple_dropdown_hint</item>
    <item name="android:gravity">center</item>
</style>

<style name="Widget.Spinner.DropDown">
    <item name="android:spinnerMode">dropdown</item>
</style>

<style name="Widget.TextView.PopupMenu">
    <item name="android:clickable">true</item>
    <item name="android:textAppearance">@style/TextAppearance.Widget.TextView.PopupMenu</item>
</style>

<style name="Widget.TextView.SpinnerItem">
    <item name="android:textAppearance">@style/TextAppearance.Widget.TextView.SpinnerItem</item>
</style>

<style name="Widget.DropDownItem">
    <item name="android:textAppearance">@style/TextAppearance.Widget.DropDownItem</item>
    <item name="android:paddingLeft">@dimen/dropdownitem_text_padding_left</item>
    <item name="android:paddingRight">@dimen/dropdownitem_text_padding_right</item>
    <item name="android:gravity">center_vertical</item>
</style>

<style name="Widget.DropDownItem.Spinner">
    <item name="android:checkMark">?android:attr/listChoiceIndicatorSingle</item>
</style>

<style name="Widget.ScrollView">
    <item name="android:scrollbars">vertical</item>
    <item name="android:fadingEdge">vertical</item>

```

```
</style>

<style name="Widget.HorizontalScrollView">
    <item name="android:scrollbars">horizontal</item>
    <item name="android:fadingEdge">horizontal</item>
</style>

<style name="Widget.ListView" parent="Widget.AbsListView">
    <item name="android:listSelector">@android:drawable/list_selector_background</item>
    <item name="android:cacheColorHint">?android:attr/colorBackgroundCacheHint</item>
    <item name="android:divider">@android:drawable/divider_horizontal_dark_opaque</item>
</style>

<style name="Widget.ListView.White" parent="Widget.AbsListView">
    <item name="android:listSelector">@android:drawable/list_selector_background</item>
    <item name="android:cacheColorHint">?android:attr/colorBackgroundCacheHint</item>
    <item name="android:divider">@android:drawable/divider_horizontal_bright_opaque</item>
</style>

<style name="Widget.ListView.DropDown">
    <item name="android:cacheColorHint">@null</item>
    <item name="android:divider">@android:drawable/divider_horizontal_bright_opaque</item>
</style>

<style name="Widget.ListView.Menu" parent="Widget.Holo.ListView">
    <item name="android:cacheColorHint">@null</item>
    <item name="android:scrollbars">vertical</item>
    <item name="android:fadingEdge">none</item>
    <!-- Light background for the list in menus, so the divider for bright themes -->
    <item name="android:divider">@android:drawable/divider_horizontal_dark</item>
</style>

<style name="Widget.GridView" parent="Widget.AbsListView">
    <item name="android:listSelector">@android:drawable/grid_selector_background</item>
</style>

<style name="Widget.WebView">
    <item name="android:focusable">true</item>
    <item name="android:focusableInTouchMode">true</item>
    <item name="android:scrollbars">horizontal|vertical</item>
</style>

<style name="Widget.WebTextView">
    <item name="android:focusable">true</item>
    <item name="android:focusableInTouchMode">true</item>
    <item name="android:clickable">true</item>
    <item name="android:completionHintView">@android:layout/simple_dropdown_item_1line</item>
    <item name="android:textAppearance">?android:attr/textAppearanceLargeInverse</item>
    <item name="android:completionThreshold">2</item>
    <item name="android:dropDownSelector">@android:drawable/list_selector_background</item>
    <item name="android:popupBackground">@android:drawable/spinner_dropdown_background</item>
    <item name="textCursorDrawable">@android:drawable/text_cursor_holo_light</item>
</style>

<style name="Widget.TabWidget">
    <item name="android:textAppearance">@style/TextAppearance.Widget.TabWidget</item>
    <item name="ellipsize">marquee</item>
    <item name="singleLine">true</item>
    <item name="android:tabStripLeft">@android:drawable/tab_bottom_left</item>
    <item name="android:tabStripRight">@android:drawable/tab_bottom_right</item>
    <item name="android:tabStripEnabled">true</item>
    <item name="android:divider">@null</item>
    <item name="android:gravity">fill_horizontal|center_vertical</item>
    <item name="android:tabLayout">@android:layout/tab_indicator</item>
</style>

<style name="Widget.Gallery">
    <item name="android:fadingEdge">none</item>
    <item name="android:gravity">center_vertical</item>
    <item name="android:spacing">-20dip</item>
    <item name="android:unselectedAlpha">0.85</item>
</style>

<style name="Widget.PopupWindow">
    <item name="android:popupBackground">@android:drawable/editbox_dropdown_background_dark</item>
    <item name="android:popupAnimationStyle">@android:style/Animation.PopupWindow</item>

```

```
</style>

<!-- Default style for {@link android.app.FragmentBreadcrumbs} view. -->
<style name="Widget.FragmentBreadcrumbs">
    <item name="android:padding">4dp</item>
    <item name="android:animateLayoutChanges">true</item>
</style>

<style name="Widget.KeyboardView" parent="android:Widget">
    <item name="android:background">@android:drawable/keyboard_background</item>
    <item name="android:keyBackground">@android:drawable/btn_keyboard_key</item>
    <item name="android:keyTextSize">22sp</item>
    <item name="android:keyTextColor">#FFFFFF</item>
    <item name="android:keyPreviewLayout">@android:layout/keyboard_key_preview</item>
    <item name="android:keyPreviewOffset">-12dip</item>
    <item name="android:keyPreviewHeight">80dip</item>
    <item name="android:labelTextSize">14sp</item>
    <item name="android:popupLayout">@android:layout/keyboard_popup_keyboard</item>
    <item name="android:verticalCorrection">-10dip</item>
    <item name="android:shadowColor">#BB000000</item>
    <item name="android:shadowRadius">2.75</item>
</style>

<style name="Widget.GenericQuickContactBadge">
    <item name="android:background">@null</item>
    <item name="android:clickable">true</item>
    <item name="android:scaleType">fitCenter</item>
    <item name="android:src">@android:drawable/ic_contact_picture</item>
</style>

<style name="Widget.QuickContactBadge" parent="Widget.GenericQuickContactBadge">
    <item name="android:layout_width">64dip</item>
    <item name="android:layout_height">64dip</item>
</style>

<style name="Widget.QuickContactBadgeSmall" parent="Widget.GenericQuickContactBadge">
    <item name="android:layout_width">40dip</item>
    <item name="android:layout_height">40dip</item>
</style>

<style name="Widget.QuickContactBadge.WindowSmall">
    <item name="android:quickContactWindowSize">modeSmall</item>
</style>

<style name="Widget.QuickContactBadge.WindowMedium">
    <item name="android:quickContactWindowSize">modeMedium</item>
</style>

<style name="Widget.QuickContactBadge.WindowLarge">
    <item name="android:quickContactWindowSize">modeLarge</item>
</style>

<style name="Widget.QuickContactBadgeSmall.WindowSmall">
    <item name="android:quickContactWindowSize">modeSmall</item>
</style>

<style name="Widget.QuickContactBadgeSmall.WindowMedium">
    <item name="android:quickContactWindowSize">modeMedium</item>
</style>

<style name="Widget.QuickContactBadgeSmall.WindowLarge">
    <item name="android:quickContactWindowSize">modeLarge</item>
</style>

<style name="Widget.CompoundButton.Switch">
    <item name="android:textOn">@android:string/capital_on</item>
    <item name="android:textOff">@android:string/capital_off</item>
</style>

<!-- Text Appearances -->
<eat-comment />

<style name="TextAppearance">
    <item name="android:textColor">?textColorPrimary</item>
    <item name="android:textColorHighlight">?textColorHighlight</item>
    <item name="android:textColorHint">?textColorHint</item>

```



```
<item name="android:textColorLink">?textColorLink</item>
<item name="android:textSize">16sp</item>
<item name="android:textStyle">normal</item>
</style>

<style name="TextAppearance.Inverse">
    <item name="textColor">?textColorPrimaryInverse</item>
    <item name="android:textColorHint">?textColorHintInverse</item>
    <item name="android:textColorHighlight">?textColorHighlightInverse</item>
    <item name="android:textColorLink">?textColorLinkInverse</item>
</style>

<style name="TextAppearance.Theme">
</style>

<style name="TextAppearance.DialogWindowTitle">
    <item name="android:textSize">18sp</item>
</style>

<style name="TextAppearance.Large">
    <item name="android:textSize">22sp</item>
</style>

<style name="TextAppearance.Large.Inverse">
    <item name="android:textColor">?textColorPrimaryInverse</item>
    <item name="android:textColorHint">?textColorHintInverse</item>
    <item name="android:textColorHighlight">?textColorHighlightInverse</item>
    <item name="android:textColorLink">?textColorLinkInverse</item>
</style>

<style name="TextAppearance.Medium">
    <item name="android:textSize">18sp</item>
</style>

<style name="TextAppearance.Medium.Inverse">
    <item name="android:textColor">?textColorPrimaryInverse</item>
    <item name="android:textColorHint">?textColorHintInverse</item>
    <item name="android:textColorHighlight">?textColorHighlightInverse</item>
    <item name="android:textColorLink">?textColorLinkInverse</item>
</style>

<style name="TextAppearance.Small">
    <item name="android:textSize">14sp</item>
    <item name="android:textColor">?textColorSecondary</item>
</style>

<style name="TextAppearance.Small.Inverse">
    <item name="android:textColor">?textColorSecondaryInverse</item>
    <item name="android:textColorHint">?textColorHintInverse</item>
    <item name="android:textColorHighlight">?textColorHighlightInverse</item>
    <item name="android:textColorLink">?textColorLinkInverse</item>
</style>

<style name="TextAppearance.Theme.Dialog" parent="TextAppearance.Theme">
</style>

<style name="TextAppearance.Theme.Dialog.AppError">
    <item name="android:textColor">#fffffc0c0</item>
</style>

<style name="TextAppearance.Widget">
</style>

<style name="TextAppearance.Widget.Button" parent="TextAppearance.Small.Inverse">
    <item name="android:textColor">@android:color/primary_text_light_nodisable</item>
</style>

<style name="TextAppearance.Widget.IconMenu.Item" parent="TextAppearance.Small">
    <item name="android:textColor">?textColorPrimary</item>
    <!-- dp is used on purpose here instead of sp; there is not space
        for larger font sizes based on the user setting. Newer apps
        should not receive the legacy icon menu panel. -->
    <item name="android:textSize">14dp</item>
</style>

<style name="TextAppearance.Widget.EditText">
```



```
<item name="android:textColor">@color/widget_edittext_dark</item>
<item name="android:textColorHint">@android:color/hint_foreground_light</item>
</style>

<style name="TextAppearance.Widget.TabWidget">
    <item name="android:textSize">14sp</item>
    <item name="android:textStyle">normal</item>
    <item name="android:textColor">@android:color/tab_indicator_text</item>
</style>

<style name="TextAppearance.Widget.TextView">
    <item name="android:textColor">?textColorPrimaryDisableOnly</item>
    <item name="android:textColorHint">?textColorHint</item>
</style>

<style name="TextAppearance.Widget.PopupMenu">
    <item name="android:textSize">18sp</item>
    <item name="android:textColor">?textColorPrimaryDisableOnly</item>
    <item name="android:textColorHint">?textColorHint</item>
</style>

<style name="TextAppearance.Widget.DropDownHint">
    <item name="android:textColor">?textColorPrimaryInverse</item>
    <item name="android:textSize">14sp</item>
</style>

<style name="TextAppearance.Widget.DropDownItem">
    <item name="android:textColor">@android:color/primary_text_light_disable_only</item>
</style>

<style name="TextAppearance.Widget.TextView.SpinnerItem">
    <item name="android:textColor">@android:color/primary_text_light_disable_only</item>
</style>

<!-- @hide -->
<style name="TextAppearance.SlidingTabNormal"
    parent="@android:attr/textAppearanceMedium">
    <item name="android:textColor">?android:attr/textColorTertiary</item>
    <item name="android:textSize">28sp</item>
    <item name="android:shadowColor">@android:color/sliding_tab_text_color_shadow</item>
    <item name="android:shadowDx">0.0</item>
    <item name="android:shadowDy">1.0</item>
    <item name="android:shadowRadius">5.0</item>
</style>

<!-- @hide -->
<style name="TextAppearance.SlidingTabActive"
    parent="@android:attr/textAppearanceMedium">
    <item name="android:textColor">@android:color/sliding_tab_text_color_active</item>
    <item name="android:textSize">28sp</item>
</style>

<!-- @hide -->
<style name="TextAppearance.SearchResult">
    <item name="android:textStyle">normal</item>
    <item name="android:textColor">?textColorPrimaryInverse</item>
    <item name="android:textColorHint">?textColorHintInverse</item>
</style>

<!-- @hide -->
<style name="TextAppearance.SearchResult.Title">
    <item name="android:textSize">18sp</item>
</style>

<!-- @hide -->
<style name="TextAppearance.SearchResult.Subtitle">
    <item name="android:textSize">14sp</item>
    <item name="android:textColor">?textColorSecondaryInverse</item>
</style>

<style name="TextAppearance.WindowTitle">
    <item name="android:textColor">#fff</item>
    <item name="android:textSize">14sp</item>
    <item name="android:textStyle">bold</item>
</style>
```

```
<style name="TextAppearance.Large.Inverse.NumberPickerInputText">
    <item name="android:textColor">@Android:color/primary_text_light</item>
    <item name="android:textSize">30sp</item>
</style>

<style name="Widget.ActivityChooserView">
    <item name="android:gravity">center</item>
    <item name="android:background">@Android:drawable/ab_share_pack_holo_dark</item>
    <item name="android:divider">?Android:attr/dividerVertical</item>
    <item name="android:showDividers">middle</item>
    <item name="android:dividerPadding">6dip</item>
</style>

<style name="TextAppearance.SuggestionHighlight">
    <item name="android:textSize">18sp</item>
    <item name="android:textColor">@Android:color/suggestion_highlight_text</item>
</style>

<!-- Preference Styles -->

<style name="Preference">
    <item name="android:layout">@Android:layout/preference</item>
</style>

<style name="PreferenceFragment">
    <item name="android:paddingLeft">0dp</item>
    <item name="android:paddingRight">0dp</item>
</style>

<style name="Preference.Information">
    <item name="android:layout">@Android:layout/preference_information</item>
    <item name="android:enabled">false</item>
    <item name="android:shouldDisableView">false</item>
</style>

<style name="Preference.Category">
    <item name="android:layout">@Android:layout/preference_category</item>
    <!-- The title should not dim if the category is disabled, instead only the preference children should
dim. -->
    <item name="android:shouldDisableView">false</item>
    <item name="android:selectable">false</item>
</style>

<style name="Preference.CheckBoxPreference">
    <item name="android:widgetLayout">@Android:layout/preference_widget_checkbox</item>
</style>

