Chapter 5 – Android Resources

**Chapter Objective**

* To know what is Android Resources and kinds of resources.
* Understand briefly how each resource works.

**What is Android Resources?**

* Resources: bundled to the app, stored in res/directory, can be accessed by code line: R.<category>.<resourceName>.
* Content: layouts, values, drawable, raw, style, design guidelines.

**Layout**

* **Definition**
* A way to organize Views inside an UI, can be created in XML files in res/layout, nested.
* **Layout XML**
* Containers (ViewGroups) contain Views (TextView, ImageView, EditText, Button, ImageButton,…).
* Required: layout\_width, layout\_height. Optional: id (findViewById()).
* **Adaptive: Layout on Android**
* Use different layouts XML in different directories. Eg: tablet: layout-large, layoutxlarge, …
* To load XML layout: In Activity file, use onCreate() with setContentView(); Fragment: use onCreateView().
* **Popular Layout classes**

FrameLayout, LinearLayout, RelativeLayout, ViewPager.

* FrameLayout: can contain multiple children, multiple layers, first child will be at the bottom, support child margins, gravity.
* LinearLayout: one direction, horizontal or vertical.
* RelativeLayout: enables to specify how child views are positioned “relative” to each other.
* ViewPager: a convenient way to supply and manage the lifecycle of each page.