

## 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