<style name="Preference.SwitchPreference">
    <item name="android:widgetLayout">@Android:layout/preference_widget_switch</item>
    <item name="android:switchTextOn">@Android:string/capital_on</item>
    <item name="android:switchTextOff">@Android:string/capital_off</item>
</style>

<style name="Preference.PreferenceScreen">
</style>

<style name="Preference.DialogPreference">
    <item name="android:positiveButtonText">@Android:string/ok</item>
    <item name="android:negativeButtonText">@Android:string/cancel</item>
</style>

<style name="Preference.DialogPreference.YesNoPreference">
    <item name="android:positiveButtonText">@Android:string/yes</item>
    <item name="android:negativeButtonText">@Android:string/no</item>
</style>

<style name="Preference.DialogPreference.EditTextPreference">
    <item name="android:dialogLayout">@Android:layout/preference_dialog_edittext</item>
</style>

<style name="Preference.RingtonePreference">
    <item name="android:ringtoneType">ringtone</item>
    <item name="android:showSilent">true</item>
    <item name="android:showDefault">true</item>
</style>
```

```
<style name="Preference.Holo">
    <item name="android:layout">@android:layout/preference_holo</item>
</style>

<style name="PreferenceFragment.Holo">
    <item name="android:paddingLeft">@dimen/preference_fragment_padding_side</item>
    <item name="android:paddingRight">@dimen/preference_fragment_padding_side</item>
</style>

<style name="Preference.Holo.Information">
    <item name="android:layout">@android:layout/preference_information_holo</item>
    <item name="android:enabled">false</item>
    <item name="android:shouldDisableView">false</item>
</style>

<style name="Preference.Holo.Category">
    <item name="android:layout">@android:layout/preference_category_holo</item>
    <!-- The title should not dim if the category is disabled, instead only the preference children should
dim. -->
    <item name="android:shouldDisableView">false</item>
    <item name="android:selectable">false</item>
</style>

<style name="Preference.Holo.CheckBoxPreference">
    <item name="android:widgetLayout">@android:layout/preference_widget_checkbox</item>
</style>

<style name="Preference.Holo.SwitchPreference">
    <item name="android:widgetLayout">@android:layout/preference_widget_switch</item>
    <item name="android:switchTextOn">@android:string/capital_on</item>
    <item name="android:switchTextOff">@android:string/capital_off</item>
</style>

<style name="Preference.Holo.PreferenceScreen">
</style>

<style name="Preference.Holo.DialogPreference">
    <item name="android:positiveButtonText">@android:string/ok</item>
    <item name="android:negativeButtonText">@android:string/cancel</item>
</style>

<style name="Preference.Holo.DialogPreference.YesNoPreference">
    <item name="android:positiveButtonText">@android:string/yes</item>
    <item name="android:negativeButtonText">@android:string/no</item>
</style>

<style name="Preference.Holo.DialogPreference.EditTextPreference">
    <item name="android:dialogLayout">@android:layout/preference_dialog_edittext</item>
</style>

<style name="Preference.Holo.RingtonePreference">
    <item name="android:ringtoneType">ringtone</item>
    <item name="android:showSilent">true</item>
    <item name="android:showDefault">true</item>
</style>

<!-- No margins or background by default. Could be different for x-large screens -->
<style name="PreferencePanel">
</style>

<!-- The attributes are overridden here because the x-large or large resources may have
changed the margins and background in the parent PreferencePanel style. -->
<style name="PreferencePanel.Dialog">
    <item name="android:layout_marginLeft">0dip</item>
    <item name="android:layout_marginRight">0dip</item>
    <item name="android:layout_marginTop">0dip</item>
    <item name="android:layout_marginBottom">0dip</item>
    <item name="android:background">@null</item>
</style>

<!-- Other Misc Styles -->
<eat-comment />

<style name="MediaButton">
    <item name="android:background">@null</item>
    <item name="android:layout_width">71dip</item>

```



```
<item name="android:layout_height">52dip</item>
</style>

<style name="MediaButton.Previous">
    <item name="android:src">@android:drawable/ic_media_previous</item>
</style>

<style name="MediaButton.Next">
    <item name="android:src">@android:drawable/ic_media_next</item>
</style>

<style name="MediaButton.Play">
    <item name="android:src">@android:drawable/ic_media_play</item>
</style>

<style name="MediaButton.Ffwd">
    <item name="android:src">@android:drawable/ic_media_ff</item>
</style>

<style name="MediaButton.Rew">
    <item name="android:src">@android:drawable/ic_media_rew</item>
</style>

<style name="MediaButton.Pause">
    <item name="android:src">@android:drawable/ic_media_pause</item>
</style>

<style name="ZoomControls">
    <item name="android:gravity">bottom</item>
    <item name="android:paddingLeft">15dip</item>
    <item name="android:paddingRight">15dip</item>
</style>

<!-- Style you can use with a container (typically a horizontal
     LinearLayout) to get the standard "button bar" background and
     spacing. @hide -->
<style name="ButtonBar">
    <item name="android:paddingTop">5dip</item>
    <item name="android:paddingLeft">4dip</item>
    <item name="android:paddingRight">4dip</item>
    <item name="android:paddingBottom">1dip</item>
    <item name="android:background">@android:drawable/bottom_bar</item>
</style>

<!-- Style you can use with a container (typically a horizontal
     LinearLayout) to get a "segmented button" background and spacing. -->
<style name="SegmentedButton">
    <item name="android:background">@android:drawable/btn_default</item>
    <item name="android:divider">?android:attr/dividerVertical</item>
    <item name="android:showDividers">middle</item>
</style>

<!-- Style for the small popup windows that contain text selection anchors. -->
<style name="Widget.TextSelectHandle">
    <item name="android:popupAnimationStyle">@android:style/Animation.TextSelectHandle</item>
</style>

<!-- Style for animating text selection handles. -->
<style name="Animation.TextSelectHandle">
    <item name="windowEnterAnimation">@android:anim/fast_fade_in</item>
    <item name="windowExitAnimation">@android:anim/fast_fade_out</item>
</style>

<!-- Style for the popup window that contains text suggestions. -->
<style name="Widget.TextSuggestionsPopupWindow">
    <item name="android:dropDownSelector">@android:drawable/list_selector_background</item>
    <item name="android:popupBackground">@android:drawable/text_edit_suggestions_window</item>
    <item name="android:dropDownWidth">wrap_content</item>
</style>

<style name="Widget.ActionBar">
    <item name="android:background">@android:drawable/action_bar_background</item>
    <item name="android:displayOptions">useLogo|showHome|showTitle</item>
    <item name="android:divider">@android:drawable/action_bar_divider</item>
    <item name="android:height">?android:attr actionBarSize</item>
    <item name="android:paddingLeft">0dip</item>
```



```
<item name="android:paddingTop">0dip</item>
<item name="android:paddingRight">0dip</item>
<item name="android:paddingBottom">0dip</item>
<item name="android:titleTextStyle">@android:style/TextAppearance.Widget.ActionBar.Title</item>
<item name="android:subtitleTextStyle">@Android:style/TextAppearance.Widget.ActionBar.Subtitle</item>
<item name="android:progressBarStyle">@android:style/Widget.ProgressBar.Horizontal</item>
<item name="android:indeterminateProgressStyle">@android:style/Widget.ProgressBar.Small</item>
<item name="android:homeLayout">@android:layout/action_bar_home</item>
</style>

<style name="Widget.ActionMode">
    <item name="android:background">?android:attr/actionModeBackground</item>
    <item name="android:backgroundSplit">?android:attr/actionModeSplitBackground</item>
    <item name="android:height">?android:attr actionBarSize</item>
    <item name="android:titleTextStyle">@Android:style/TextAppearance.Widget.ActionMode.Title</item>
    <item name="android:subtitleTextStyle">@Android:style/TextAppearance.Widget.ActionMode.Subtitle</item>
</style>

<style name="TextAppearance.Widget.ActionBar.Title"
      parent="@android:style/TextAppearance.Medium">
</style>

<style name="TextAppearance.Widget.ActionBar.Subtitle"
      parent="@android:style/TextAppearance.Small">
</style>

<style name="TextAppearance.Widget.ActionMode.Title"
      parent="@android:style/TextAppearance.Medium">
</style>

<style name="TextAppearance.Widget.ActionMode.Subtitle"
      parent="@android:style/TextAppearance.Small">
    <item name="android:textColor">?android:attr/textColorSecondary</item>
</style>

<style name="Widget.ActionButton">
    <item name="android:background">?android:attr/actionBarItemBackground</item>
    <item name="android:paddingLeft">12dip</item>
    <item name="android:paddingRight">12dip</item>
    <item name="android:minWidth">@android:dimen/action_button_min_width</item>
    <item name="android:minHeight">?android:attr/actionBarSize</item>
    <item name="android:gravity">center</item>
    <item name="android:maxLines">2</item>
</style>

<style name="Widget.ActionButton.Overflow">
    <item name="android:src">@drawable/ic_menu_more</item>
    <item name="android:contentDescription">@string/action_menu_overflow_description</item>
</style>

<style name="Widget.ActionButton.CloseMode">
</style>

<style name="Widget.ActionBar.TabView" parent="Widget">
    <item name="android:gravity">center_horizontal</item>
    <item name="android:background">@drawable/minitab_lt</item>
    <item name="android:paddingLeft">4dip</item>
    <item name="android:paddingRight">4dip</item>
</style>

<style name="Widget.ActionBar.TabBar" parent="Widget">
</style>

<style name="Widget.ActionBar.TabText" parent="Widget">
    <item name="android:textAppearance">@style/TextAppearance.Widget.TextView.PopupMenu</item>
    <item name="android:textColor">?android:attr/textColorPrimaryInverse</item>
    <item name="android:textSize">18sp</item>
</style>

<style name="Widget.ListPopupWindow">
    <item name="android:dropDownSelector">@android:drawable/list_selector_background</item>
    <item name="android:popupBackground">@android:drawable/spinner_dropdown_background</item>
    <item name="android:dropDownVerticalOffset">-10dip</item>
    <item name="android:dropDownHorizontalOffset">0dip</item>
    <item name="android:dropDownWidth">wrap_content</item>
</style>
```

```
<style name="Widget.PopupMenu" parent="Widget.ListPopupWindow">
</style>

<style name="TextAppearance.Widget.PopupMenu">
    <item name="android:textColor">@android:color/primary_text_light</item>
    <item name="android:textColorHint">@android:color/hint_foreground_light</item>
    <item name="android:textColorHighlight">@android:color/highlighted_text_light</item>
    <item name="android:textColorLink">@android:color/link_text_light</item>
</style>

<style name="TextAppearance.Widget.PopupMenu.Large">
    <item name="android:textSize">22sp</item>
</style>

<style name="TextAppearance.Widget.PopupMenu.Small">
    <item name="android:textSize">14sp</item>
    <item name="android:textColor">@android:color/secondary_text_light</item>
</style>

<!-- Begin Holo theme styles -->

<!-- Text Styles -->
<style name="TextAppearance.Holo" parent="TextAppearance">
</style>

<style name="TextAppearance.Holo.Inverse" parent="TextAppearance.Inverse">
    <item name="android:textColor">?textColorPrimaryInverse</item>
    <item name="android:textColorHint">?textColorHintInverse</item>
    <item name="android:textColorHighlight">?textColorHighlightInverse</item>
    <item name="android:textColorLink">?textColorLinkInverse</item>
</style>

<style name="TextAppearance.Holo.Large" parent="TextAppearance.Large">
</style>

<style name="TextAppearance.Holo.Medium" parent="TextAppearance.Medium">
</style>

<style name="TextAppearance.Holo.Small" parent="TextAppearance.Small">
</style>

<style name="TextAppearance.Holo.Large.Inverse">
    <item name="android:textColor">?textColorPrimaryInverse</item>
    <item name="android:textColorHint">?textColorHintInverse</item>
    <item name="android:textColorHighlight">?textColorHighlightInverse</item>
    <item name="android:textColorLink">?textColorLinkInverse</item>
</style>

<style name="TextAppearance.Holo.Medium.Inverse">
    <item name="android:textColor">?textColorPrimaryInverse</item>
    <item name="android:textColorHint">?textColorHintInverse</item>
    <item name="android:textColorHighlight">?textColorHighlightInverse</item>
    <item name="android:textColorLink">?textColorLinkInverse</item>
</style>

<style name="TextAppearance.Holo.Small.Inverse">
    <item name="android:textColor">?textColorPrimaryInverse</item>
    <item name="android:textColorHint">?textColorHintInverse</item>
    <item name="android:textColorHighlight">?textColorHighlightInverse</item>
    <item name="android:textColorLink">?textColorLinkInverse</item>
</style>

<style name="TextAppearance.Holo.SearchResult">
    <item name="android:textStyle">normal</item>
    <item name="android:textColor">?textColorPrimary</item>
    <item name="android:textColorHint">?textColorHint</item>
</style>

<style name="TextAppearance.Holo.SearchResult.Title">
    <item name="android:textSize">18sp</item>
</style>

<style name="TextAppearance.Holo.SearchResult.Subtitle">
    <item name="android:textSize">14sp</item>
    <item name="android:textColor">?textColorSecondary</item>

```

```
</style>

<style name="TextAppearance.Holo.Widget" parent="TextAppearance.Widget">
</style>

<style name="TextAppearance.Holo.Widget.Button" parent="TextAppearance.Holo.Small.Inverse">
    <item name="android:textColor">@android:color/primary_text_light_nodisable</item>
</style>

<style name="TextAppearance.Holo.Widget.IconMenu.Item" parent="TextAppearance.Holo.Small">
    <item name="android:textColor">?textColorPrimary</item>
</style>

<!-- This style is for smaller screens; values-xlarge defines a version
     for larger screens. -->
<style name="TextAppearance.Holo.Widget.TabWidget">
    <item name="android:textSize">14sp</item>
    <item name="android:textStyle">normal</item>
    <item name="android:textColor">@android:color/tab_indicator_text</item>
</style>

<style name="TextAppearance.Holo.Widget.TextView">
    <item name="android:textColor">?textColorPrimaryDisableOnly</item>
    <item name="android:textColorHint">?textColorHint</item>
</style>

<style name="TextAppearance.Holo.Widget.TextView.PopupMenu">
    <item name="android:textSize">18sp</item>
    <item name="android:textColor">?textColorPrimaryDisableOnly</item>
    <item name="android:textColorHint">?textColorHint</item>
</style>

<style name="TextAppearance.Holo.Widget.DropDownHint">
    <item name="android:textColor">?textColorPrimary</item>
    <item name="android:textSize">14sp</item>
</style>

<style name="TextAppearance.Holo.Widget.DropDownItem">
    <item name="android:textColor">?textColorPrimaryDisableOnly</item>
</style>

<style name="TextAppearance.Holo.Widget.TextView.SpinnerItem">
    <item name="android:textColor">?textColorPrimaryDisableOnly</item>
</style>

<style name="TextAppearance.Holo.Widget.EditText">
    <item name="android:textColor">@android:color/bright_foreground_light</item>
    <item name="android:textColorHint">@android:color/hint_foreground_holo_light</item>
</style>

