Android Resources

Friday, October 28, 2016   9:26 AM

I. Resources
- Things embedded (bundled) into the app.
- In res/
- Accessible: R.<category>.<resourceName>
- Do NOT hard-core values inside codes.

II. Layouts
- Xml files in res/layout
- Hierarchical "structure"
- Popular Layout
    - ✓ FrameLayout: multiple layers
    - ✓ LinearLayout: layout_weight
            gravity

Top left	Top center-vertical	Top right
Left center-horizontal	center	Right center-horizontal
Bottom left	Bottom center-vertical	Bottom right

    - ✓ RelativeLayout
            Children are "relative" to parent / to each other
             no layout_weight
    - ✓ ViewPager: contains tabs (behind there are diff fragments)
            No header. Must use a separate view (2 ways)
            Each tab content = a fragment
                    Can be nested (fragment inside fragment)
                    "off-screen" limit: fragments outside limit are destroyed and recreated when needed
                    "adapter" in Java class (in parent Activity or Fragment)
                    Specify what fragment is in what page
                            ViewPager _____ Adapter _____Frag 1
                                                       |_____ Frag 2
            Set up ViewPager on Activity/Fragment's onCreate()
            Header for ViewPager
                    Ex. TabLayout
                    Build gradle: compile…
- Values: why? Internationalization
            Using in Layout XML: <tag name="…">values</tag>
            Using in Java: setText(), setNumColumns…
- Drawables:
            2 type: _XML drawables: res/drawable
                    _Bitmap drawables (PNG/JPEG): res/drawable-*dpi
            E.g. image view: src="@drawable/name"
                view: background="@drawable/name"
            9patch Drawables
                    *.9.png: transparent, stretchable, padding
- Raw data:
    - ✓ In res/raw:
            A "resource"
            Accessible w/ Context.getResources(), InputStream
            R.raw.<name>
    - ✓ In assets/
            Not a resource

No R.<assets>
No name convention
Accessible: InputStream, Context.getAssets()

- Menu: why? Maximize space for content
    - ✓ App bar
        - ▪ Contain: search, settings…
        - ▪ Android Support Library: ToolBar
    - ✓ Context Menu
    - ✓ Popup menu