<style name="TextAppearance.Holo.Widget.PopupMenu" parent="TextAppearance.Widget.PopupMenu">
    <item name="android:textColor">?android:attr/textColorPrimary</item>
</style>

<style name="TextAppearance.Holo.Widget.PopupMenu.Large">
    <item name="android:textSize">18sp</item>
</style>

<style name="TextAppearance.Holo.Widget.PopupMenu.Small">
    <item name="android:textSize">14sp</item>
</style>

<style name="TextAppearance.Holo.Widget.ActionBar.Title"
      parent="TextAppearance.Holo.Medium">
    <item name="android:textSize">@android:dimen/action_bar_title_text_size</item>
</style>

<style name="TextAppearance.Holo.Widget.ActionBar.Subtitle"
      parent="TextAppearance.Holo.Small">
    <item name="android:textSize">@android:dimen/action_bar_subtitle_text_size</item>
</style>

<style name="TextAppearance.Holo.Widget.ActionBar.Title.Inverse"
      parent="TextAppearance.Holo.Medium.Inverse">
    <item name="android:textSize">@android:dimen/action_bar_title_text_size</item>
</style>
```

```
<style name="TextAppearance.Holo.Widget.ActionBar.Subtitle.Inverse"
    parent="TextAppearance.Holo.Small.Inverse">
    <item name="android:textSize">@android:dimen/action_bar_subtitle_text_size</item>
</style>

<style name="TextAppearance.Holo.Widget.ActionBar.Menu"
    parent="TextAppearance.Holo.Small">
    <item name="android:textSize">12sp</item>
    <item name="android:textStyle">bold</item>
    <item name="android:textColor">?android:attr/actionMenuTextColor</item>
    <item name="android:textAllCaps">@android:bool/config_actionMenuItemAllCaps</item>
</style>

<style name="TextAppearance.Holo.Widget.ActionMode">
</style>

<style name="TextAppearance.Holo.Widget.ActionMode.Title"
    parent="TextAppearance.Holo.Medium">
    <item name="android:textSize">@android:dimen/action_bar_title_text_size</item>
</style>

<style name="TextAppearance.Holo.Widget.ActionMode.Subtitle"
    parent="TextAppearance.Holo.Small">
    <item name="android:textSize">@android:dimen/action_bar_subtitle_text_size</item>
</style>

<style name="TextAppearance.Holo.Widget.ActionMode.Title.Inverse"
    parent="TextAppearance.Holo.Medium.Inverse">
    <item name="android:textSize">@android:dimen/action_bar_title_text_size</item>
</style>

<style name="TextAppearance.Holo.Widget.ActionMode.Subtitle.Inverse"
    parent="TextAppearance.Holo.Small.Inverse">
    <item name="android:textSize">@android:dimen/action_bar_subtitle_text_size</item>
</style>

<style name="TextAppearance.Holo.Widget.Switch" parent="TextAppearance.Holo.Small">
</style>

<style name="TextAppearance.Holo.WindowTitle">
    <item name="android:textColor">#fff</item>
    <item name="android:textSize">14sp</item>
    <item name="android:textStyle">bold</item>
</style>

<style name="TextAppearance.Holo.DialogWindowTitle">
    <item name="android:textSize">22sp</item>
    <item name="android:textColor">@android:color/holo_blue_light</item>
</style>

<style name="TextAppearance.Holo.CalendarViewWeekDayView"
parent="TextAppearance.Small.CalendarViewWeekDayView">
    <item name="android:textColor">#505050</item>
</style>

<!-- Light text styles -->
<style name="TextAppearance.Holo.Light" parent="TextAppearance.Holo">
</style>

<style name="TextAppearance.Holo.Light.Inverse">
    <item name="android:textColor">?textColorPrimaryInverse</item>
    <item name="android:textColorHint">?textColorHintInverse</item>
    <item name="android:textColorHighlight">?textColorHighlightInverse</item>
    <item name="android:textColorLink">?textColorLinkInverse</item>
</style>

<style name="TextAppearance.Holo.Light.Large" parent="TextAppearance.Holo.Large">
</style>

<style name="TextAppearance.Holo.Light.Medium" parent="TextAppearance.Holo.Medium">
</style>

<style name="TextAppearance.Holo.Light.Small" parent="TextAppearance.Holo.Small">
</style>
```

```
<style name="TextAppearance.Holo.Light.Large.Inverse">
    <item name="android:textColor">?textColorPrimaryInverse</item>
    <item name="android:textColorHint">?textColorHintInverse</item>
    <item name="android:textColorHighlight">?textColorHighlightInverse</item>
    <item name="android:textColorLink">?textColorLinkInverse</item>
</style>

<style name="TextAppearance.Holo.Light.Medium.Inverse">
    <item name="android:textColor">?textColorPrimaryInverse</item>
    <item name="android:textColorHint">?textColorHintInverse</item>
    <item name="android:textColorHighlight">?textColorHighlightInverse</item>
    <item name="android:textColorLink">?textColorLinkInverse</item>
</style>

<style name="TextAppearance.Holo.Light.Small.Inverse">
    <item name="android:textColor">?textColorPrimaryInverse</item>
    <item name="android:textColorHint">?textColorHintInverse</item>
    <item name="android:textColorHighlight">?textColorHighlightInverse</item>
    <item name="android:textColorLink">?textColorLinkInverse</item>
</style>

<style name="TextAppearance.Holo.Light.SearchResult" parent="TextAppearance.Holo.SearchResult">
    <item name="android:textColor">?textColorPrimary</item>
    <item name="android:textColorHint">?textColorHint</item>
</style>

<style name="TextAppearance.Holo.Light.SearchResult.Title">
    <item name="android:textSize">18sp</item>
</style>

<style name="TextAppearance.Holo.Light.SearchResult.Subtitle">
    <item name="android:textSize">14sp</item>
    <item name="android:textColor">?textColorSecondary</item>
</style>

<style name="TextAppearance.Holo.Light.Widget" parent="TextAppearance.Widget">
</style>

<style name="TextAppearance.Holo.Light.Widget.Button">
</style>

<style name="TextAppearance.Holo.Light.Widget.EditText">
    <item name="android:textColor">@android:color/bright_foreground_dark</item>
    <item name="android:textColorHint">@android:color/hint_foreground_holo_dark</item>
</style>

<style name="TextAppearance.Holo.Light.Widget.PopupMenu" parent="TextAppearance.Holo.Widget.PopupMenu">
</style>

<style name="TextAppearance.Holo.Light.Widget.PopupMenu.Large" parent="TextAppearance.Holo.Widget.PopupMenu.Large">
</style>

<style name="TextAppearance.Holo.Light.Widget.PopupMenu.Small" parent="TextAppearance.Holo.Widget.PopupMenu.Small">
</style>

<style name="TextAppearance.Holo.Light.Widget.DropDownHint" parent="TextAppearance.Holo.Widget.DropDownHint">
</style>

<style name="TextAppearance.Holo.Light.Widget.ActionMode.Title" parent="TextAppearance.Widget.ActionMode.Title">
</style>

<style name="TextAppearance.Holo.Light.Widget.ActionMode.Subtitle" parent="TextAppearance.Widget.ActionMode.Subtitle">
</style>

<style name="TextAppearance.Holo.Light.WindowTitle">
    <item name="android:textColor">#fff</item>
    <item name="android:textSize">14sp</item>
    <item name="android:textStyle">bold</item>
</style>

<style name="TextAppearance.Holo.Light.DialogWindowTitle">
```

```
<item name="android:textSize">22sp</item>
<item name="android:textColor">@android:color/holo_blue_light</item>
</style>

<style name="TextAppearance.Holo.Light.CalendarViewWeekDayView"
parent="TextAppearance.Small.CalendarViewWeekDayView">
</style>

<!-- Widget Styles -->

<style name="Widget.Holo" parent="Widget">
</style>

<style name="Holo" />
<style name="Holo.Light" />

<style name="Widget.Holo.Button" parent="Widget.Button">
<item name="android:background">@android:drawable/btn_default_holo_dark</item>
<item name="android:textAppearance">?android:attr/textAppearanceMedium</item>
<item name="android:textColor">@android:color/primary_text_holo_dark</item>
<item name="android:minHeight">48dip</item>
<item name="android:minWidth">64dip</item>
</style>

<style name="Widget.Holo.StackView">
<item name="android:resOutColor">@android:color/holo_blue_light</item>
<item name="android:clickColor">@android:color/holo_blue_light</item>
</style>

<style name="Widget.Holo.Button.Borderless">
<item name="android:background">?android:attr/selectableItemBackground</item>
<item name="android:paddingLeft">4dip</item>
<item name="android:paddingRight">4dip</item>
</style>

<style name="Widget.Holo.Button.Borderless.Small">
<item name="android:textSize">14sp</item>
</style>

<style name="Widget.Holo.Button.Small">
<item name="android:background">@android:drawable/btn_default_holo_dark</item>
<item name="android:textAppearance">?android:attr/textAppearanceSmall</item>
<item name="android:textColor">@android:color/primary_text_holo_dark</item>
<item name="android:minHeight">48dip</item>
<item name="android:minWidth">48dip</item>
</style>

<style name="Widget.Holo.Button.Inset">
<item name="android:background">@android:drawable/button_inset</item>
</style>

<style name="Widget.Holo.Button.Toggle">
<item name="android:background">@android:drawable/btn_toggle_holo_dark</item>
<item name="android:textOn">@android:string/capital_on</item>
<item name="android:textOff">@android:string/capital_off</item>
<item name="android:disabledAlpha">?android:attr/disabledAlpha</item>
<item name="android:textAppearance">?android:attr/textAppearanceSmall</item>
<item name="android:minHeight">48dip</item>
</style>

<style name="Holo.ButtonBar" parent="ButtonBar">
<item name="android:paddingTop">0dip</item>
<item name="android:paddingLeft">0dip</item>
<item name="android:paddingRight">0dip</item>
<item name="android:paddingBottom">0dip</item>
<item name="divider">?android:attr/dividerVertical</item>
<item name="showDividers">middle</item>
<item name="dividerPadding">12dip</item>
<item name="background">@null</item>
</style>

<style name="Holo.SegmentedButton" parent="SegmentedButton">
<item name="android:background">@android:drawable/btn_group_holo_dark</item>
</style>

<style name="Holo.ButtonBar.AlertDialog">
```



```
<item name="android:background">@null</item>
<item name="android:dividerPadding">0dp</item>
</style>

<style name="Widget.Holo.TextView" parent="Widget.TextView">
</style>

<style name="Widget.Holo.TextView.ListSeparator" parent="Widget.TextView.ListSeparator">
    <item name="android:background">@android:drawable/list_section_divider_holo_dark</item>
    <item name="android:textAllCaps">true</item>
</style>

<style name="Widget.Holo.TextSelectHandle" parent="Widget.TextSelectHandle">
</style>

<style name="Widget.Holo.TextSuggestionsPopupWindow" parent="Widget.TextSuggestionsPopupWindow">
</style>

<style name="Widget.Holo.AbsListView" parent="Widget.AbsListView">
</style>

<style name="Widget.Holo.AutoCompleteTextView" parent="Widget.AutoCompleteTextView">
    <item name="android:dropDownSelector">@android:drawable/list_selector_holo_dark</item>
    <item name="android:popupBackground">@android:drawable/menu_dropdown_panel_holo_dark</item>
</style>

<style name="Widget.Holo.CompoundButton" parent="Widget.CompoundButton">
</style>

<style name="Widget.Holo.CompoundButton.CheckBox" parent="Widget.CompoundButton.CheckBox">
</style>

<style name="Widget.Holo.ListView.DropDown">
</style>

<style name="Widget.Holo.EditText" parent="Widget.EditText">
</style>

<style name="Widget.Holo.ExpandableListView" parent="Widget.Holo.ListView">
    <item name="android:groupIndicator">@android:drawable/expander_group_holo_dark</item>
    <item name="android:indicatorLeft">?android:attr/expandableListPreferredItemIndicatorLeft</item>
    <item name="android:indicatorRight">?android:attr/expandableListPreferredItemIndicatorRight</item>
    <item name="android:childDivider">?android:attr/listDivider</item>
</style>

<style name="Widget.Holo.ExpandableListView.White">
</style>

<style name="Widget.Holo.Gallery" parent="Widget.Gallery">
</style>

<style name="Widget.Holo.GestureOverlayView" parent="Widget.GestureOverlayView">
</style>

<style name="Widget.Holo.GridView" parent="Widget.GridView">
    <item name="android:listSelector">?android:attr/selectableItemBackground</item>
</style>

<style name="Widget.Holo.CalendarView" parent="Widget.CalendarView">
    <item name="android:selectedWeekBackgroundColor">#330099FF</item>
    <item name="android:focusedMonthDateColor">#FFFFFFFF</item>
    <item name="android:unfocusedMonthDateColor">#66FFFFFF</item>
    <item name="android:weekNumberColor">#33FFFFFF</item>
    <item name="android:weekSeparatorLineColor">#19FFFFFF</item>
    <item name="android:selectedDateVerticalBar">@android:drawable/day_picker_week_view_dayline_holo</item>
    <item name="android:weekDayTextAppearance">@android:style/TextAppearance.Holo.CalendarViewWeekDayView</item>
</style>

<style name="Widget.Holo.ImageButton" parent="Widget.ImageButton">
    <item name="android:background">@android:drawable/btn_default_holo_dark</item>
</style>

<style name="Widget.Holo.NumberPicker" parent="Widget.NumberPicker">
    <item name="android:internalLayout">@android:layout/number_picker_with_selector_wheel</item>
    <item name="android:solidColor">@android:color/transparent</item>

```



```
<item name="android:selectionDivider">@android:drawable/numberpicker_selection_divider</item>
<item name="android:selectionDividerHeight">2dip</item>
<item name="android:selectionDividersDistance">48dip</item>
<item name="android:internalMinWidth">64dip</item>
<item name="android:internalMaxHeight">180dip</item>
<item name="virtualButtonPressedDrawable">?android:attr/selectableItemBackground</item>
</style>

<style name="Widget.Holo.TimePicker" parent="Widget.TimePicker">
    <item name="android:internalLayout">@android:layout/time_picker_holo</item>
</style>

<style name="Widget.Holo.DatePicker" parent="Widget.DatePicker">
    <item name="android:internalLayout">@android:layout/date_picker_holo</item>
    <item name="android:calendarViewShown">true</item>
</style>

<style name="Widget.Holo.ActivityChooserView" parent="Widget.ActivityChooserView">
</style>

<style name="Widget.Holo.ImageWell" parent="Widget.ImageWell">
</style>

<style name="Widget.Holo.ListView" parent="Widget.ListView">
    <item name="android:divider">?android:attr/listDivider</item>
    <item name="android:listSelector">?android:attr/listChoiceBackgroundIndicator</item>
</style>

<style name="Widget.Holo.ListView.White">
</style>

<style name="Widget.Holo.PopupWindow" parent="Widget.PopupWindow">
</style>

<style name="Widget.Holo.PopupWindow.ActionMode">
    <item name="android:popupBackground">@android:color/black</item>
    <item name="android:popupAnimationStyle">@android:style/Animation.PopupWindow.ActionMode</item>
</style>

<style name="Widget.Holo.ProgressBar" parent="Widget.ProgressBar">
    <item name="android:indeterminateDrawable">@android:drawable/progress_medium_holo</item>
</style>

<style name="Widget.Holo.ProgressBar.Horizontal" parent="Widget.ProgressBar.Horizontal">
    <item name="android:progressDrawable">@android:drawable/progress_horizontal_holo_dark</item>
    <item
name="android:indeterminateDrawable">@Android:drawable/progress_ineterminate_horizontal_holo</item>
        <item name="android:minHeight">16dip</item>
        <item name="android:maxHeight">16dip</item>
    </style>

<style name="Widget.Holo.ProgressBar.Small" parent="Widget.ProgressBar.Small">
    <item name="android:indeterminateDrawable">@android:drawable/progress_small_holo</item>
</style>

<style name="Widget.Holo.ProgressBar.Small.Title">
</style>

<style name="Widget.Holo.ProgressBar.Large" parent="Widget.ProgressBar.Large">
    <item name="android:indeterminateDrawable">@android:drawable/progress_large_holo</item>
</style>

<style name="Widget.Holo.ProgressBar.Inverse">
</style>

<style name="Widget.Holo.ProgressBar.Small.Inverse">
</style>

<style name="Widget.Holo.ProgressBar.Large.Inverse">
</style>

<style name="Widget.Holo.SeekBar">
    <item name="android:indeterminateOnly">false</item>
    <item name="android:progressDrawable">@android:drawable/scrubber_progress_horizontal_holo_dark</item>
    <item
name="android:indeterminateDrawable">@android:drawable/scrubber_progress_horizontal_holo_dark</item>
```

```
<item name="android:minHeight">13dip</item>
<item name="android:maxHeight">13dip</item>
<item name="android:thumb">@android:drawable/scrubber_control_selector_holo</item>
<item name="android:thumbOffset">16dip</item>
<item name="android:focusable">true</item>
<item name="android:paddingLeft">16dip</item>
<item name="android:paddingRight">16dip</item>
</style>

<style name="Widget.Holo.RatingBar" parent="Widget.RatingBar">
    <item name="android:progressDrawable">@android:drawable/ratingbar_full_holo_dark</item>
    <item name="android:indeterminateDrawable">@android:drawable/ratingbar_full_holo_dark</item>
</style>

<style name="Widget.Holo.RatingBar.Indicator" parent="Widget.RatingBar.Indicator">
    <item name="android:progressDrawable">@android:drawable/ratingbar_holo_dark</item>
    <item name="android:indeterminateDrawable">@android:drawable/ratingbar_holo_dark</item>
    <item name="android:minHeight">35dip</item>
    <item name="android:maxHeight">35dip</item>
</style>

<style name="Widget.Holo.RatingBar.Small" parent="Widget.RatingBar.Small">
    <item name="android:progressDrawable">@android:drawable/ratingbar_small_holo_dark</item>
    <item name="android:indeterminateDrawable">@android:drawable/ratingbar_small_holo_dark</item>
    <item name="android:minHeight">16dip</item>
    <item name="android:maxHeight">16dip</item>
</style>

<style name="Widget.Holo.CompoundButton.RadioButton" parent="Widget.CompoundButton.RadioButton">
</style>

<style name="Widget.Holo.ScrollView" parent="WidgetScrollView">
</style>

<style name="Widget.Holo.HorizontalScrollView" parent="Widget.HorizontalScrollView">
</style>

<style name="Widget.Holo.Spinner" parent="Widget.Spinner.DropDown">
    <item name="android:background">@android:drawable/spinner_background_holo_dark</item>
    <item name="android:dropDownSelector">@android:drawable/list_selector_holo_dark</item>
    <item name="android:popupBackground">@android:drawable/menu_dropdown_panel_holo_dark</item>
    <item name="android:dropDownVerticalOffset">0dip</item>
    <item name="android:dropDownHorizontalOffset">0dip</item>
    <item name="android:dropDownWidth">wrap_content</item>
    <item name="android:popupPromptView">@android:layout/simple_dropdown_hint</item>
    <item name="android:gravity">left|center_vertical</item>
    <item name="android:disabledChildrenWhenDisabled">true</item>
</style>

<style name="Widget.Holo.Spinner.DropDown">
</style>

<style name="Widget.Holo.Spinner.DropDown.ActionBar">
    <item name="android:background">@android:drawable/spinner_ab_holo_dark</item>
</style>

<style name="Widget.Holo.CompoundButton.Star" parent="Widget.CompoundButton.Star">
    <item name="android:button">@android:drawable/btn_star_holo_dark</item>
</style>

<style name="Widget.Holo.TabWidget" parent="Widget.TabWidget">
    <item name="android:tabStripLeft">@null</item>
    <item name="android:tabStripRight">@null</item>
    <item name="android:tabStripEnabled">false</item>
    <item name="android:divider">?android:attr/dividerVertical</item>
    <item name="android:showDividers">middle</item>
    <item name="android:dividerPadding">8dip</item>
    <item name="android:measureWithLargestChild">true</item>
    <item name="android:tabLayout">@android:layout/tab_indicator_holo</item>
</style>

<style name="Widget.Holo.Tab" parent="Widget.HoloActionBar.TabView">
    <item name="android:background">@android:drawable/tab_indicator_holo</item>
    <item name="android:layout_width">0dip</item>
    <item name="android:layout_weight">1</item>
    <item name="android:minWidth">80dip</item>

```

```
</style>

<style name="Widget.Holo.TabText" parent="Widget.HoloActionBar.TabText">
    <item name="android:maxWidth">180dip</item>
</style>

<style name="Widget.Holo.WebTextView" parent="Widget.WebTextView">
</style>

<style name="Widget.Holo.WebView" parent="Widget.WebView">
</style>

<style name="Widget.Holo.DropDownItem" parent="Widget.DropDownItem">
    <item name="android:textAppearance">@style/TextAppearance.Holo.Widget.DropDownItem</item>
    <item name="android:paddingLeft">8dp</item>
    <item name="android:paddingRight">8dp</item>
</style>

<style name="Widget.Holo.DropDownItem.Spinner">
</style>

<style name="Widget.Holo.TextView.SpinnerItem" parent="Widget.TextView.SpinnerItem">
    <item name="android:textAppearance">@style/TextAppearance.Holo.Widget.TextView.SpinnerItem</item>
    <item name="android:paddingLeft">8dp</item>
    <item name="android:paddingRight">8dp</item>
</style>

<style name="Widget.Holo.KeyboardView" parent="Widget.KeyboardView">
</style>

<style name="Widget.Holo.QuickContactBadge.WindowSmall" parent="Widget.QuickContactBadge.WindowSmall">
</style>

<style name="Widget.Holo.QuickContactBadge.WindowMedium" parent="Widget.QuickContactBadge.WindowMedium">
</style>

<style name="Widget.Holo.QuickContactBadge.WindowLarge" parent="Widget.QuickContactBadge.WindowLarge">
</style>

<style name="Widget.Holo.QuickContactBadgeSmall.WindowSmall"
parent="Widget.QuickContactBadgeSmall.WindowSmall">
</style>

<style name="Widget.Holo.QuickContactBadgeSmall.WindowMedium"
parent="Widget.QuickContactBadgeSmall.WindowMedium">
</style>

<style name="Widget.Holo.QuickContactBadgeSmall.WindowLarge"
parent="Widget.QuickContactBadgeSmall.WindowLarge">
</style>

<style name="Widget.Holo.ListPopupWindow" parent="Widget.ListPopupWindow">
    <item name="android:dropDownSelector">@android:drawable/list_selector_holo_dark</item>
    <item name="android:popupBackground">@android:drawable/menu_dropdown_panel_holo_dark</item>
    <item name="android:dropDownVerticalOffset">0dip</item>
    <item name="android:dropDownHorizontalOffset">0dip</item>
    <item name="android:dropDownWidth">wrap_content</item>
</style>

<style name="Widget.Holo.PopupMenu" parent="Widget.Holo.ListPopupWindow">
</style>

<style name="Widget.Holo.ButtonBar">
    <item name="android:divider">?android:attr/dividerVertical</item>
</style>

<style name="Widget.Holo.ButtonBar.Button">
</style>

<style name="Widget.Holo.ActionButton" parent="Widget.ActionButton">
    <item name="android:minWidth">@android:dimen/action_button_min_width</item>
    <item name="android:gravity">center</item>
    <item name="android:paddingLeft">12dip</item>
    <item name="android:paddingRight">12dip</item>
    <item name="android:scaleType">center</item>
    <item name="android:maxLines">2</item>

```

```
</style>

<style name="Widget.Holo.ActionButton.Overflow">
    <item name="android:src">@android:drawable/ic_menu_moreoverflow_holo_dark</item>
    <item name="android:background">?android:attr/actionBarItemBackground</item>
    <item name="android:contentDescription">@string/action_menu_overflow_description</item>
</style>

<style name="Widget.Holo.ActionButton.TextButton" parent="Widget.Holo.ButtonBar.Button">
</style>

<style name="Widget.HoloActionBar.TabView" parent="Widget.ActionBar.TabView">
    <item name="android:background">@drawable/tab_indicator_ab_holo</item>
    <item name="android:paddingLeft">16dip</item>
    <item name="android:paddingRight">16dip</item>
</style>

<style name="Widget.Holo.ActionBar.TabBar" parent="Widget.ActionBar.TabBar">
    <item name="android:divider">?android:attr/actionBarDivider</item>
    <item name="android:showDividers">middle</item>
    <item name="android:dividerPadding">12dip</item>
</style>

<style name="Widget.Holo.ActionBar.TabText" parent="Widget.ActionBar.TabText">
    <item name="android:textAppearance">@style/TextAppearance.Holo.Medium</item>
    <item name="android:textColor">?android:attr/textColorPrimary</item>
    <item name="android:textSize">12sp</item>
    <item name="android:textStyle">bold</item>
    <item name="android:textAllCaps">true</item>
    <item name="android:ellipsize">marquee</item>
    <item name="android:maxLines">2</item>
</style>

<style name="Widget.Holo.ActionMode" parent="Widget.ActionMode">
    <item name="android:titleTextStyle">@android:style/TextAppearance.Holo.Widget.ActionMode.Title</item>
    <item
name="android:subtitleTextStyle">@android:style/TextAppearance.Holo.Widget.ActionMode.Subtitle</item>
</style>

<style name="Widget.HoloActionButton.CloseMode">
    <item name="android:background">@drawable/btn_cab_done_holo_dark</item>
</style>

<style name="Widget.Holo.ActionBar" parent="Widget.ActionBar">
    <item name="android:titleTextStyle">@android:style/TextAppearance.Holo.Widget.ActionBar.Title</item>
    <item
name="android:subtitleTextStyle">@android:style/TextAppearance.Holo.Widget.ActionBar.Subtitle</item>
    <item name="android:background">@android:drawable/ab_transparent_dark_holo</item>
    <item name="android:backgroundStacked">@android:drawable/ab_stacked_transparent_dark_holo</item>
    <item name="android:backgroundSplit">@android:drawable/ab_bottom_transparent_dark_holo</item>
    <item name="android:divider">?android:attr/dividerVertical</item>
    <item name="android:progressBarStyle">@android:style/Widget.Holo.ProgressBar.Horizontal</item>
    <item name="android:indeterminateProgressStyle">@android:style/Widget.Holo.ProgressBar</item>
    <item name="android:progressBarPadding">32dip</item>
    <item name="android:itemPadding">8dip</item>
</style>

<style name="Widget.Holo.ActionBar.Solid">
    <item name="android:titleTextStyle">@android:style/TextAppearance.Holo.Widget.ActionBar.Title</item>
    <item
name="android:subtitleTextStyle">@android:style/TextAppearance.Holo.Widget.ActionBar.Subtitle</item>
    <item name="android:background">@android:drawable/ab_solid_dark_holo</item>
    <item name="android:backgroundStacked">@android:drawable/ab_stacked_solid_dark_holo</item>
    <item name="android:backgroundSplit">@android:drawable/ab_bottom_solid_dark_holo</item>
    <item name="android:divider">?android:attr/dividerVertical</item>
    <item name="android:progressBarStyle">@android:style/Widget.Holo.ProgressBar.Horizontal</item>
    <item name="android:indeterminateProgressStyle">@android:style/Widget.Holo.ProgressBar</item>
    <item name="android:progressBarPadding">32dip</item>
    <item name="android:itemPadding">8dip</item>
</style>

<style name="Widget.Holo.CompoundButton.Switch">
    <item name="android:track">@android:drawable/switch_track_holo_dark</item>
    <item name="android:thumb">@android:drawable/switch_inner_holo_dark</item>
    <item name="android:switchTextAppearance">@android:style/TextAppearance.Holo.Widget.Switch</item>
    <item name="android:textOn">@android:string/capital_on</item>

```

```
<item name="android:textOff">@android:string/capital_off</item>
<item name="android:thumbTextPadding">12dip</item>
<item name="android:switchMinWidth">96dip</item>
<item name="android:switchPadding">16dip</item>
</style>

<!-- Light widget styles -->

<style name="Widget.Holo.Light">
</style>

<style name="Widget.Holo.Light.Button" parent="Widget.Button">
    <item name="android:background">@android:drawable/btn_default_holo_light</item>
    <item name="android:textAppearance">?android:attr/textAppearanceMediumInverse</item>
    <item name="android:textColor">@android:color/primary_text_holo_light</item>
    <item name="android:minHeight">48dip</item>
    <item name="android:minWidth">64dip</item>
</style>

<style name="Widget.Holo.Light.Button.Borderless">
    <item name="android:background">?android:attr/selectableItemBackground</item>
    <item name="android:paddingLeft">4dip</item>
    <item name="android:paddingRight">4dip</item>
</style>

<style name="Widget.Holo.Light.Button.Borderless.Small">
    <item name="android:textSize">14sp</item>
</style>

<style name="Widget.Holo.Light.Button.Small">
    <item name="android:background">@android:drawable/btn_default_holo_light</item>
    <item name="android:textAppearance">?android:attr/textAppearanceSmall</item>
    <item name="android:textColor">@android:color/primary_text_holo_light</item>
    <item name="android:minHeight">48dip</item>
    <item name="android:minWidth">48dip</item>
</style>

<style name="Widget.Holo.Light.Button.Inset">
</style>

<style name="Widget.Holo.Light.Button.Toggle">
    <item name="android:background">@android:drawable/btn_toggle_holo_light</item>
    <item name="android:textOn">@android:string/capital_on</item>
    <item name="android:textOff">@android:string/capital_off</item>
    <item name="android:disabledAlpha">?android:attr/disabledAlpha</item>
    <item name="android:textAppearance">?android:attr/textAppearanceSmall</item>
    <item name="android:minHeight">48dip</item>
</style>

<style name="Holo.Light.ButtonBar" parent="Holo.ButtonBar">
</style>

<style name="Holo.Light.ButtonBar.AlertDialog">
    <item name="android:background">@null</item>
    <item name="android:dividerPadding">0dp</item>
</style>

<style name="Holo.Light.SegmentedButton" parent="SegmentedButton">
    <item name="android:background">@android:drawable/btn_group_holo_light</item>
</style>

<style name="Widget.Holo.Light.TextView" parent="Widget.TextView">
</style>

<style name="Widget.Holo.Light.TextView.ListSeparator" parent="Widget.TextView.ListSeparator">
    <item name="android:background">@android:drawable/list_section_divider_holo_light</item>
    <item name="android:textAllCaps">true</item>
</style>

<style name="Widget.Holo.Light.TextSelectHandle" parent="Widget.TextSelectHandle">
</style>

<style name="Widget.Holo.Light.TextSuggestionsPopupWindow" parent="Widget.TextSuggestionsPopupWindow">
</style>

<style name="Widget.Holo.Light.AbsListView" parent="Widget.AbsListView">
```

```
</style>

<style name="Widget.Holo.Light.AutoCompleteTextView" parent="Widget.AutoCompleteTextView">
    <item name="android:dropDownSelector">@android:drawable/list_selector_holo_light</item>
    <item name="android:popupBackground">@android:drawable/menu_dropdown_panel_holo_light</item>
</style>

<style name="Widget.Holo.Light.CompoundButton.CheckBox" parent="Widget.CompoundButton.CheckBox">
</style>

<style name="Widget.Holo.Light.ListView.DropDown">
</style>

<style name="Widget.Holo.Light.EditText" parent="Widget.Holo.EditText">
</style>

<style name="Widget.Holo.Light.ExpandableListView" parent="Widget.Holo.Light.ListView">
    <item name="android:groupIndicator">@android:drawable/expander_group_holo_light</item>
    <item name="android:indicatorLeft">?android:attr/expandableListPreferredItemIndicatorLeft</item>
    <item name="android:indicatorRight">?android:attr/expandableListPreferredItemIndicatorRight</item>
    <item name="android:childDivider">?android:attr/listDivider</item>
</style>

<style name="Widget.Holo.Light.ExpandableListView.White">
</style>

<style name="Widget.Holo.Light.Gallery" parent="Widget.Gallery">
</style>

<style name="Widget.Holo.Light.GestureOverlayView" parent="Widget.GestureOverlayView">
</style>

<style name="Widget.Holo.Light.GridView" parent="Widget.Holo.GridView">
</style>

<style name="Widget.Holo.Light.ImageButton" parent="Widget.Holo.ImageButton">
    <item name="android:background">@android:drawable/btn_default_holo_light</item>
</style>

<style name="Widget.Holo.Light.CalendarView" parent="Widget.CalendarView">
    <item name="android:selectedWeekBackgroundColor">#330066ff</item>
    <item name="android:focusedMonthDateColor">#FF000000</item>
    <item name="android:unfocusedMonthDateColor">#7F08002B</item>
    <item name="android:weekNumberColor">#7F080021</item>
    <item name="android:weekSeparatorLineColor">#7F08002A</item>
    <item
name="android:weekDayTextAppearance">@android:style/TextAppearance.Holo.Light.CalendarViewWeekDayView</item>
</style>

<style name="Widget.Holo.Light.NumberPicker" parent="Widget.Holo.NumberPicker">
</style>

<style name="Widget.Holo.Light.TimePicker" parent="Widget.Holo.TimePicker">
</style>

<style name="Widget.Holo.Light.DatePicker" parent="Widget.Holo.DatePicker">
</style>

<style name="Widget.Holo.Light.ActivityChooserView" parent="Widget.Holo.ActivityChooserView">
    <item name="android:background">@android:drawable/ab_share_pack_holo_light</item>
</style>

<style name="Widget.Holo.Light.ImageWell" parent="Widget.ImageWell">
</style>

<style name="Widget.Holo.Light.ListView" parent="Widget.Holo.ListView">
</style>

<style name="Widget.Holo.Light.ListView.White">
</style>

<style name="Widget.Holo.Light.PopupWindow" parent="Widget.PopupWindow">
</style>

<style name="Widget.Holo.Light.PopupWindow.ActionMode">
    <item name="android:popupBackground">@android:color/white</item>
```

```
<item name="android:popupAnimationStyle">@android:style/Animation.PopupWindow.ActionMode</item>
</style>

<style name="Widget.Holo.Light.ProgressBar" parent="Widget.Holo.ProgressBar">
</style>

<style name="Widget.Holo.Light.ProgressBar.Horizontal" parent="Widget.Holo.ProgressBar.Horizontal">
    <item name="android:progressDrawable">@android:drawable/progress_horizontal_holo_light</item>
</style>

<style name="Widget.Holo.Light.ProgressBar.Small" parent="Widget.Holo.ProgressBar.Small">
</style>

<style name="Widget.Holo.Light.ProgressBar.Small.Title" parent="Widget.Holo.ProgressBar.Small.Title">
</style>

<style name="Widget.Holo.Light.ProgressBar.Large" parent="Widget.Holo.ProgressBar.Large">
</style>

<style name="Widget.Holo.Light.ProgressBar.Inverse" parent="Widget.Holo.ProgressBar.Inverse">
</style>

<style name="Widget.Holo.Light.ProgressBar.Small.Inverse" parent="Widget.Holo.ProgressBar.Small.Inverse">
</style>

<style name="Widget.Holo.Light.ProgressBar.Large.Inverse" parent="Widget.Holo.ProgressBar.Large.Inverse">
</style>

<style name="Widget.Holo.Light.SeekBar" parent="Widget.Holo.SeekBar">
    <item name="android:progressDrawable">@android:drawable/scrubber_progress_horizontal_holo_light</item>
    <item
name="android:indeterminateDrawable">@android:drawable/scrubber_progress_horizontal_holo_light</item>
</style>

<style name="Widget.Holo.Light.RatingBar" parent="Widget.RatingBar">
    <item name="android:progressDrawable">@android:drawable/ratingbar_full_holo_light</item>
    <item name="android:indeterminateDrawable">@android:drawable/ratingbar_full_holo_light</item>
</style>

<style name="Widget.Holo.Light.RatingBar.Indicator" parent="Widget.RatingBar.Indicator">
    <item name="android:progressDrawable">@android:drawable/ratingbar_holo_light</item>
    <item name="android:indeterminateDrawable">@android:drawable/ratingbar_holo_light</item>
    <item name="android:minHeight">35dip</item>
    <item name="android:maxHeight">35dip</item>
</style>

<style name="Widget.Holo.Light.RatingBar.Small" parent="Widget.RatingBar.Small">
    <item name="android:progressDrawable">@android:drawable/ratingbar_small_holo_light</item>
    <item name="android:indeterminateDrawable">@android:drawable/ratingbar_small_holo_light</item>
    <item name="android:minHeight">16dip</item>
    <item name="android:maxHeight">16dip</item>
</style>

<style name="Widget.Holo.Light.CompoundButton.RadioButton" parent="Widget.CompoundButton.RadioButton">
</style>

<style name="Widget.Holo.Light ScrollView" parent="Widget.ScrollView">
</style>

<style name="Widget.Holo.Light.HorizontalScrollView" parent="Widget.HorizontalScrollView">
</style>

<style name="Widget.Holo.Light.Spinner" parent="Widget.Holo.Spinner">
    <item name="android:background">@android:drawable/spinner_background_holo_light</item>
    <item name="android:dropDownSelector">@android:drawable/list_selector_holo_light</item>
    <item name="android:popupBackground">@android:drawable/menu_dropdown_panel_holo_light</item>
    <item name="android:dropDownVerticalOffset">0dip</item>
    <item name="android:dropDownHorizontalOffset">0dip</item>
    <item name="android:dropDownWidth">wrap_content</item>
    <item name="android:popupPromptView">@android:layout/simple_dropdown_hint</item>
</style>

<style name="Widget.Holo.Light.Spinner.DropDown">
</style>

<style name="Widget.Holo.Light.Spinner.DropDown.ActionBar">
```



```
<item name="android:background">@android:drawable/spinner_ab_holo_light</item>
</style>

<style name="Widget.Holo.Light.CompoundButton.Star" parent="Widget.CompoundButton.Star">
    <item name="android:button">@android:drawable/btn_star_holo_light</item>
</style>

<style name="Widget.Holo.Light.TabWidget" parent="Widget.Holo.TabWidget">
</style>

<style name="Widget.Holo.Light.WebTextView" parent="Widget.WebTextView">
</style>

<style name="Widget.Holo.Light.WebView" parent="Widget.WebView">
</style>

<style name="Widget.Holo.Light.DropDownItem" parent="Widget.Holo.DropDownItem">
</style>

<style name="Widget.Holo.Light.DropDownItem.Spinner">
</style>

<style name="Widget.Holo.Light.TextView.SpinnerItem" parent="Widget.Holo.TextView.SpinnerItem">
</style>

<style name="Widget.Holo.Light.KeyboardView" parent="Widget.KeyboardView">
</style>

<style name="Widget.Holo.Light.QuickContactBadge.WindowSmall" parent="Widget.QuickContactBadge.WindowSmall">
</style>

<style name="Widget.Holo.Light.QuickContactBadge.WindowMedium" parent="Widget.QuickContactBadge.WindowMedium">
</style>

<style name="Widget.Holo.Light.QuickContactBadge.WindowLarge" parent="Widget.QuickContactBadge.WindowLarge">
</style>

<style name="Widget.Holo.Light.QuickContactBadgeSmall.WindowSmall" parent="Widget.QuickContactBadgeSmall.WindowSmall">
</style>

<style name="Widget.Holo.Light.QuickContactBadgeSmall.WindowMedium" parent="Widget.QuickContactBadgeSmall.WindowMedium">
</style>

<style name="Widget.Holo.Light.QuickContactBadgeSmall.WindowLarge" parent="Widget.QuickContactBadgeSmall.WindowLarge">
</style>

<style name="Widget.Holo.Light.ListPopupWindow" parent="Widget.ListPopupWindow">
    <item name="android:dropDownSelector">@android:drawable/list_selector_holo_light</item>
    <item name="android:popupBackground">@android:drawable/menu_dropdown_panel_holo_light</item>
    <item name="android:dropDownVerticalOffset">0dip</item>
    <item name="android:dropDownHorizontalOffset">0dip</item>
    <item name="android:dropDownWidth">wrap_content</item>
</style>

<style name="Widget.Holo.Light.PopupMenu" parent="Widget.Holo.Light.ListPopupWindow">
</style>

<style name="Widget.Holo.Light.ActionButton" parent="Widget.Holo.ActionButton">
</style>

<style name="Widget.Holo.Light.ActionButton.Overflow">
    <item name="android:src">@android:drawable/ic_menu_moreoverflow_holo_light</item>
    <item name="android:contentDescription">@string/action_menu_overflow_description</item>
</style>

<style name="Widget.Holo.Light.ActionBar.TabView" parent="Widget.Holo.ActionBar.TabView">
</style>

<style name="Widget.Holo.Light.Tab" parent="Widget.Holo.Light.ActionBar.TabView">
    <item name="android:background">@android:drawable/tab_indicator_holo</item>
    <item name="android:layout_width">0dip</item>
    <item name="android:layout_weight">1</item>
</style>
```

```

        <item name="android:minWidth">80dip</item>
    </style>

    <style name="Widget.Holo.Light.ActionBar.TabBar" parent="Widget.Holo.ActionBar.TabBar">
    </style>

    <style name="Widget.Holo.Light.ActionBar.TabText" parent="Widget.Holo.ActionBar.TabText">
    </style>

    <style name="Widget.Holo.Light.ActionBar.TabView.Inverse">
    </style>

    <style name="Widget.Holo.Light.ActionBar.TabBar.Inverse">
    </style>

    <style name="Widget.Holo.Light.ActionBar.TabText.Inverse">
        <item name="android:textColor">?android:attr/textColorPrimaryInverse</item>
    </style>

    <style name="Widget.Holo.Light.ActionMode" parent="Widget.Holo.ActionMode">
        <item name="android:titleTextStyle">@android:style/TextAppearance.Holo.Widget.ActionMode.Title</item>
        <item
name="android:subtitleTextStyle">@android:style/TextAppearance.Holo.Widget.ActionMode.Subtitle</item>
    </style>

    <style name="Widget.Holo.Light.ActionMode.Inverse" parent="Widget.ActionMode">
        <item
name="android:titleTextStyle">@android:style/TextAppearance.Holo.Widget.ActionMode.Title.Inverse</item>
        <item
name="android:subtitleTextStyle">@android:style/TextAppearance.Holo.Widget.ActionMode.Subtitle.Inverse</item>
    </style>

    <style name="Widget.Holo.Light.ActionButton.CloseMode">
        <item name="android:background">@drawable/btn_cab_done_holo_light</item>
    </style>

    <style name="Widget.Holo.Light.ActionBar" parent="Widget.Holo.ActionBar">
        <item name="android:titleTextStyle">@android:style/TextAppearance.Holo.WidgetActionBar.Title</item>
        <item
name="android:subtitleTextStyle">@android:style/TextAppearance.Holo.Widget.ActionBar.Subtitle</item>
        <item name="android:background">@android:drawable/ab_transparent_light_holo</item>
        <item name="android:backgroundStacked">@android:drawable/ab_stacked_transparent_light_holo</item>
        <item name="android:backgroundSplit">@android:drawable/ab_bottom_transparent_light_holo</item>
        <item name="android:homeAsUpIndicator">@android:drawable/ic_ab_back_holo_light</item>
        <item name="android:progressBarStyle">@android:style/Widget.Holo.Light.ProgressBar.Horizontal</item>
        <item name="android:indeterminateProgressStyle">@android:style/Widget.Holo.Light.ProgressBar</item>
    </style>

    <style name="Widget.Holo.Light.ActionBar.Solid">
        <item name="android:titleTextStyle">@android:style/TextAppearance.Holo.Widget.ActionBar.Title</item>
        <item
name="android:subtitleTextStyle">@android:style/TextAppearance.Holo.Widget.ActionBar.Subtitle</item>
        <item name="android:background">@android:drawable/ab_solid_light_holo</item>
        <item name="android:backgroundStacked">@android:drawable/ab_stacked_solid_light_holo</item>
        <item name="android:backgroundSplit">@android:drawable/ab_bottom_solid_light_holo</item>
        <item name="android:divider">?android:attr/dividerVertical</item>
        <item name="android:progressBarStyle">@android:style/Widget.Holo.Light.ProgressBar.Horizontal</item>
        <item name="android:indeterminateProgressStyle">@android:style/Widget.Holo.Light.ProgressBar</item>
        <item name="android:progressBarPadding">32dip</item>
        <item name="android:itemPadding">8dip</item>
    </style>

    <style name="Widget.Holo.Light.ActionBar.Solid.Inverse">
        <item
name="android:titleTextStyle">@android:style/TextAppearance.Holo.Widget.ActionBar.Title.Inverse</item>
        <item
name="android:subtitleTextStyle">@android:style/TextAppearance.Holo.Widget.ActionBar.Subtitle.Inverse</item>
        <item name="android:background">@android:drawable/ab_solid_dark_holo</item>
        <item name="android:backgroundStacked">@android:drawable/ab_stacked_solid_dark_holo</item>
        <item name="android:backgroundSplit">@android:drawable/ab_bottom_solid_inverse_holo</item>
        <item name="android:divider">@android:drawable/list_divider_holo_dark</item>
        <item name="android:progressBarStyle">@android:style/Widget.Holo.ProgressBar.Horizontal</item>
        <item name="android:indeterminateProgressStyle">@android:style/Widget.Holo.ProgressBar</item>
        <item name="android:progressBarPadding">32dip</item>
        <item name="android:itemPadding">8dip</item>
    </style>

```

```

<style name="Widget.Holo.Light.CompoundButton.Switch" parent="Widget.CompoundButton.Switch">
    <item name="android:track">@android:drawable/switch_track_holo_light</item>
    <item name="android:thumb">@android:drawable/switch_inner_holo_light</item>
    <item name="android:switchTextAppearance">@android:style/TextAppearance.Holo.Widget.Switch</item>
    <item name="android:textOn">@android:string/capital_on</item>
    <item name="android:textOff">@android:string/capital_off</item>
    <item name="android:thumbTextPadding">12dip</item>
    <item name="android:switchMinWidth">96dip</item>
    <item name="android:switchPadding">16dip</item>
</style>

<!-- Animation Styles -->

<style name="Animation.Holo" parent="Animation">
</style>

<style name="Animation.Holo.Activity" parent="Animation.Activity">
</style>

<style name="Animation.Holo.Dialog" parent="Animation.Dialog">
</style>

<!-- Dialog styles -->

<style name="AlertDialog.Holo" parent="AlertDialog">
    <item name="fullDark">@android:drawable/dialog_full_holo_dark</item>
    <item name="topDark">@android:drawable/dialog_top_holo_dark</item>
    <item name="centerDark">@android:drawable/dialog_middle_holo_dark</item>
    <item name="bottomDark">@android:drawable/dialog_bottom_holo_dark</item>
    <item name="fullBright">@android:drawable/dialog_full_holo_dark</item>
    <item name="topBright">@android:drawable/dialog_top_holo_dark</item>
    <item name="centerBright">@android:drawable/dialog_middle_holo_dark</item>
    <item name="bottomBright">@android:drawable/dialog_bottom_holo_dark</item>
    <item name="bottomMedium">@android:drawable/dialog_bottom_holo_dark</item>
    <item name="centerMedium">@android:drawable/dialog_middle_holo_dark</item>
    <item name="layout">@android:layout/alert_dialog_holo</item>
    <item name="listLayout">@android:layout/select_dialog_holo</item>
    <item name="progressLayout">@android:layout/progress_dialog_holo</item>
    <item name="horizontalProgressLayout">@android:layout/alert_dialog_progress_holo</item>
    <item name="listItemLayout">@android:layout/select_dialog_item_holo</item>
    <item name="multiChoiceItemLayout">@android:layout/select_dialog_multichoice_holo</item>
    <item name="singleChoiceItemLayout">@android:layout/select_dialog_singlechoice_holo</item>
</style>

<style name="AlertDialog.Holo.Light">
    <item name="fullDark">@android:drawable/dialog_full_holo_light</item>
    <item name="topDark">@android:drawable/dialog_top_holo_light</item>
    <item name="centerDark">@android:drawable/dialog_middle_holo_light</item>
    <item name="bottomDark">@android:drawable/dialog_bottom_holo_light</item>
    <item name="fullBright">@android:drawable/dialog_full_holo_light</item>
    <item name="topBright">@android:drawable/dialog_top_holo_light</item>
    <item name="centerBright">@android:drawable/dialog_middle_holo_light</item>
    <item name="bottomBright">@android:drawable/dialog_bottom_holo_light</item>
    <item name="bottomMedium">@android:drawable/dialog_bottom_holo_light</item>
    <item name="centerMedium">@android:drawable/dialog_middle_holo_light</item>
</style>

<!-- Window title -->
<style name="WindowTitleBackground.Holo">
    <item name="android:background">@null</item>
</style>

<style name="WindowTitle.Holo">
    <item name="android:singleLine">true</item>
    <item name="android:textAppearance">@style/TextAppearance.Holo.WindowTitle</item>
    <item name="android:shadowColor">#B000000</item>
    <item name="android:shadowRadius">2.75</item>
</style>

<style name="DialogWindowTitle.Holo">
    <item name="android:maxLines">1</item>
    <item name="android:scrollHorizontally">true</item>
    <item name="android:textAppearance">@style/TextAppearance.Holo.DialogWindowTitle</item>
</style>

```

```
<style name="DialogWindowTitle.Holo.Light">
    <item name="android:maxLines">1</item>
    <item name="android:scrollHorizontally">true</item>
    <item name="android:textAppearance">@style/TextAppearance.Holo.Light.DialogWindowTitle</item>
</style>

<style name="Widget.Holo.PreferenceFrameLayout">
    <item name="android:borderTop">0dip</item>
    <item name="android:borderBottom">@dimen/preference_fragment_padding_bottom</item>
    <item name="android:borderLeft">@dimen/preference_fragment_padding_side</item>
    <item name="android:borderRight">@dimen/preference_fragment_padding_side</item>
</style>

<!-- Pointer styles -->
<style name="Pointer">
    <item name="android:pointerIconArrow">@android:drawable/pointer_arrow_icon</item>
    <item name="android:pointerIconSpotHover">@android:drawable/pointer_spot_hover_icon</item>
    <item name="android:pointerIconSpotTouch">@android:drawable/pointer_spot_touch_icon</item>
    <item name="android:pointerIconSpotAnchor">@android:drawable/pointer_spot_anchor_icon</item>
</style>

<!-- Wifi dialog styles -->
<!-- @hide -->
<style name="wifi_item">
    <item name="android:layout_width">200dip</item>
    <item name="android:layout_height">wrap_content</item>
    <item name="android:layout_marginTop">8dip</item>
    <item name="android:layout_marginLeft">16dip</item>
    <item name="android:layout_marginRight">16dip</item>
    <item name="android:orientation">vertical</item>
    <item name="android:gravity">left</item>
</style>

<!-- @hide -->
<style name="wifi_item_label">
    <item name="android:layout_width">wrap_content</item>
    <item name="android:layout_height">wrap_content</item>
    <item name="android:textSize">14sp</item>
</style>

<!-- @hide -->
<style name="wifi_item_content">
    <item name="android:layout_width">match_parent</item>
    <item name="android:layout_height">wrap_content</item>
    <item name="android:textSize">18sp</item>
</style>

<!-- @hide -->
<style name="wifi_section">
    <item name="android:layout_width">match_parent</item>
    <item name="android:layout_height">wrap_content</item>
    <item name="android:orientation">vertical</item>
</style>

<style name="Widget.Holo.MediaRouteButton">
    <item name="android:background">?android:attr/selectableItemBackground</item>
    <item name="android:externalRouteEnabledDrawable">@drawable/ic_media_route_holo_dark</item>
    <item name="android:minWidth">56dp</item>
    <item name="android:minHeight">48dp</item>
</style>

<style name="Widget.Holo.Light.MediaRouteButton">
    <item name="android:background">?android:attr/selectableItemBackground</item>
    <item name="android:externalRouteEnabledDrawable">@drawable/ic_media_route_holo_light</item>
    <item name="android:minWidth">56dp</item>
    <item name="android:minHeight">48dp</item>
</style>

</resources>
```

Appendix F: keytool Command Line Options

For your reference, I've placed the output from the `keytool` command line application:

```
C:\>keytool -help
keytool usage:

-certreq [-v] [-protected]
[-alias <alias>] [-sigalg <sigalg>]
[-file <csr_file>] [-keystore <keystore>]
[-storepass <storepass>] [-storetype <storetype>] [-providername <name>]
[-providerclass <provider_class_name> [-providerarg <arg>]] ...
[-providerpath <pathlist>]

-changealias [-v] [-protected] -alias <alias> -destalias <destalias>
[-keystore <keystore>] [-storepass <storepass>]
[-storetype <storetype>] [-providername <name>]
[-providerclass <provider_class_name> [-providerarg <arg>]] ...
[-providerpath <pathlist>]

-delete [-v] [-protected] -alias <alias>
[-keystore <keystore>] [-storepass <storepass>]
[-storetype <storetype>] [-providername <name>]
[-providerclass <provider_class_name> [-providerarg <arg>]] ...
[-providerpath <pathlist>]

-exportcert [-v] [-rfc] [-protected]
[-alias <alias>] [-file <cert_file>]
[-keystore <keystore>] [-storepass <storepass>]
[-storetype <storetype>] [-providername <name>]
[-providerclass <provider_class_name> [-providerarg <arg>]] ...
[-providerpath <pathlist>]

-genkeypair [-v] [-protected]
[-alias <alias>]
[-keyalg <keyalg>] [-keysize <keysize>]
[-sigalg <sigalg>] [-dname <dname>]
[-valDays <valDays>] [-keystore <keystore>]
[-storepass <storepass>] [-storetype <storetype>] [-providername <name>]
[-providerclass <provider_class_name> [-providerarg <arg>]] ...
[-providerpath <pathlist>]

-genseckeys [-v] [-protected]
[-alias <alias>] [-keystore <keystore>]
[-keyalg <keyalg>] [-keysize <keysize>]
[-keystore <keystore>] [-storepass <storepass>]
[-storetype <storetype>] [-providername <name>]
[-providerclass <provider_class_name> [-providerarg <arg>]] ...
[-providerpath <pathlist>]

-help

-importcert [-v] [-noprompt] [-trustcacerts] [-protected]
[-alias <alias>]
[-file <cert_file>] [-keystore <keystore>]
[-storepass <storepass>] [-storetype <storetype>] [-providername <name>]
[-providerclass <provider_class_name> [-providerarg <arg>]] ...
[-providerpath <pathlist>]

-importkeystore [-v]
[-srckeystore <srckeystore>] [-destkeystore <destkeystore>]
[-srcstoretype <srcstoretype>] [-deststoretype <deststoretype>]
[-srcstorepass <srcstorepass>] [-deststorepass <deststorepass>]
[-srcprotected] [-destprotected]
[-srcprovidername <srcprovidername>]
[-destprovidername <destprovidername>]
[-srcalias <srcalias>] [-destalias <destalias>]
[-srckeypass <srckeypass>] [-destkeypass <destkeypass>]
[-noprompt]
[-providerclass <provider_class_name> [-providerarg <arg>]] ...
```

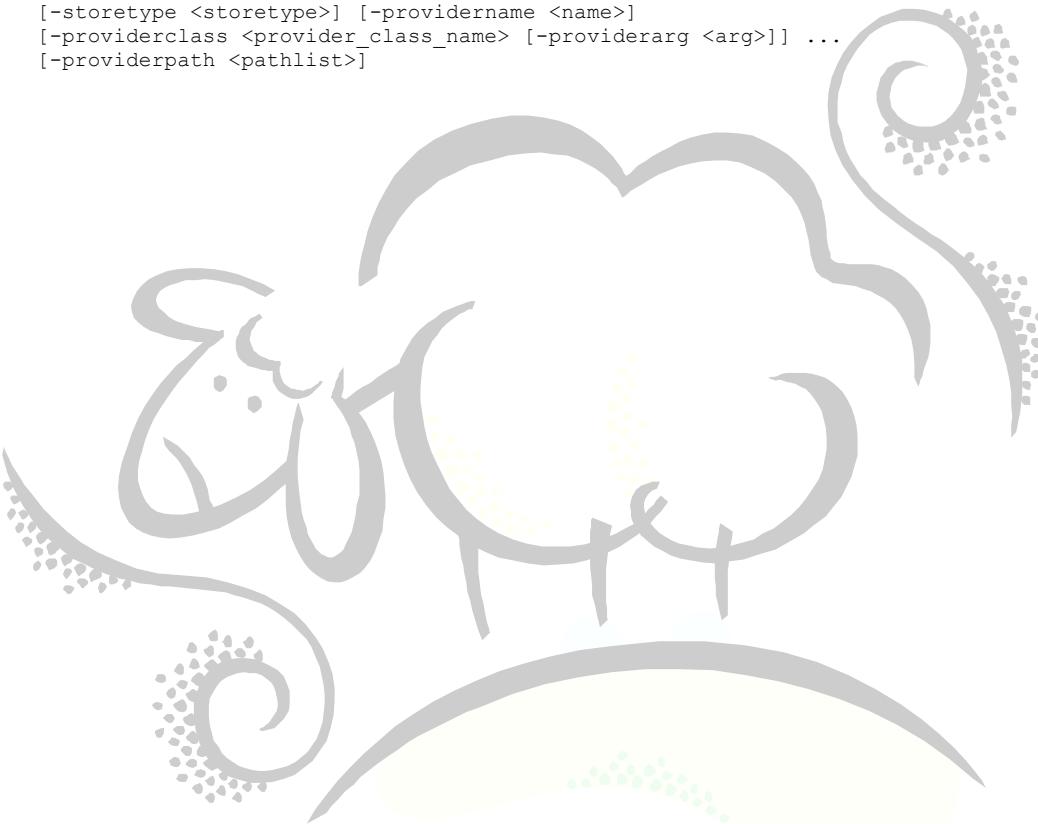
```
[-providerpath <pathlist>]

-keypasswd [-v] [-alias <alias>]
[-keypass <old_keypass>] [-new <new_keypass>]
[-keystore <keystore>] [-storepass <storepass>]
[-storetype <storetype>] [-providername <name>]
[-providerclass <provider_class_name> [-providerarg <arg>]] ...
[-providerpath <pathlist>]

-list [-v | -rfc] [-protected]
[-alias <alias>]
[-keystore <keystore>] [-storepass <storepass>]
[-storetype <storetype>] [-providername <name>]
[-providerclass <provider_class_name> [-providerarg <arg>]] ...
[-providerpath <pathlist>]

-printcert [-v] [-file <cert_file>]

-storepasswd [-v] [-new <new_storepass>]
[-keystore <keystore>] [-storepass <storepass>]
[-storetype <storetype>] [-providername <name>]
[-providerclass <provider_class_name> [-providerarg <arg>]] ...
[-providerpath <pathlist>]
```



Appendix G: The Google Play Developer Distribution Agreement

For your reference, I've placed the Google Play Developer Distribution Agreement below:

Developer Distribution Agreement

Definitions

Google: Google Inc., a Delaware corporation with principal place of business at 1600 Amphitheatre Parkway, Mountain View, CA 94043, United States.

Device: Any device that can access the Market, as defined herein.

Products: Software, content and digital materials distributed via the Market.

Market: The marketplace Google has created and operates which allows registered Developers in certain countries to distribute Products directly to users of Devices.

Developer or You: Any person or company who is registered and approved by the Market to distribute Products in accordance with the terms of this Agreement.

Developer Account: A publishing account issued to Developers that enables the distribution of Products via the Market.

Payment Processor(s): Any party authorized by Google to provide payment processing services that enable Developers with optional Payment Accounts to charge Device users for Products distributed via the Market.

Payment Account: A financial account issued by a Payment Processor to a Developer that authorizes the Payment Processor to collect and remit payments on the Developer's behalf for Products sold via the Market. Developers must be approved by a Payment Processor for a Payment Account and maintain their account in good standing to charge for Products distributed in the Market.

Authorized Carrier: A mobile network operator who is authorized to receive a distribution fee for Products that are sold to users of Devices on its network.

1. Introduction

1.1 The Market is a publicly available site on which Android Developers can distribute Products for Devices. In order to distribute Products on the Market, you must acquire and maintain a valid Developer Account.

1.2 If you want to charge a fee for your Products, you must also acquire and maintain a valid Payment Account from an authorized Payment Processor.

2. Accepting this Agreement

2.1 This agreement ("Agreement") forms a legally binding contract between you and Google in relation to your use of the Market to distribute Products. In order to use the Market to distribute Products, you must first agree to this Agreement by clicking to accept where this option is made available to you. You may not distribute Products on the Market if you do not accept this Agreement.

2.2 You may not use the Market to distribute Products and may not accept the Agreement unless you are verified as a Developer in good standing. This Agreement will automatically terminate if you are (a) not a Developer in good standing, or (b) a person or entity barred from using Android software under the laws of the United States or other countries including the country in which you are resident or from which you use the Android software.

2.3 If you are agreeing to be bound by this Agreement on behalf of your employer or other entity, you represent and warrant that you have full legal authority to bind your employer or such entity to this Agreement. If you do not have the requisite authority, you may not accept the Agreement or use the Market on behalf of your employer or other entity.

3. Pricing and Payments.

3.1 This Agreement covers both Products you choose to distribute for free and Products for which you charge a fee (once payment processing is enabled on the Market). In order to charge a fee for your Products, you must have a valid Payment Account under a separate agreement with a Payment Processor. If you already have a Payment Account with a Payment Processor before signing up for the Market, then the terms of this Agreement shall supersede your Payment Account terms and condition for Products sold via the Market.

You may set the price for your Products in the currencies permitted by the Payment Processor. The Market may display to users the price of Products in their native currency, but it is not responsible for the accuracy of currency rates or conversion.

3.2 The price you set for Products will determine the amount of payment you will receive. A Transaction Fee, as defined below, will be charged on the sales price and apportioned to the Payment Processor and, if one exists, the Authorized Carrier. The remainder (sales price less Transaction Fee) will be remitted to you. The "Transaction Fee" is set forth here and may be revised by Google from time to time. Developer is responsible for determining if a Product is taxable.

and the applicable tax rate for the Payment Processor to collect for each taxing jurisdiction where Products are sold. Developer is responsible for remitting taxes to the appropriate taxing authority.

3.3 You may also choose to distribute Products for free. If the Product is free, you will not be charged a Transaction Fee. You may not collect future charges from users for copies of the Products that those users were initially allowed to download for free. This is not intended to prevent distribution of free trial versions of the Product with an "upsell" option to obtain the full version of the Product: Such free trials for Products are encouraged. However, if you want to collect fees after the free trial expires, you must collect all fees for the full version of the Product through the Payment Processor on the Market. In this Agreement, "free" means there are no charges or fees of any kind for use of the Product. All fees received by Developers for Products distributed via the Market must be processed by the Market's Payment Processor.

3.4 Special Refund Requirements. The Payment Processor's standard terms and conditions regarding refunds will apply except the following terms apply to your distribution of Products on the Market.

Products that can be previewed by the buyer (such as ringtones and wallpapers): No refund is required or allowed.

Products that cannot be previewed by the buyer (such as applications): You authorize Google to give the buyer a full refund of the Product price if the buyer requests the refund within 48 hours after purchase.

3.5 You Support Your Product. You will be solely responsible for support and maintenance of your Products and any complaints about your Products. Your contact information will be displayed in each application detail page and made available to users for customer support purposes.

Failure to provide adequate support for your Products may result in low Product ratings, less prominent product exposure, low sales and billing disputes. Except in cases when multiple disputes are initiated by a user with abnormal dispute history, billing disputes received by Payment Processor for Products sold for less than \$10 may be automatically charged back to the Developer, in addition to any handling fees charged by the Payment Processor. Chargeback requests for Products \$10 or more will be handled in accordance with the Payment Processor's standard policy.

3.6 Reinstalls. Users are allowed unlimited reinstalls of each application distributed via the Market, provided however that if you remove a Product(s) from the Market pursuant to clauses (i), (ii), (iii) or (iv) of Section 7.1, such Product(s) shall be removed from all portions of the Market and users shall no longer have a right or ability to reinstall the affected Products.

4. Use of the Market by You

4.1 Except for the license rights granted by you in Section 5 below, Google agrees that it obtains no right, title or interest from you (or your licensors) under this Agreement in or to any of Products, including any intellectual property rights which subsist in those applications.

4.2 You agree to use the Market only for purposes that are permitted by (a) this Agreement and (b) any applicable law, regulation or generally accepted practices or guidelines in the relevant jurisdictions (including any laws regarding the export of data or software to and from the United States or other relevant countries).

4.3 You agree that if you use the Market to distribute Products, you will protect the privacy and legal rights of users. If the users provide you with, or your Product accesses or uses, user names, passwords, or other login information or personal information, you must make the users aware that the information will be available to your Product, and you must provide legally adequate privacy notice and protection for those users. Further, your Product may only use that information for the limited purposes for which the user has given you permission to do so. If your Product stores personal or sensitive information provided by users, it must do so securely and only for as long as it is needed. But if the user has opted into a separate agreement with you that allows you or your Product to store or use personal or sensitive information directly related to your Product (not including other products or applications) then the terms of that separate agreement will govern your use of such information. If the user provides your Product with Google Account information, your Product may only use that information to access the user's Google Account when, and for the limited purposes for which, the user has given you permission to do so.

4.4 Prohibited Actions. You agree that you will not engage in any activity with the Market, including the development or distribution of Products, that interferes with, disrupts, damages, or accesses in an unauthorized manner the devices, servers, networks, or other properties or services of any third party including, but not limited to, Android users, Google or any mobile network operator. You may not use customer information obtained from the Market to sell or distribute Products outside of the Market.

4.5 Non-Compete. You may not use the Market to distribute or make available any Product whose primary purpose is to facilitate the distribution of software applications and games for use on Android devices outside of the Market.

4.6 You agree that you are solely responsible for (and that Google has no responsibility to you or to any third party for) any Products you distribute through the Market and for the consequences of your actions (including any loss or damage which Google may suffer) by doing so.

4.7 You agree that you are solely responsible for (and that Google has no responsibility to you or to any third party for) any breach of your obligations under this Agreement, any applicable third party contract or terms of service, or any applicable law or regulation, and for the consequences (including any loss or damage which Google or any third party may suffer) of any such breach.

4.8 The Market will allow you to protect your Products so that users may not share Products with other users or devices.

4.9 Product Ratings. The Market will allow users to rate Products. Only users who download the applicable Product will be able to rate it. Product ratings will be used to determine the placement of Products on the Market with higher rated Products generally given better placement, subject to Google's ability to change placement at Google's sole discretion. The Market may also assign you a composite score for any Product that has not received user ratings. A Developer Composite Score will be a representation of the quality of your Product based on your history and will be determined at Google's sole discretion. For new Developers without Product history, Google may use or publish performance measurements such as uninstall and/or refund rates to identify or remove Products that are not meeting acceptable standards, as determined by Google. Google reserves the right to display Products to users in a manner that will be determined at Google's sole discretion.

Your Products may be subject to user ratings to which you may not agree. You may contact Google if you have any questions or concerns regarding such ratings.

4.10 Marketing Your Product. You will be responsible for uploading your Products to the Market, providing required Product information to users, and accurately disclosing the security permissions necessary for the Product to function on user Devices. Products that are not properly uploaded will not be published in the Market.

4.11 Restricted Content. Any Product you distribute on the Market must adhere to the Developer Program Policies.

5. License Grants

5.1 You grant to Google a nonexclusive, worldwide, and royalty-free license to: copy, perform, display, and use the Products for administrative and demonstration purposes in connection with the operation and marketing of the Market and to use the Products to make improvements to the Android platform.

5.2 You grant to Google a nonexclusive, and royalty-free license to distribute the Products according to the publishing options selected by you on the Product upload page of the Market.

5.3 Google may use consultants and other contractors in connection with the performance of obligations and exercise of rights under this agreement, provided that such consultants and contractors will be subject to the same obligations as Google. After termination of this Agreement, Google will not distribute your Product, but may retain and use copies of the Product for support of the Market and the Android platform.

5.4 You grant to the user a non-exclusive, worldwide, and perpetual license to perform, display, and use the Product on the Device. If you choose, you may include a separate end user license agreement (EULA) in your Product that will govern the user's rights to the Product in lieu of the previous sentence.

5.5 You represent and warrant that you have all intellectual property rights, including all necessary patent, trademark, trade secret, copyright or other proprietary rights, in and to the Product. If You use third-party materials, You represent and warrant that you have the right to distribute the third-party material in the Product. You agree that You will not submit material to Market that is copyrighted, protected by trade secret or otherwise subject to third party proprietary rights, including patent, privacy and publicity rights, unless You are the owner of such rights or have permission from their rightful owner to submit the material.

6. Brand Features and Publicity

6.1 "Brand Features" means the trade names, trade marks, service marks, logos, domain names, and other distinctive brand features of each party, respectively, as owned (or licensed) by such party from time to time.

6.2 Each party shall own all right, title and interest, including without limitation all intellectual property rights, relating to its Brand Features. Except to the limited extent expressly provided in this Agreement, neither party grants, nor shall the other party acquire, any right, title or interest (including, without limitation, any implied license) in or to any Brand Features of the other party. Subject to the terms and conditions of this Agreement, Developer grants to Google and its affiliates a limited, non-exclusive license during the term of this Agreement to display Developer Brand Features, submitted by Developer to Google, for use solely online or on mobile devices and in either case solely in connection with the distribution and sale of Developer's Product through the Market, or to otherwise fulfill its obligations under this Agreement. If Developer discontinues the distribution of specific Products on the Market, Google will cease use of the discontinued Products' Brand Features pursuant to this Section 6.2, except as necessary to allow Google to effectuate Section 3.6. Nothing in this Agreement gives Developer a right to use any of Google's trade names, trademarks, service marks, logos, domain names, or other distinctive brand features.

6.3 Publicity. In addition to the license granted in 6.2 above, for purposes of marketing the presence, distribution and sale of the Developer's Product in the Market, Google and its affiliates may include Developer Brand Features, submitted by Developer to Google: (i) within the Market and in any Google-owned online or mobile properties; (ii) in online or mobile communications outside the Market when mentioned along with other Market Products; (iii) when making announcements of the availability of the Product online or on mobile devices; (iv) in presentations; and (v) in customer lists which appear either online or on mobile devices (which includes, without limitation, customer lists posted on Google websites). If Developer discontinues the distribution of specific Products on the Market, Google will cease use of the discontinued Products' Brand Features for such marketing purposes. Google grants to Developer a limited, non-exclusive, worldwide, royalty-free license to use the Android Brand Features for the term of this Agreement solely for marketing purposes and only in accordance with the Android Brand Guidelines).

7. Product Takedowns.

7.1 Your Takedowns. You may remove your Products from future distribution via the Market at any time, but you must comply with this Agreement and the Payment Processor's Payment Account terms of service for any Products distributed through the Market, including but not limited to refund requirements. Removing your Products from future distribution via the Market does not (a) affect the license rights of users who have previously purchased or downloaded your Products, (b) remove your Products from Devices or from any part of the Market where previously purchased or downloaded applications are stored on behalf of users, or (c) change your obligation to deliver or support Products or services that have been previously purchased or downloaded by users. Notwithstanding the foregoing, in no event will Google maintain on any portion of the Market (including, without limitation, the part of the Market where previously purchased or downloaded applications are stored on behalf of users) any Product that you have removed from the Market and provided written notice to Google that such removal was due to (i) an allegation of infringement, or actual infringement, of any copyright, trademark, trade secret, trade dress, patent or other intellectual property right of any person, (ii) an allegation of defamation or actual defamation, (iii) an allegation of violation, or actual violation, of any third party's right of publicity or privacy, or (iv) an allegation or determination that such Product does not comply with applicable law.

If you remove a Product from the Market pursuant to clauses (i), (ii), (iii) or (iv) of this Section 7.1, and an end user purchased such Product within a year before the date of takedown, at Google's request, you must refund to the affected end user all amounts paid by such end user for such affected Product, less the portion of the Transaction Fee specifically allocated to the credit card/payment processing for the associated transaction.

7.2 Google Takedowns. While Google does not undertake an obligation to monitor the Products or their content, if Google is notified by you or otherwise becomes aware and determines in its sole discretion that a Product or any portion thereof or your Brand Features; (a) violates the intellectual property rights or any other rights of any third party; (b) violates any applicable law or is subject to an injunction; (c) is pornographic, obscene or otherwise violates Google's hosting policies or other terms of service as may be updated by Google from time to time in its sole discretion; (d) is being distributed by you improperly; (e) may create liability for Google or Authorized Carriers; (f) is deemed by Google to have a virus or is deemed to be malware, spyware or have an adverse impact on Google's or an Authorized Carrier's network; (g) violates the terms of this Agreement or the Developer Program Policies for Developers; or (h) the display of the Product is impacting the integrity of Google servers (i.e., users are unable to access such content or otherwise experience difficulty), Google may remove the Product from the Market or reclassify the Product at its sole discretion. Google reserves the right to suspend and/or bar any Developer from the Market at its sole discretion.

Google enters into distribution agreements with device manufacturers and Authorized Carriers to place the Market software client application for the Market on Devices. These distribution agreements may require the involuntary removal of Products in violation of the Device manufacturer's or Authorized Carrier's terms of service.

In the event that your Product is involuntarily removed because it is defective, malicious, infringes intellectual property rights of another person, defames, violates a third party's right of publicity or privacy, or does not comply with applicable law, and an end user purchased such Product within a year before the date of takedown, (i) you must refund to Google, all amounts received, plus any associated fees (i.e. chargebacks and payment transaction fees), and (ii) Google may, at its sole discretion, withhold from your future sales the amount in subsection (i) above.

8. Your Developer Credentials

8.1 You agree that you are responsible for maintaining the confidentiality of any developer credentials that may be issued to you by Google or which you may choose yourself and that you will be solely responsible for all applications that are developed under your developer credentials. Google may limit the number of Developer Accounts issued to you or to the company or organization you work for.

9. Privacy and Information

9.1 In order to continually innovate and improve the Market, Google may collect certain usage statistics from the Market and Devices, including but not limited to, information on how the Market and Devices are being used.

9.2 The data collected is examined in the aggregate to improve the Market for users and Developers and is maintained in accordance with Google's Privacy Policy. To ensure the improvement of Products, limited aggregate data may be available to you upon written request.

10. Terminating this Agreement

10.1 This Agreement will continue to apply until terminated by either you or Google as set out below.

10.2 If you want to terminate this Agreement, you must provide Google with thirty (30) days prior written notice (unless this Agreement terminates under Section 14.1) and cease your use of any relevant developer credentials.

10.3 Google may at any time, terminate this Agreement with you if:

- (A) you have breached any provision of this Agreement; or
- (B) Google is required to do so by law; or
- (C) you cease being an authorized Developer; or
- (D) Google decides to no longer provide the Market.

11. DISCLAIMER OF WARRANTIES

11.1 YOU EXPRESSLY UNDERSTAND AND AGREE THAT YOUR USE OF THE MARKET IS AT YOUR SOLE RISK AND THAT THE MARKET IS PROVIDED "AS IS" AND "AS AVAILABLE" WITHOUT WARRANTY OF ANY KIND.

11.2 YOUR USE OF THE MARKET AND ANY MATERIAL DOWNLOADED OR OTHERWISE OBTAINED THROUGH THE USE OF THE MARKET IS AT YOUR OWN DISCRETION AND RISK AND YOU ARE SOLELY RESPONSIBLE FOR ANY DAMAGE TO YOUR COMPUTER SYSTEM OR OTHER DEVICE OR LOSS OF DATA THAT RESULTS FROM SUCH USE.

11.3 GOOGLE FURTHER EXPRESSLY DISCLAIMS ALL WARRANTIES AND CONDITIONS OF ANY KIND, WHETHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO THE IMPLIED WARRANTIES AND CONDITIONS OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT.

12. LIMITATION OF LIABILITY

12.1 YOU EXPRESSLY UNDERSTAND AND AGREE THAT GOOGLE, ITS SUBSIDIARIES AND AFFILIATES, AND ITS LICENSORS SHALL NOT BE LIABLE TO YOU UNDER ANY THEORY OF LIABILITY FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL CONSEQUENTIAL OR EXEMPLARY DAMAGES THAT MAY BE INCURRED BY YOU, INCLUDING ANY LOSS OF DATA, WHETHER OR NOT GOOGLE OR ITS REPRESENTATIVES HAVE BEEN ADVISED OF OR SHOULD HAVE BEEN AWARE OF THE POSSIBILITY OF ANY SUCH LOSSES ARISING.

13. Indemnification

13.1 To the maximum extent permitted by law, you agree to defend, indemnify and hold harmless Google, its affiliates and their respective directors, officers, employees and agents, and Authorized Carriers from and against any and all third party claims, actions, suits or proceedings, as well as any and all losses, liabilities, damages, costs and expenses (including reasonable attorneys fees) arising out of or accruing from (a) your use of the Market in violation of this Agreement, and (b) your Product that infringes any copyright, trademark, trade secret, trade dress, patent or other intellectual property right of any person or defames any person or violates their rights of publicity or privacy.

13.2 To the maximum extent permitted by law, you agree to defend, indemnify and hold harmless the applicable Payment Processors (which may include Google and/or third parties) and the Payment Processors' affiliates, directors, officers, employees and agents from and against any and all third party claims, actions, suits or proceedings, as well as any and all losses, liabilities, damages, costs and expenses (including reasonable attorneys fees) arising out of or accruing from taxes related to Your distribution of Products distributed via the Market.

14. Changes to the Agreement

14.1 Google may make changes to this Agreement at any time by sending the Developer notice by email describing the modifications made. Google will also post a notification on the Market site describing the modifications made. The changes will become effective, and will be deemed accepted by Developer, (a) immediately for those who become Developers after the notification is posted, or (b) for pre-existing Developers, the modified Agreement will become effective upon Developer's acceptance of the modified Agreement (except changes required by law which will be effective immediately). Pre-existing Developers will show their acceptance of the modified Agreement by going to the Market site and accepting the modified Agreement. In the event that Developer does not agree with the modifications to the Agreement within thirty (30) days after the date the email is sent, then Google will suspend the distribution of your Products until Developer agrees to the modified Agreement. In the event that You do not agree with the modifications within ninety (90) days after the date the email is sent, then You must terminate your use of the Market, which will be your sole and exclusive remedy.

15. General Legal Terms

15.1 This Agreement constitutes the whole legal agreement between you and Google and governs your use of the Market, and completely replaces any prior agreements between you and Google in relation to the Market.

15.2 You agree that if Google does not exercise or enforce any legal right or remedy which is contained in this Agreement (or which Google has the benefit of under any applicable law), this will not be taken to be a formal waiver of Google's rights and that those rights or remedies will still be available to Google.

15.3 If any court of law, having the jurisdiction to decide on this matter, rules that any provision of this Agreement is invalid, then that provision will be removed from this Agreement without affecting the rest of this Agreement. The remaining provisions of this Agreement will continue to be valid and enforceable.

15.4 You acknowledge and agree that each member of the group of companies of which Google is the parent shall be third party beneficiaries to this Agreement and that such other companies shall be entitled to directly enforce, and rely upon, any provision of this Agreement that confers a benefit on (or rights in favor of) them. Other than this, no other person or company shall be third party beneficiaries to this Agreement.

15.5 EXPORT RESTRICTIONS. PRODUCTS ON THE MARKET MAY BE SUBJECT TO UNITED STATES EXPORT LAWS AND REGULATIONS. YOU MUST COMPLY WITH ALL DOMESTIC AND INTERNATIONAL EXPORT LAWS AND REGULATIONS THAT APPLY TO YOUR DISTRIBUTION OR USE OF PRODUCTS. THESE LAWS INCLUDE RESTRICTIONS ON DESTINATIONS, USERS AND END USE.

15.6 The rights granted in this Agreement may not be assigned or transferred by either you or Google without the prior written approval of the other party. Neither you nor Google shall be permitted to delegate their responsibilities or obligations under this Agreement without the prior written approval of the other party.

15.7 This Agreement, and your relationship with Google under this Agreement, shall be governed by the laws of the State of California without regard to its conflict of laws provisions. You and Google agree to submit to the exclusive jurisdiction of the courts located within the county of Santa Clara, California to resolve any legal matter arising from this Agreement. Notwithstanding this, you agree that Google shall still be allowed to apply for injunctive remedies (or an equivalent type of urgent legal relief) in any jurisdiction.

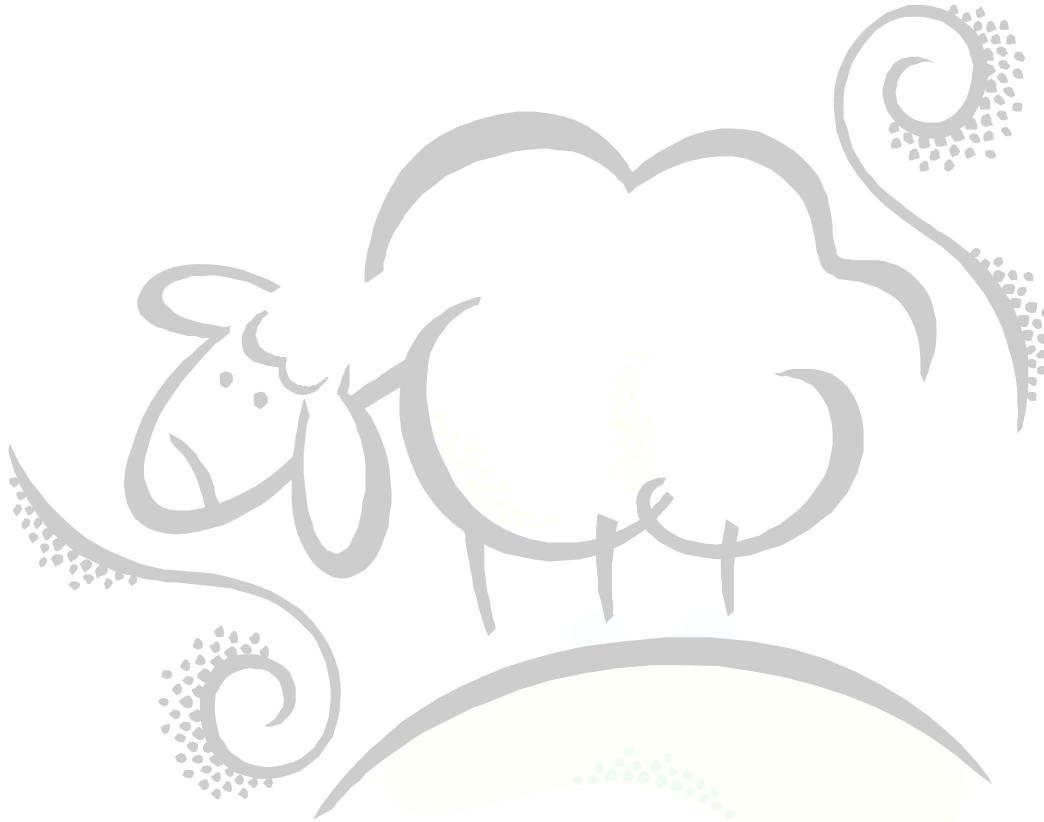
15.8 The obligations in Sections 5, 6.2 (solely as necessary to permit Google to effectuate Section 3.6), 7, 11, 12, 13, and 15 will survive any expiration or termination of this Agreement.

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·Help

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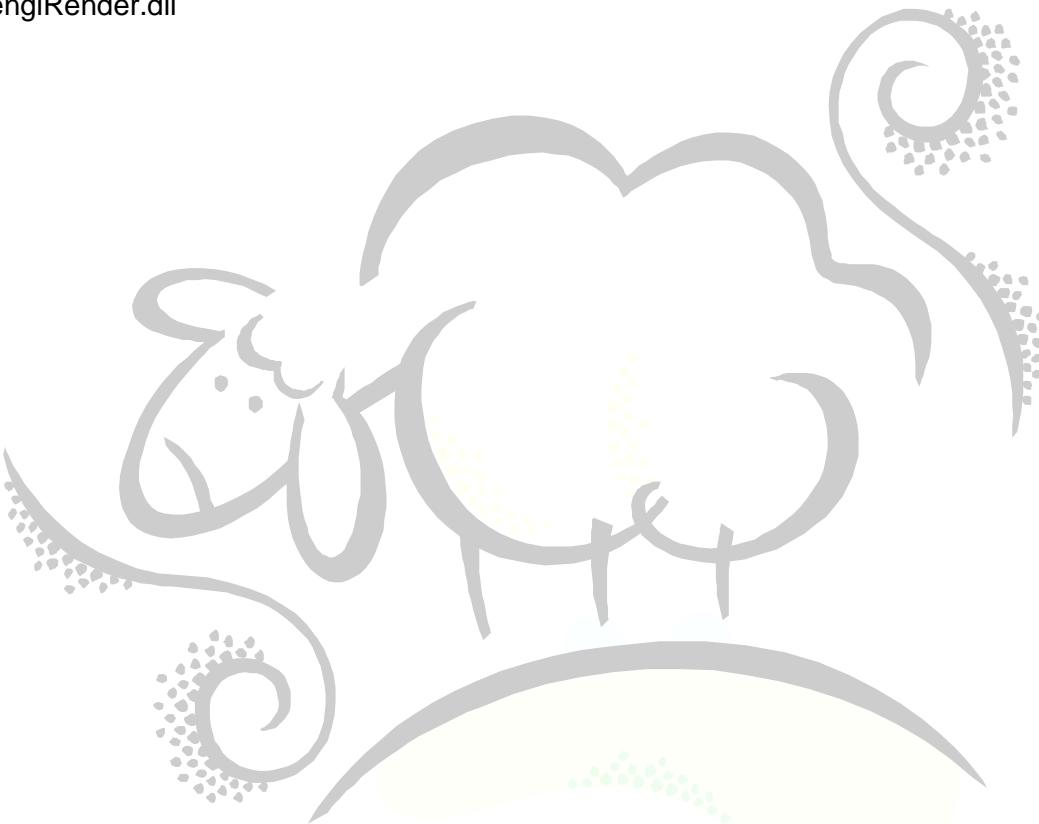
Appendix H: OpenGL ES Libraries Not Found in Eclipse

When you start Eclipse and run an Android application, you may see the following error in the Console window:

```
ERROR: Could not load OpenGL ES emulation library: Could not load DLL!
```

One reason I found online (<http://code.google.com/p/android/issues/detail?id=33336>) was that the OpenGL ES-related libraries (DLLs) were in the \tools\lib folder but not in the \tools folder. I copied the following four files from \tools\lib to \tools and the error message disappeared:

1. libEGL_translator.dll
2. libGLES_CM_translator.dll
3. libGLES_V2_translator.dll
4. libOpenGLRender.dll



References: Android Resources

This section outlines the many books and online resources I used to try to learn Android programming. Note that despite the mess that precedes the current page (all the way back to page one), the books I list are created by professional Android programmers and not a hack such as myself.

Note that the book links provided below open up to Amazon's website.

1. [Programming Android](#), Mednieks, et. al., O'Reilly Press, 2011, ISBN: 978-1-449-38969-7
2. [Professional Android 2 Application Development](#), Meier, Wrox Press, 2010, ISBN: 978-0-470-56552-0
3. [Beginning Android 4](#), Allen, Apress Press, 2012, ISBN: 978-1-4302-3984-0
4. [Pro OpenGL ES for Android](#), Smithwick & Verma, Apress Press, 2012, ISBN: 978-1-4302-4002-0
5. [Android Database Programming](#), Wei, PACKT Press, 2012, ISBN: 978-1-84951-812-3
6. [Android Apps with Eclipse](#), Cinar, Apress Press, 2012, ISBN: 978-1-4302-4434-9
7. [Android Cookbook](#), Darwin, O'Reilly Press, 2012, ISBN: 978-1-449-38841-6
8. [Professional Android Sensor Programming](#), Milette & Stroud, Wrox Press, ISBN: 978-1-118-18348-9
9. [The Android Developer's Cookbook](#), Steele & To, Addison-Wesley Press, ISBN: 978-0-3217-4123-3

The following links are to Android and Android-related websites:

1. Android Developer's Site: developer.android.com
2. StackOverflow: www.stackoverflow.com
3. SQLite: <http://www.sqlite.org>
4. SQLite Expert: <http://www.sqliteexpert.com>
5. Android Theme Icon Database: adwlauncher.wikia.com/wiki/Theme_Icon_Name_Database
6. CreativeBloq Free Fonts: <http://www.creativebloq.com/graphic-design-tips/best-free-fonts-for-designers-1233380>